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Java EE and HTML5 Enterprise Application Development Aug 20 2021 Create Next-Generation Enterprise Applications Build and distribute business web applications that target both desktop and mobile devices. Cowritten by Java EE and NetBeans IDE experts, Java EE and HTML5 Enterprise Application Development fully explains cutting-edge, highly responsive design tools and strategies. Find out how to navigate NetBeans IDE, construct HTML5 programs, employ JavaScript APIs, integrate CSS and WebSockets, and handle security. This Oracle Press guide also offers practical coverage of SaaS, MVVM, and RESTful concepts. Explore HTML5 and Java EE 7 features Use NetBeans IDE editors, templates, and code generators Implement MVVM functionality with Knockout.js Dynamically map database objects using Java Persistence API Configure, manage, and invoke RESTful Web Services Maximize messaging efficiency through WebSockets Accept and process HTML5 Server-Sent Events streams Employ Syntactically Awesome Stylesheets, CSS3, and Sassy CSS

Practical API Design Jun 25 2019 You might think more than enough design books exist in the programming world already. In fact, there are so many that it makes sense to ask why you would read yet another. Is there really a need for yet another design book? In fact, there is a greater need than ever before, and Practical API Design: Confessions of a Java Framework Architect fills that need! Teaches you how to write an API that will stand the test of time Written by the designer of the NetBeans API at Sun Technologies Based on best practices, scalability, and API design patterns

Murach's PHP and MySQL Jan 13 2021 PHP and MySQL are two of today's most popular, open-source tools for server-side programming. That means there's a continuing demand for web developers who know how to use PHP and MySQL at the

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and with this book, you can become one **Access Free**
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them! In fact, in just the first 6 chapters, you will create a database-driven website that implements the MVC pattern, the way the best professionals do. Then, the rest of the book lets you build on that base to develop a full set of professional skills.

Rich Client Programming: CD-ROM Oct 22 2021

NetBeans IDE Field Guide Feb 23 2022 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 projectsDeveloping web applications with the built-in Apache Tomcat web serverConstructing, assembling, and verifying large-scale Java EE applicationsManaging the Sun Java System Application Server through NetBeans IDEDeveloping mobile applications with the NetBeans Mobility PackIn this expanded second edition, you can also learn how toBuild powerful and attractive desktop applications with the Matisse GUI BuilderProfile your applications for performance issuesDevelop modules for NetBeans IDE and rich-client applications based on the NetBeans PlatformChat and share code with other developers using the NetBeans Collaboration Modules

Practical Android Projects Jul 19 2021 Take a practical approach to becoming a leading-edge Android developer, learning by example while combining the many technologies needed to create a successful, up-to-date web app. Practical Android Projects introduces the Android software development kit and development tools of the trade, and then dives into building cool-

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work. Android is the powerful, full-featured, open source mobile platform that powers phones like Google Nexus, Motorola Droid, Samsung Galaxy S, and a variety of HTC phones and tablet computers. This book helps you quickly get Android projects up and running with the free and open source Eclipse, NetBeans, and IntelliJ IDEA IDEs. Then you build and extend mobile applications using the Android SDK, Java, Scripting Layer for Android (SL4A), and languages such as Python, Ruby, Javascript/HTML, Flex/AIR, and Lua.

Rich Client Programming Dec 24 2021 The open-source NetBeans Platform is an extraordinarily powerful framework for building "write once, run anywhere" rich client applications. Now, for the first time since the release of NetBeans IDE 5.0, there's a comprehensive guide to rich client development on the NetBeans Platform. Written for Java developers and architects who have discovered that basic Swing components are not enough for them, this book will help you get started with NetBeans module development, master NetBeans' key APIs, and learn proven techniques for building reliable desktop software. Each chapter is filled with practical, step-by-step instructions for creating complete rich client applications on top of the NetBeans Platform and plugins for NetBeans IDE. *Rich Client Programming*'s wide-ranging content covers Why modular development makes sense for small, medium, and large applications Using NetBeans to accelerate development and improve efficiency Leveraging NetBeans productivity features, from the Component Palette to Code Completion Leveraging NetBeans' modular architecture in your own applications Implementing loosely coupled communication to improve code maintainability and robustness Managing user- and system-configuration data Building reloadable components with solid threading models Constructing sophisticated multiwindow applications and presenting rich data structures to users Adding user-configurable options Integrating

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module updates and providing user help Foreword by Jonathan Schwartz Foreword by Jan Chalupa Preface About the Authors and Contributors Acknowledgments Chapter 1: Getting Started with the NetBeans Platform Chapter 2: The Benefits of Modular Programming Chapter 3: Modular Architecture Chapter 4: Loosely Coupled Communication Chapter 5: Lookup Chapter 6: Filesystems Chapter 7: Threading, Listener Patterns, and MIME Lookup Chapter 8: The Window System Chapter 9: Nodes, Explorer Views, Actions, and Presenters Chapter 10: DataObjects and DataLoaders Chapter 11: Graphical User Interfaces Chapter 12: Multiview Editors Chapter 13: Syntax Highlighting Chapter 14: Code Completion Chapter 15: Component Palettes Chapter 16: Hyperlinks Chapter 17: Annotations Chapter 18: Options Windows Chapter 19: Web Frameworks Chapter 20: Web Services Chapter 21: JavaHelp Documentation Chapter 22 Update Centers Chapter 23: Use Case 1: NