

## Instant Freemarker Starter

Enterprise Content and Search Management for Building Digital Platforms Pro Spring 5 The JHipster Mini-Book Hibernate Tips Building Web Apps with Spring 5 and Angular Enterprise Integration Patterns Clean Architecture Pivotal Certified Professional Spring Developer Exam Struts in Action Java 9 Cookbook Pro Spring Boot 2 Android User Interface Development Full Stack Development with JHipster Instant FreeMarker Starter Practical Foundations for Programming Languages Spring Boot 2.0 Projects Game Physics Cookbook Pivotal Certified Spring Web Application Developer Exam Pivotal Certified Professional Core Spring 5 Developer Exam Clean Code Developing Java Applications with Spring and Spring Boot Mastering Spring 5.0 Cloud Native Java Enzymes in Food and Beverage Processing Spring 5.0 Cookbook Hands-On Reactive Programming in Spring 5 Mastering Spring MVC 4 Restlet in Action Learning Spring Boot Beginning Spring Boot 2 Apache Solr Essentials Oracle Digital Assistant Spring MVC Cookbook Spring MVC Blueprints AngularJS by Example Functional Programming in Java Learning Spring Application Development Model Driven Engineering Languages and Systems Head First Servlets and JSP Hands-On Android UI Development

## Enterprise Content and Search Management for Building Digital Platforms

This book is for both novice developers in general and experienced Spring developers. It will teach you how to override Spring Boot's opinions and frees you from the need to define complicated configurations.

## Pro Spring 5

Quickly and productively develop complex Spring applications and microservices out of the box, with minimal concern over things like configurations. This revised book will show you how to fully leverage the Spring Boot 2 technology and how to apply it to create enterprise ready applications that just work. It will also cover what's been added to the new Spring Boot 2 release, including Spring Framework 5 features like WebFlux, Security, Actuator and the new way to expose Metrics through Micrometer framework, and more. This book is your authoritative hands-on practical guide for increasing your enterprise Java and cloud application productivity while decreasing development time. It's a no nonsense guide with case studies of increasing complexity throughout the book. The author, a senior solutions architect and Principal Technical instructor with Pivotal, the company behind the Spring Framework, shares his experience, insights and first-hand knowledge about how Spring Boot technology works and best practices. Pro Spring Boot 2 is an essential book for your Spring learning and reference library. What You Will Learn Configure and use Spring Boot Use non-functional requirements with Spring Boot Actuator Carry out web development with Spring Boot Persistence with JDBC, JPA and NoSQL Databases Messaging with

JMS, RabbitMQ and WebSockets Test and deploy with Spring Boot A quick look at the Spring Cloud projects Microservices and deployment to the Cloud Extend Spring Boot by creating your own Spring Boot Starter and @Enable feature Who This Book Is For Experienced Spring and Java developers seeking increased productivity gains and decreased complexity and development time in their applications and software services.

### **The JHipster Mini-Book**

This book is intended for those who are interested in learning the core features of the Spring Framework. Prior knowledge of Java programming and web development concepts with basic XML knowledge is expected.

### **Hibernate Tips**

Prepare for the Pivotal Certified Spring Web Application Developer exam and learn about Spring MVC DispatcherServlet configuration, Spring MVC programming model essentials, Spring MVC views and form processing, Spring Web Flow essentials, and Spring Web Flow actions and configuration. The Pivotal Certified Spring Web Application Developer Exam: A Study Guide is the ideal preparation for the exam and after reading and using it, you'll be able to pass and become a certified Spring Web Developer. When you become a Pivotal Certified Spring Web Application Developer, you'll receive one of the most valuable credentials available in enterprise Java. Achieving this certification demonstrates your ability to apply Spring's web projects to develop real-world Java web applications and validates your familiarity with Spring Web.

### **Building Web Apps with Spring 5 and Angular**

Pass the Pivotal Certified Professional exam using source code examples, study summaries, and mock exams. In this book, you'll find a descriptive overview of certification-related Spring modules and a single example application demonstrating the use of all required Spring modules. Also, it is suitable as an introductory primer for Spring newcomers. Furthermore, in Pivotal Certified Professional Spring Developer Exam: A Study Guide each chapter contains a brief study summary and question set, and the book's free downloadable source code package includes one mock exam (50 questions - like a real exam). After using this study guide, you will be ready to take and pass the Pivotal Certified Professional exam. When you become Pivotal Certified, you will have one of the most valuable credentials in Java. The demand for Spring skills is skyrocketing. Pivotal certification helps you advance your skills and your career, and get the maximum benefit from Spring. Passing the exam demonstrates your understanding of Spring and validates your familiarity with: container-basics, aspect oriented programming (AOP), data access and transactions, Spring Security, Spring Boot, microservices and the Spring model-view-controller (MVC). Good luck! What You'll Learn Understand the core principles of the popular Spring Framework

Use dependency injection Work with aspects in Spring and do AOP (aspect oriented programming) Control transactional behavior and work with SQL and NoSQL (MongoDB) databases Create and secure web applications based on Spring MVC Get to know the format of exam and type of questions in it Create Spring microservices applications Who This Book Is For Spring developers who have taken the Pivotal Core Spring class are eligible to take the Pivotal Certified Professional exam.

### **Enterprise Integration Patterns**

Practical Software Architecture Solutions from the Legendary Robert C. Martin (“Uncle Bob”) By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin (“Uncle Bob”) reveals those rules and helps you apply them. Martin’s Clean Architecture doesn’t merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you’ve come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you’ll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what’s critically important and what’s merely a “detail” Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else’s designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

### **Clean Architecture**

A definitive guide to learning the key concepts of modern application development in Java About This Book Learn the latest features of Java 9 Extend your Java knowledge and take your application to new levels by making it fast, secure, and scalable Delve into the intricacies of Modular programming in Java 9 Who This Book Is For The book is for intermediate to advanced Java programmers who want to make their applications fast, secure, and scalable. What You Will Learn Set up JDK and know the differences in the JDK 9 installation Implement OO designs using classes and interfaces Manage operating system processes Understand the new modular JDK and modular programming Create a modular application with clear

dependencies Build graphical user interfaces using JavaFX Use the new HTTP Client API Learn about the new diagnostic features in Java 9 See how to use the new jShell REPL tool Execute ES6-compliant JavaScript code from your Java applications In Detail Java is an object-oriented programming language. It is one of the most widely accepted languages because of its design and programming features, particularly in its promise that you can write a program once and run it anywhere. This cookbook offers a range of software development examples in simple and straightforward Java 9 code, providing step-by-step resources and time-saving methods to help you solve data problems efficiently. Starting with the installation of Java, each recipe addresses a specific problem, with a discussion that explains the solution and offers insight into how it works. We cover major concepts such as Project Jigsaw and various tools that will enable you to modularize your applications. You will learn new features in the form of recipes that will make your applications modular, secure, and fast. Style and approach Each recipe in this book contains a series of complete instructions to perform a core task, plus an explanation of the purpose behind it. Similar methods or further refinements are included with each recipe to provide comprehensive guidance.

### **Pivotal Certified Professional Spring Developer Exam**

Pass the Pivotal Certified Professional exam for Core Spring, based on the latest Spring Framework 5, using source code examples, study summaries, and mock exams. This book now includes WebFlux, reactive programming, and more found in Spring 5. You'll find a descriptive overview of certification-related Spring modules and a single example application demonstrating the use of all required Spring modules. Furthermore, in Pivotal Certified Professional Core Spring 5 Developer Exam, Second Edition, each chapter contains a brief study summary and question set, and the book's free downloadable source code package includes one mock exam (50 questions - like a real exam). After using this study guide, you will be ready to take and pass the Pivotal Certified Professional exam. When you become Pivotal Certified, you will have one of the most valuable credentials in Java. Pivotal certification helps you advance your skills and your career, and get the maximum benefit from Spring. Passing the exam demonstrates your understanding of Spring and validates your familiarity with: container-basics, aspect oriented programming (AOP), data access and transactions, Spring Security, Spring Boot, microservices, and Spring model-view-controller (MVC). Good luck! What You Will Learn Understand the core principles of Spring Framework 5 Use dependency injection Work with aspects in Spring and do AOP (aspect oriented programming) Control transactional behavior and work with SQL and NoSQL databases Create and secure web applications based on Spring MVC Get to know the format of the exam and the type of questions in it Create Spring microservices applications Who This Book Is For Spring developers who have taken the Pivotal Core Spring class are eligible to take the Pivotal Certified Professional exam.

### **Struts in Action**

If you've always wanted to get started with AngularJS, this is an essential guide designed to help you do exactly that. Start building applications immediately with the featured examples, and uncover a simpler approach to JavaScript web development. You will need some prior experience with HTML, CSS, and JavaScript to get started.

### **Java 9 Cookbook**

Develop cloud native applications with microservices using Spring Boot, Spring Cloud, and Spring Cloud Data Flow About This Book Explore the new features and components in Spring Evolve towards micro services and cloud native applications Gain powerful insights into advanced concepts of Spring and Spring Boot to develop applications more effectively Understand the basics of Kotlin and use it to develop a quick service with Spring Boot Who This Book Is For This book is for an experienced Java developer who knows the basics of Spring, and wants to learn how to use Spring Boot to build applications and deploy them to the cloud. What You Will Learn Explore the new features in Spring Framework 5.0 Build microservices with Spring Boot Get to know the advanced features of Spring Boot in order to effectively develop and monitor applications Use Spring Cloud to deploy and manage applications on the Cloud Understand Spring Data and Spring Cloud Data Flow Understand the basics of reactive programming Get to know the best practices when developing applications with the Spring Framework Create a new project using Kotlin and implement a couple of basic services with unit and integration testing In Detail Spring 5.0 is due to arrive with a myriad of new and exciting features that will change the way we've used the framework so far. This book will show you this evolution—from solving the problems of testable applications to building distributed applications on the cloud. The book begins with an insight into the new features in Spring 5.0 and shows you how to build an application using Spring MVC. You will realize how application architectures have evolved from monoliths to those built around microservices. You will then get a thorough understanding of how to build and extend microservices using Spring Boot. You will also understand how to build and deploy Cloud-Native microservices with Spring Cloud. The advanced features of Spring Boot will be illustrated through powerful examples. We will be introduced to a JVM language that's quickly gaining popularity - Kotlin. Also, we will discuss how to set up a Kotlin project in Eclipse. By the end of the book, you will be equipped with the knowledge and best practices required to develop microservices with the Spring Framework. Style and approach This book follows an end-to-end tutorial approach with lots of examples and sample applications, covering the major building blocks of the Spring framework.

### **Pro Spring Boot 2**

Quickly design and develop compelling user interfaces for your Android applications.

### **Android User Interface Development**

Summary Restlet in Action gets you started with the Restlet Framework and the REST architecture style. You'll create and deploy applications in record time while learning to use popular RESTful Web APIs effectively. This book looks at the many aspects of web development, on both the server and client side, along with cloud computing, mobile Android devices, and Semantic Web applications. About the Technology In a RESTful architecture any component can act, if needed, as both client and server—this is flexible and powerful, but tricky to implement. The Restlet project is a reference implementation with a Java-based API and everything you need to build servers and web clients that integrate with most web and enterprise technologies. About the Book Restlet in Action introduces the Restlet Framework and RESTful web APIs. You'll see how to easily create and deploy your own web API while learning to consume other web APIs effectively. You'll learn about designing, securing, versioning, documentation, optimizing, and more on both the server and client side, as well as about cloud computing, mobile Android devices, and Semantic Web applications. The book requires a basic knowledge of Java and the web, but no prior exposure to REST or Restlet. 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 Written by the creators of Restlet! How to create your own web API How to deploy on cloud and mobile platforms Focus on Android, Google App Engine, Google Web Toolkit, and OSGi technologies Table of Contents PART 1 GETTING STARTED Introducing the Restlet Framework Beginning a Restlet application Deploying a Restlet application PART 2 GETTING READY TO ROLL OUT Producing and consuming Restlet representations Securing a Restlet application Documenting and versioning a Restlet application Enhancing a Restlet application with recipes and best practices PART 3 FURTHER USE POSSIBILITIES Using Restlet with cloud platforms Using Restlet in browsers and mobile devices Embracing hypermedia and the Semantic Web The future of Restlet

## Full Stack Development with JHipster

Explore the reactive system and create efficient microservices with Spring Boot 2.1 and Spring Cloud Key Features Understand the kind of system modern businesses require with Spring Gain deeper insights into reactive programming with Reactor and Spring Cloud Get in-depth knowledge on asynchronous and nonblocking communication with Spring 5 WebFlux Book Description These days, businesses need a new type of system that can remain responsive at all times. This is achievable with reactive programming; however, the development of these kinds of systems is a complex task, requiring a deep understanding of the domain. In order to develop highly responsive systems, the developers of the Spring Framework came up with Project Reactor. Hands-On Reactive Programming in Spring 5 begins with the fundamentals of Spring Reactive programming. You'll explore the endless possibilities of building efficient reactive systems with the Spring 5 Framework along with other tools such as WebFlux and Spring Boot. Further on, you'll study reactive programming techniques and apply them to databases and cross-server communication. You will advance your skills in scaling up Spring Cloud Streams and run independent, high-performant reactive microservices. By the end of the book, you will be able to put your skills to

use and get on board with the reactive revolution in Spring 5.1! What you will learn Discover the difference between a reactive system and reactive programming Explore the benefits of a reactive system and understand its applications Get to grips with using reactive programming in Spring 5 Gain an understanding of Project Reactor Build a reactive system using Spring 5 and Project Reactor Create a highly efficient reactive microservice with Spring Cloud Test, monitor, and release reactive applications Who this book is for This book is for Java developers who use Spring to develop their applications and want to build robust and reactive applications that can scale in the cloud. Basic knowledge of distributed systems and asynchronous programming will help you understand the concepts covered in this book.

### **Instant FreeMarker Starter**

Over 40 recipes for creating cloud-ready Java web applications with Spring MVC About This Book Configure Spring MVC to build logic-less controllers that transparently support the most advanced web techniques Build an amazing social and financial application that applies microservices patterns on deployment, self-testability, interoperability, cloud architectures, and scalability Fast-paced, practical guide to learn how to set up Spring MVC to produce REST resources and templates as required by the latest front-end best practices Who This Book Is For If you are an experienced Java developer, with prior experience in web technologies, and want to step up in your career and stay up-to-date or learn more about Spring Web scalability, this book is for you. What You Will Learn Structure your project with Maven and create self-tested, domain-specific deployable web archives Generate templates for a responsive and powerful frontend with AngularJS and Bootstrap Build a high performance stateless RESTful and hypermedia application to support your multiple customer experiences Authenticate over REST with a BASIC authentication scheme and OAuth2; handle roles and permissions Document and publish your REST API using Swagger and Swagger UI Scale your Spring web application Communicate through WebSocket and STOMP messages Provide support to your application and efficiently maintain its business features with a relevant test stack In Detail Spring MVC is a lightweight application framework that comes with a great configuration by default. Being part of the Spring Framework, it naturally extended and supported it with an amazing set of recognizable annotations. External libraries can be plugged in and plugged out. It also possesses a request flow. Complete support of REST web services makes the Spring architecture an extremely consistent choice to support your front-end needs and Internet transformations. From the design of your Maven modules, you will achieve an Enterprise-standard for a stateless REST application based on Spring and Spring MVC with this book. This guide is unique in its style as it features a massive overview of practical development techniques brought together from the Spring ecosystem, the new JEE standards, the JavaScript revolution and Internet of Things. You will begin with the very first steps of Spring MVC's product design. Focused on deployment, viability, and maintainability, you will learn the use of Eclipse, Maven, and Git. You will walk through the separation of concerns driven by the microservices principles. Using Bootstrap and AngularJS, you will develop a responsive front-end, capable of interacting autonomously with a REST API. Later in the book, you will setup the Java Persistence API

(JPA) within Spring; learn how to configure your Entities to reflect your domain needs, and discover Spring Data repositories. You will analyze how Spring MVC responds to complex HTTP requests. You will implement Hypermedia and HATEOAS to guide your customer's stateless conversation with the product and see how a messaging-service based on WebSocket can be configured. Finally you will learn how to set up and organize different levels of automated-tests, including logging and monitoring. Style and approach A comprehensive, recipe-based guide to creating stunning Java apps with Spring MVC as a result of learning and implementing pro-level practices, techniques, and solutions.

### **Practical Foundations for Programming Languages**

Design and implement real-world web-based applications using the Spring Framework 4.x specification based on technical documentation About This Book Learn all the details of implementing Spring 4.x MVC applications from basic core platform construction to advanced integration implementations Gain a complete reference guide to implementing the controllers, models, views, view resolvers, and other service-related components to solve various real-world problems Discover the possible optimal solutions for developers and experts to build enterprise and personal web-based applications Create a Spring MVC application that has a validation process and exception handling with the HTTP status codes Who This Book Is For This book is for competent Spring developers who wish to understand how to develop complex yet flexible applications with Spring MVC. You must have a good knowledge of JAVA programming and be familiar with the basics of Spring. What You Will Learn Set up and configure the Spring 4.x MVC platform from ground level up using the basic Spring Framework 4.x APIs Study requirements and manage solutions on file uploading transactions in Spring 4.x applications Configure, , and test Spring integration to the Hibernate, MyBatis, and JPA frameworks for database transactions Properly implement exception handlers and audit trails in Spring MVC applications Generate reports using JFreeChart, Google Charts, JasperReports, DynamicReports, FreeMarker, Velocity, and Spring's API known as ContentNegotiatingViewResolver Configure security and flexibility by adding Captcha, Spring Security, Spring Flow, Spring Portlets, JTA to improve data management performance Implement web services using Spring's RESTful implementation and other service-oriented integration plugins Design and implement a Spring 4.x application using AngularJS, ExtJs, Twitter Bootstrap, and Spring Mobile for responsive web design In Detail Spring MVC is the ideal tool to build modern web applications on the server side. With the arrival of Spring Boot, developers can really focus on the code and deliver great value, leveraging the rich Spring ecosystem with minimal configuration. Spring makes it simple to create RESTful applications, interact with social services, communicate with modern databases, secure your system, and make your code modular and easy to test. It is also easy to deploy the result on different cloud providers. This book starts all the necessary topics in starting a Spring MVC-based application. Moving ahead it explains how to design model objects to handle file objects. save files into a data store and how Spring MVC behaves when an application deals with uploading and downloading files. Further it highlights form transactions and the user of Validation Framework as the tool in validating data input. It shows how to create a customer feedback system which

does not require a username or password to log in. It will show you the soft side of Spring MVC where layout and presentation are given importance. Later it will discuss how to use Spring Web Flow on top of Spring MVC to create better web applications. Moving ahead, it will teach you how create an Invoice Module that receives and transport data using Web Services By the end of the book you will be able to create efficient and flexible real-time web applications using all the frameworks in Spring MVC. Style and approach This book is a compendium of technical specification documents that will guide you through building an application using Spring 4.x MVC. Each chapter starts with a high-level wireframe design of the software followed by how to set up and configure different libraries and tools.

### **Spring Boot 2.0 Projects**

Use this book as an on-ramp to the development of enterprise-grade chatbots and digital assistants. It is based on real-life experience and explains everything you need to know to start building your own digital assistant (DA) using Oracle technologies. You will become familiar with the concepts involved in DA development from both a user experience and technical point of view. You will learn to create DAs using Oracle technologies, including the Oracle Digital Assistant Cloud. In the first part of the book, you will learn the basic principles of the digital assistant (AKA Chatbot) technology. You will be guided through the steps involved in designing a DA, including how to make sure that the user receives a satisfying experience when using the assistant. In the second part of the book, you will learn how to implement the digital assistant that was designed in the first part. You will begin with a basic implementation, later enhancing that implementation with agents, multi-language support, and webviews. The final part of the book adds a deep dive into custom component development with an example around sentiment analysis and speech. What You Will Learn Design digital assistants to meet business requirements Implement a great user experience for your digital assistants Translate digital assistant design into real implementations Build multi-language support into your assistants Enhance digital assistants with webviews Create custom components to extend feature sets Who This Book Is For Designers and developers who want to implement digital assistants using Oracle technologies and the cloud platform. This book is ideal for readers new to creating digital assistants, and covers aspects of design, including user experience design, before moving into the technical implementation. Readers experienced in creating digital assistants on other platforms will find the book useful for making the transition to Oracle technologies and the Oracle Digital Assistant Cloud.

### **Game Physics Cookbook**

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

### **Pivotal Certified Spring Web Application Developer Exam**

If you are a competent developer with experience of working with technologies similar to Apache Solr and want to develop efficient search applications, then this book is for you. Familiarity with the Java programming language is required.

### **Pivotal Certified Professional Core Spring 5 Developer Exam**

This text develops a comprehensive theory of programming languages based on type systems and structural operational semantics. Language concepts are precisely defined by their static and dynamic semantics, presenting the essential tools both intuitively and rigorously while relying on only elementary mathematics. These tools are used to analyze and prove properties of languages and provide the framework for combining and comparing language features. The broad range of concepts includes fundamental data types such as sums and products, polymorphic and abstract types, dynamic typing, dynamic dispatch, subtyping and refinement types, symbols and dynamic classification, parallelism and cost semantics, and concurrency and distribution. The methods are directly applicable to language implementation, to the development of logics for reasoning about programs, and to the formal verification language properties such as type safety. This thoroughly revised second edition includes exercises at the end of nearly every chapter and a new chapter on type refinements.

### **Clean Code**

What separates the traditional enterprise from the likes of Amazon, Netflix, and Etsy? Those companies have refined the art of cloud native development to maintain their competitive edge and stay well ahead of the competition. This practical guide shows Java/JVM developers how to build better software, faster, using Spring Boot, Spring Cloud, and Cloud Foundry. Many organizations have already waded into cloud computing, test-driven development, microservices, and continuous integration and delivery. Authors Josh Long and Kenny Bastani fully immerse you in the tools and methodologies that will help you transform your legacy application into one that is genuinely cloud native. In four sections, this book takes you through: The Basics: learn the motivations behind cloud native thinking; configure and test a Spring Boot application; and

move your legacy application to the cloud Web Services: build HTTP and RESTful services with Spring; route requests in your distributed system; and build edge services closer to the data Data Integration: manage your data with Spring Data, and integrate distributed services with Spring's support for event-driven, messaging-centric architectures Production: make your system observable; use service brokers to connect stateful services; and understand the big ideas behind continuous delivery

### **Developing Java Applications with Spring and Spring Boot**

Master the art of creating impressive and reactive UIs for mobile applications on the latest version of Android Oreo. About This Book A comprehensive guide to designing and developing highly interactive user interfaces for your app. Design responsive and agile applications targeting multiple Android devices (up to Android Oreo) using Android Studio 3.0 Write reactive user interfaces with minimal effort by leveraging the latest Android technologies, such as Architecture components and the Lifecycle API Avoid common design problems and pitfalls with the help of shared UI design patterns and best practices. Who This Book Is For This book is for novice Android and Java developers who have a basic knowledge of Android development and want to start developing stunning user interfaces. What You Will Learn Create effective and efficient user interfaces that allow users to carry out tasks smoothly Understand the fundamentals of Android UI design, and take a look at the basic layouts, Inputs, and controls Learn about various UI components provided by Android, which include structured layout objects and UI controls that allow you to build the graphical user interface for your app Explore various styles and themes that allow you to customize the look and feel of your app Leverage the animation and graphics APIs to improve user experience and draw custom 2D graphics In Detail A great user interface (UI) can spell the difference between success and failure for any new application. This book will show you not just how to code great UIs, but how to design them as well. It will take novice Android developers on a journey, showing them how to leverage the Android platform to produce stunning Android applications. Begin with the basics of creating Android applications and then move on to topics such as screen and layout design. Next, learn about techniques that will help improve performance for your application. Also, explore how to create reactive applications that are fast, animated, and guide the user toward their goals with minimal distraction. Understand Android architecture components and learn how to build your application to automatically respond to changes made by the user. Great platforms are not always enough, so this book also focuses on creating custom components, layout managers, and 2D graphics. Also, explore many tips and best practices to ease your UI development process. By the end, you'll be able to design and build not only amazing UIs, but also systems that provide the best possible user experience. Style and approach This book takes an easy tutorial approach to help you learn how to create consistent and efficient user interfaces for your apps. The book first takes you through the basics of user interfaces such as basic layouts, inputs, and controls, and also covers animations and graphics. By the end of the book, you will have learned best practices and will be able to develop inspired interfaces that look good and also work subtly in the background.

## Mastering Spring 5.0

Looking to study up for the new J2EE 1.5 Sun Certified Web Component Developer (SCWCD) exam? This book will get you way up to speed on the technology you'll know it so well, in fact, that you can pass the brand new J2EE 1.5 exam. If that's what you want to do, that is. Maybe you don't care about the exam, but need to use servlets and JSPs in your next project. You're working on a deadline. You're over the legal limit for caffeine. You can't waste your time with a book that makes sense only AFTER you're an expert (or worse, one that puts you to sleep). Learn how to write servlets and JSPs, what makes a web container tick (and what ticks it off), how to use JSP's Expression Language (EL for short), and how to write deployment descriptors for your web applications. Master the c:out tag, and get a handle on exactly what's changed since the older J2EE 1.4 exam. You don't just pass the new J2EE 1.5 SCWCD exam, you'll understand this stuff and put it to work immediately. Head First Servlets and JSP doesn't just give you a bunch of facts to memorize; it drives knowledge straight into your brain. You'll interact with servlets and JSPs in ways that help you learn quickly and deeply. And when you're through with the book, you can take a brand-new mock exam, created specifically to simulate the real test-taking experience.

## Cloud Native Java

Gain expertise in designing real-world web applications using the Spring MVC framework About This Book Design your own Spring web applications using tools such as Spring Boot and Spring Tool Suite Secure your developments with easy-to-write, reliable unit and end-to-end tests Deploy your application on the cloud for free and invite the whole world to see Who This Book Is For This book is perfect for developers who are familiar with the fundamentals of Spring programming and are eager to deepen their web development skills. Prior knowledge of the Spring MVC framework is recommended. What You Will Learn Set up your own web application using Spring Boot and Spring Tool Suite Discover the MVC architecture and the different tools along with navigating between views Design complex advanced-level forms and validate the model Craft a RESTful application with a meaningful API and error messages Create maintainable unit and acceptance tests Secure your application while allowing it to scale Optimize your requests with caching, ETags, and asynchronous responses Deploy the web application to the cloud in a snap In Detail Spring MVC is the ideal tool to build modern web applications on the server side. With the arrival of Spring Boot, developers can really focus on the code and deliver great value, leveraging the rich Spring ecosystem with minimal configuration. Spring makes it simple to create RESTful applications, interact with social services, communicate with modern databases, secure your system, and make your code modular and easy to test. It is also easy to deploy the result on different cloud providers. Mastering Spring MVC will take you on a journey from developing your own web application to uploading it on the cloud. You begin by generating your own Spring project using Spring Tool suite and Spring Boot. As you develop an advanced-level interactive application that can handle file uploads as well as

complex URLs, you will dive into the inner workings of Spring MVC and the principles of modern web architectures. You will then test, secure, and optimize your Spring web application and design RESTful services that will be consumed on the frontend. Finally, when everything is ready, you will release your application on a cloud provider and invite everyone to see. Style and approach An iterative hands-on approach in a conversational and easy-to-follow style. Each chapter will improve on the work done in the previous one until the application is ready to be released.

### **Enzymes in Food and Beverage Processing**

When you use Hibernate in your projects, you quickly recognize that you need to do more than just add @Entity annotations to your domain model classes. Real-world applications often require advanced mappings, complex queries, custom data types and caching. Hibernate can do all of that. You just have to know which annotations and APIs you need to use. Hibernate Tips - More than 70 solutions to common Hibernate problems shows you how to efficiently implement your persistence layer with Hibernate's basic and advanced features. Each Hibernate Tip consists of one or more code samples and an easy to follow step-by-step explanation. You can also download an example project with executable test cases for each Hibernate Tip. Throughout this book, you will get more than 70 ready-to-use solutions that show you how to: - Define standard mappings for basic attributes and entity associations. - Implement your own attribute mappings and support custom data types. - Use Hibernate's Java 8 support and other proprietary features. - Read data from the database with JPQL, Criteria API, and native SQL queries. - Call stored procedures and database functions. This book is for developers who are already working with Hibernate and who are looking for solutions for their current development tasks. It's not a book for beginners who are looking for extensive descriptions of Hibernate's general concepts. The tips are designed as self-contained recipes which provide a specific solution and can be accessed when needed. Most of them contain links to related tips which you can follow if you want to dive deeper into a topic or need a slightly different solution. There is no need to read the tips in a specific order. Feel free to read the book from cover to cover or to just pick the tips that help you in your current project.

### **Spring 5.0 Cookbook**

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

### **Hands-On Reactive Programming in Spring 5**

Written by the core development team of JHipster and fully updated for JHipster 6, Java 11, and Spring Boot 2.1, this book

will show you how to build modern web applications with real-world examples and best practices

### Key Features

- Build full stack applications with modern JavaScript frameworks such as Angular, React, and Vue.js
- Explore the JHipster microservices stack, which includes Spring Cloud, Netflix OSS, and the Elastic Stack
- Learn advanced local and cloud deployment strategies using Docker and Kubernetes

**Book Description** JHipster is an open source development platform that allows you to easily create web apps and microservices from scratch without spending time on wiring and integrating different technologies. Updated to include JHipster 6, Java 11, Spring Boot 2.1, Vue.js, and Istio, this second edition of Full Stack Development with JHipster will help you build full stack applications and microservices seamlessly. You'll start by understanding JHipster and its associated tools, along with the essentials of full stack development, before building a monolithic web app. You'll then learn the JHipster Domain Language (JDL) with entity modeling using JDL-Studio. With this book, you'll create production-ready web apps using Spring Boot, Spring Framework, Angular, and Bootstrap, and run tests and set up continuous integration pipelines with Jenkins. As you advance, you'll learn how to convert your monoliths to microservices and how to package your application for production with various deployment options, including Heroku and Google Cloud. You'll also learn about Docker and Kubernetes, along with an introduction to the Istio service mesh. Finally, you'll build your client-side with React and Vue.js and discover JHipster's best practices. By the end of the book, you'll be able to leverage the best tools available to build modern web apps.

### What you will learn

- Create full stack apps from scratch using the latest features of JHipster 6 and Spring Boot 2.1
- Build business logic by creating and developing entity models using JDL
- Understand how to convert a monolithic architecture into a full-fledged microservices architecture
- Build and package your apps for production using Docker
- Deploy your application to Google Cloud with Kubernetes
- Create continuous integration/continuous delivery pipelines with Jenkins
- Create applications using Angular, React, and Vue.js client-side frameworks

**Who this book is for** This book is for full stack developers who want to build web applications and microservices speedily without writing a lot of boilerplate code. If you're a backend developer looking to learn full stack development with JavaScript frameworks and libraries such as Angular, React, and Vue.js, you'll find this book useful. Experience in building Java web applications is required. Some exposure to the Spring Framework would be beneficial but not necessary to get the most out of this book.

## Mastering Spring MVC 4

The MODELS series of conferences is the premier venue for the exchange of - novative technical ideas and experiences focusing on a very important new te- nical discipline: model-driven software and systems engineering. The expansion of this discipline is a direct consequence of the increasing signi?cance and success of model-based methods in practice. Numerous e?orts resulted in the invention of concepts, languages and tools for the de?nition, analysis, transformation, and veri?cation of domain-speci?c modeling languages and general-purpose modeling language standards, as well as their use for software and systems engineering. MODELS 2010, the 13th edition of the conference series, took place in Oslo, Norway,

October 3-8, 2010, along with numerous satellite workshops, symposia and tutorials. The conference was fortunate to have three prominent keynote speakers: Ole Lehrmann Madsen (Aarhus University, Denmark), Edward A. Lee (UC Berkeley, USA) and Pamela Zave (AT&T Laboratories, USA). To provide a broader forum for reporting on scientific progress as well as on experience stemming from practical applications of model-based methods, the 2010 conference accepted submissions in two distinct tracks: Foundations and Applications. The primary objective of the first track is to present new research results dedicated to advancing the state-of-the-art of the discipline, whereas the second aims to provide a realistic and verifiable picture of the current state-- the-practice of model-based engineering, so that the broader community could be better informed of the capabilities and successes of this relatively young discipline. This volume contains the final version of the papers accepted for presentation at the conference from both tracks.

### **Restlet in Action**

Biotechnology, particularly eco-friendly enzyme technologies, has immense potential for the augmentation of diverse food products utilizing vast biodiversity, resolving environmental problems owing to waste disposal from food and beverage industries. In addition to introducing the basic concepts and fundamental principles of enzymes, *Enzymes in Foo*

### **Learning Spring Boot**

Discover over 100 easy-to-follow recipes to help you implement efficient game physics and collision detection in your games About This Book Get a comprehensive coverage of techniques to create high performance collision detection in games Learn the core mathematics concepts and physics involved in depicting collision detection for your games Get a hands-on experience of building a rigid body physics engine Who This Book Is For This book is for beginner to intermediate game developers. You don't need to have a formal education in games—you can be a hobbyist or indie developer who started making games with Unity 3D. What You Will Learn Implement fundamental maths so you can develop solid game physics Use matrices to encode linear transformations Know how to check geometric primitives for collisions Build a Physics engine that can create realistic rigid body behavior Understand advanced techniques, including the Separating Axis Theorem Create physically accurate collision reactions Explore spatial partitioning as an acceleration structure for collisions Resolve rigid body collisions between primitive shapes In Detail Physics is really important for game programmers who want to add realism and functionality to their games. Collision detection in particular is a problem that affects all game developers, regardless of the platform, engine, or toolkit they use. This book will teach you the concepts and formulas behind collision detection. You will also be taught how to build a simple physics engine, where Rigid Body physics is the main focus, and learn about intersection algorithms for primitive shapes. You'll begin by building a strong foundation in mathematics that will be used throughout the book. We'll guide you through implementing 2D and 3D primitives and show

you how to perform effective collision tests for them. We then pivot to one of the harder areas of game development—collision detection and resolution. Further on, you will learn what a Physics engine is, how to set up a game window, and how to implement rendering. We'll explore advanced physics topics such as constraint solving. You'll also find out how to implement a rudimentary physics engine, which you can use to build an Angry Birds type of game or a more advanced game. By the end of the book, you will have implemented all primitive and some advanced collision tests, and you will be able to read on geometry and linear Algebra formulas to take forward to your own games! Style and approach Gain the necessary skills needed to build a Physics engine for your games through practical recipes, in an easy-to-read manner. Every topic explained in the book has clear, easy to understand code accompanying it.

### **Beginning Spring Boot 2**

Would you like to use a consistent visual notation for drawing integration solutions? "Look inside the front cover." Do you want to harness the power of asynchronous systems without getting caught in the pitfalls? "See "Thinking Asynchronously" in the Introduction." Do you want to know which style of application integration is best for your purposes? "See Chapter 2, Integration Styles." Do you want to learn techniques for processing messages concurrently? "See Chapter 10, Competing Consumers and Message Dispatcher." Do you want to learn how you can track asynchronous messages as they flow across distributed systems? "See Chapter 11, Message History and Message Store." Do you want to understand how a system designed using integration patterns can be implemented using Java Web services, .NET message queuing, and a TIBCO-based publish-subscribe architecture? "See Chapter 9, Interlude: Composed Messaging." Utilizing years of practical experience, seasoned experts Gregor Hohpe and Bobby Woolf show how asynchronous messaging has proven to be the best strategy for enterprise integration success. However, building and deploying messaging solutions presents a number of problems for developers. " Enterprise Integration Patterns " provides an invaluable catalog of sixty-five patterns, with real-world solutions that demonstrate the formidable of messaging and help you to design effective messaging solutions for your enterprise. The authors also include examples covering a variety of different integration technologies, such as JMS, MSMQ, TIBCO ActiveEnterprise, Microsoft BizTalk, SOAP, and XSL. A case study describing a bond trading system illustrates the patterns in practice, and the book offers a look at emerging standards, as well as insights into what the future of enterprise integration might hold. This book provides a consistent vocabulary and visual notation framework to describe large-scale integration solutions across many technologies. It also explores in detail the advantages and limitations of asynchronous messaging architectures. The authors present practical advice on designing code that connects an application to a messaging system, and provide extensive information to help you determine when to send a message, how to route it to the proper destination, and how to monitor the health of a messaging system. If you want to know how to manage, monitor, and maintain a messaging system once it is in use, get this book. 0321200683B09122003

## Apache Solr Essentials

Over 100 hands-on recipes to build web applications easily and efficiently IN Spring 5.0 About This Book Solve real-world problems using the latest features of the Spring framework like Reactive Streams and the Functional Web Framework. Learn how to use dependency injection and aspect-oriented programming to write compartmentalized and testable code. Understand when to choose between Spring MVC and Spring Web Reactive for your projects Who This Book Is For Java developers who would like to gain in-depth knowledge of how to overcome problems that they face while developing great Spring applications. It will also cater to Spring enthusiasts, users and experts who need an arena for comparative analysis, new ideas and inquiries on some details regarding Spring 5.0 and its previous releases. A basic knowledge of Spring development is essential What You Will Learn Understand how functional programming and concurrency in JDK 1.9 works, and how it will affect Spring 5.0 Learn the importance and application of reactive programming in creating services, and also the process of creating asynchronous MVC applications Implement different Spring Data modules Integrate Spring Security to the container Create applications and deploy using Spring Boot Conceptualize the architecture behind Microservices and learn the details of its implementation Create different test cases for the components of Spring 5.0 components In Detail The Spring framework has been the go-to framework for Java developers for quite some time. It enhances modularity, provides more readable code, and enables the developer to focus on developing the application while the underlying framework takes care of transaction APIs, remote APIs, JMX APIs, and JMS APIs. The upcoming version of the Spring Framework has a lot to offer, above and beyond the platform upgrade to Java 9, and this book will show you all you need to know to overcome common to advanced problems you might face. Each recipe will showcase some old and new issues and solutions, right from configuring Spring 5.0 container to testing its components. Most importantly, the book will highlight concurrent processes, asynchronous MVC and reactive programming using Reactor Core APIs. Aside from the core components, this book will also include integration of third-party technologies that are mostly needed in building enterprise applications. By the end of the book, the reader will not only be well versed with the essential concepts of Spring, but will also have mastered its latest features in a solution-oriented manner. Style and Approach This book follows a cookbook style approach, presenting a problem and showing you how to overcome it with useful recipes. The examples provided will help you code along as you learn.

## Oracle Digital Assistant

Develop diverse real-life projects including most aspects of Spring Boot Key Features Run production-grade based applications using the Spring WebFlux framework Learn to develop high performance, asynchronous applications with Spring Boot Create robust microservice-based applications with Kotlin using Spring Boot Book Description Spring is one of the best tools available on the market for developing web, enterprise, and cloud-ready software. The goal of Spring Boot is

to provide a set of tools for quickly building Spring applications that are easy to configure, and that make it easy to create and run production-grade Spring-based applications. Spring Boot 2.0 Projects will get you acquainted with important features of the latest version of this application-building tool and will cover basic, as well as advanced topics. The book starts off by teaching you how to create a web application using Spring Boot, followed by creating a Spring Boot-based simple blog management system that uses Elasticsearch as the data store. As you make your way through the chapters, you'll build a RESTful web services application using Kotlin and the Spring WebFlux framework. Spring WebFlux is a new framework that helps in creating a reactive application in a functional way. Toward the end of the book, you will build a taxi-hailing API with reactive microservices using Spring Boot and a Twitter clone with a Spring Boot backend. Finally, you'll learn how to build an asynchronous email formatter. What you will learn Learn the fundamental features of Spring Boot 2.0 Customize Spring Boot 2.0 applications Build a basic web application Use Redis to build a taxi-hailing API Create a simple blog management system and a Twitter clone Develop a reactive RESTful web service with Kotlin using Spring Boot Who this book is for This book is for competent Spring developers who wish to understand how to develop complex yet scalable applications with Spring Boot. You must have a good knowledge of Java programming and be familiar with the basics of Spring.

### **Spring MVC Cookbook**

Master Spring basics and core topics, and share the authors' insights and real-world experiences with remoting, Hibernate, and EJB. Beyond the basics, you'll learn how to leverage the Spring Framework to build the various tiers and parts of an enterprise Java application: transactions, web and presentation tiers, deployment, and much more. A full sample application allows you to apply many of the technologies and techniques covered in Pro Spring 5 and see how they work together. This book updates the perennial bestseller with the latest that the new Spring Framework 5 has to offer. Now in its fifth edition, this popular title is by far the most comprehensive and definitive treatment of Spring available. It covers the new functional web framework and interoperability with Java 9. After reading this definitive book, you'll be armed with the power of Spring to build complex Spring applications, top to bottom. The agile, lightweight, open-source Spring Framework continues to be the de facto leading enterprise Java application development framework for today's Java programmers and developers. It works with other leading open-source, agile, and lightweight Java technologies such as Hibernate, Groovy, MyBatis, and more. Spring now works with Java EE and JPA 2 as well. What You'll Learn Discover what's new in Spring Framework 5 Use the Spring Framework with Java 9 Master data access and transactions Work with the new functional web framework Create microservices and other web services Who This Book Is For Experienced Java and enterprise Java developers and programmers. Some experience with Spring highly recommended.

### **Spring MVC Blueprints**

Learn Spring Boot and how to build Java-based enterprise, web, and microservice applications with it. In this book, you'll see how to work with relational and NoSQL databases, build your first microservice, enterprise, or web application, and enhance that application with REST APIs. You'll also learn how to build reactive web applications using Spring Boot along with Spring Web Reactive. Then you'll secure your Spring Boot-created application or service before testing and deploying it. After reading and learning with Beginning Spring Boot 2, you'll have the skills and techniques to start building your first Spring Boot applications and microservices with confidence to take the next steps in your career journey. What You'll Learn Use Spring Boot autoconfiguration Work with relational and NoSQL databases Build web applications with Spring Boot Apply REST APIs using Spring Boot Create reactive web applications using Spring Web Reactive Secure your Spring Boot applications or web services Test and deploy your Spring Boot applications Who This Book Is For Experienced Java and Spring Framework developers who are new to the new Spring Boot micro-framework.

### **AngularJS by Example**

Provides modern enterprises with the tools to create a robust digital platform utilizing proven best practices, practical models, and time-tested techniques Contemporary business organizations can either embrace the digital revolution—or be left behind. Enterprise Content and Search Management for Building Digital Platforms provides modern enterprises with the necessary tools to create a robust digital platform utilizing proven best practices, practical models, and time-tested techniques to compete in the today's digital world. Features include comprehensive discussions on content strategy, content key performance indicators (KPIs), mobile-first strategy, content assessment models, various practical techniques and methodologies successfully used in real-world digital programs, relevant case studies, and more. Initial chapters cover core concepts of a content management system (CMS), including content strategy; CMS architecture, templates, and workflow; reference architectures, information architecture, taxonomy, and content metadata. Advanced CMS topics are then covered, with chapters on integration, content standards, digital asset management (DAM), document management, and content migration, evaluation, validation, maintenance, analytics, SEO, security, infrastructure, and performance. The basics of enterprise search technologies are explored next, and address enterprise search architecture, advanced search, operations, and governance. Final chapters then focus on enterprise program management and feature coverage of various concepts of digital program management and best practices—along with an illuminating end-to-end digital program case study. Offers a comprehensive guide to the understanding and learning of new methodologies, techniques, and models for the creation of an end-to-end digital system Addresses a wide variety of proven best practices and deployed techniques in content management and enterprise search space which can be readily used for digital programs Covers the latest digital trends such as mobile-first strategy, responsive design, adaptive content design, micro services architecture, semantic search and such and also utilizes sample reference architecture for implementing solutions Features numerous case studies to enhance comprehension, including a complete end-to-end digital program case study Provides readily usable content

management checklists and templates for defining content strategy, CMS evaluation, search evaluation and DAM evaluation Comprehensive and cutting-edge, Enterprise Content and Search Management for Building Digital Platforms is an invaluable reference resource for creating an optimal enterprise digital eco-system to meet the challenges of today's hyper-connected world.

### **Functional Programming in Java**

Struts solves the most common problems of web development. By basing your application on the Struts web application framework, you can reuse proven solutions and focus on what's unique to your own case. Struts is an open-source product distributed by the Apache Software Foundation.

### **Learning Spring Application Development**

A complete guide to build robust and scalable web applications with Spring and Angular. About This Book This hands on guide will teach you how to build an end-to-end modern web application using Spring and Angular. It is easy to read and will benefit Java developers who have been used to develop the back-end part of web application while front-end (UI) has been left for UI developers. Learn the core aspects involved in developing the backend and the UI, right from designing to integrating and deploying. Who This Book Is For This book is targeted towards Java Web Developers with a basic knowledge of Spring who want to build complete web applications in a fast and effective way. They will want to gain a stronghold on both frontend and backend development to advance in their careers. What You Will Learn Set up development environment for Spring Web App and Angular app. Process web request and response and build REST API endpoints. Create data access components using Spring Web MVC framework and Hibernate Use Junit 5 to test your application Learn the fundamental concepts around building Angular Configure and use Routes and Components. Protect Angular app content from common web vulnerabilities and attacks. Integrate Angular apps with Spring Boot Web API endpoints Deploy the web application based on CI and CD using Jenkins and Docker containers In Detail Spring is the most popular application development framework being adopted by millions of developers around the world to create high performing, easily testable, reusable code. Its lightweight nature and extensibility helps you write robust and highly-scalable server-side web applications. Coupled with the power and efficiency of Angular, creating web applications has never been easier. If you want build end-to-end modern web application using Spring and Angular, then this book is for you. The book directly heads to show you how to create the backend with Spring, showing you how to configure the Spring MVC and handle Web requests. It will take you through the key aspects such as building REST API endpoints, using Hibernate, working with Junit 5 etc. Once you have secured and tested the backend, we will go ahead and start working on the front end with Angular. You will learn about fundamentals of Angular and Typescript and create an SPA using components, routing etc. Finally, you will see how to

integrate both the applications with REST protocol and deploy the application using tools such as Jenkins and Docker. Style and approach This is a straightforward guide that shows how to build a complete web application in Angular and Spring.

### **Model Driven Engineering Languages and Systems**

Intermediate level, for programmers fairly familiar with Java, but new to the functional style of programming and lambda expressions. Get ready to program in a whole new way. Functional Programming in Java will help you quickly get on top of the new, essential Java 8 language features and the functional style that will change and improve your code. This short, targeted book will help you make the paradigm shift from the old imperative way to a less error-prone, more elegant, and concise coding style that's also a breeze to parallelize. You'll explore the syntax and semantics of lambda expressions, method and constructor references, and functional interfaces. You'll design and write applications better using the new standards in Java 8 and the JDK. Lambda expressions are lightweight, highly concise anonymous methods backed by functional interfaces in Java 8. You can use them to leap forward into a whole new world of programming in Java. With functional programming capabilities, which have been around for decades in other languages, you can now write elegant, concise, less error-prone code using standard Java. This book will guide you through the paradigm change, offer the essential details about the new features, and show you how to transition from your old way of coding to an improved style. In this book you'll see popular design patterns, such as decorator, builder, and strategy, come to life to solve common design problems, but with little ceremony and effort. With these new capabilities in hand, Functional Programming in Java will help you pick up techniques to implement designs that were beyond easy reach in earlier versions of Java. You'll see how you can reap the benefits of tail call optimization, memoization, and effortless parallelization techniques. Java 8 will change the way you write applications. If you're eager to take advantage of the new features in the language, this is the book for you. What you need: Java 8 with support for lambda expressions and the JDK is required to make use of the concepts and the examples in this book.

### **Head First Servlets and JSP**

Get to grips with a new technology, understand what it is and what it can do for you, and then get to work with the most important features and tasks. A simple Starter approach introducing new concepts and terms through the hands-on building of templates for Java APIs. If you are a dynamic web developer or a Java-based apps developer new to FreeMarker, then this book will provide invaluable guidance to get your new project started on the right track. If you have started using FreeMarker and find it confusing or complicated, this book will be a guided tour that will show you how to conquer complexity and create a template-based view layer with an elegant architecture. The book is also aimed at those who have elementary web development skills and basic Java programming knowledge. Readers should also have a conceptual

understanding of the MVC model.

### **Hands-On Android UI Development**

An end-to-end software development guide for the Java eco-system using the most advanced frameworks: Spring and Spring Boot. Learn the complete workflow by building projects and solving problems. About This Book Learn reactive programming by implementing a reactive application with Spring WebFlux Create a robust and scalable messaging application with Spring messaging support Get up-to-date with the defining characteristics of Spring Boot 2.0 in Spring Framework 5 Learn about developer tools, AMQP messaging, WebSockets, security, MongoDB data access, REST, and more This collection of effective recipes serves as guidelines for Spring Boot application development Who This Book Is For Java developers wanting to build production-grade applications using the newest popular Spring tools for a rich end-to-end application development experience. What You Will Learn Get to know the Spring Boot and understand how it makes creating robust applications extremely simple Understand how Spring Data helps us add persistence in MongoDB and SQL databases Implement a websocket to add interactive behaviors in your applications Create powerful, production-grade applications and services with minimal fuss Use custom metrics to track the number of messages published and consumed Build anything from lightweight unit tests to fully running embedded web container integration tests Learn effective testing techniques by integrating Cucumber and Spock Use Hashicorp Consul and Netflix Eureka for dynamic Service Discovery In Detail Spring Framework has become the most popular framework for Java development. It not only simplifies software development but also improves developer productivity. This book covers effective ways to develop robust applications in Java using Spring. The course is up made of three modules, each one having a take-away relating to building end-to-end java applications. The first module takes the approach of learning Spring frameworks by building applications. You will learn to build APIs and integrate them with popular fraemworks suh as AngularJS, Spring WebFlux, and Spring Data. You will also learn to build microservices using Spring's support for Kotlin. You will learn about the Reactive paradigm in the Spring architecture using Project Reactor. In the second module, after getting hands-on with Spring, you will learn about the most popular tool in the Spring ecosystem-Spring Boot. You will learn to build applications with Spring Boot, bundle them, and deploy them on the cloud. After learning to build applications with Spring Boot, you will be able to use various tests that are an important part of application development. We also cover the important developer tools such as AMQP messaging, websockets, security, and more. This will give you a good functional understanding of scalable development in the Spring ecosystem with Spring Boot. In the third and final module, you will tackle the most important challenges in Java application development with Spring Boot using practical recipes. Including recipes for testing, deployment, monitoring, and securing your applications. This module will also address the functional and technical requirements for building enterprise applications. By the end of the course you will be comfortable with using Spring and Spring Boot to develop Java applications and will have mastered the intricacies of production-grade applications. Style and approach A simple step-by-

step guide with practical examples to help you develop and deploy Spring and Spring Boot applications in the real-world.

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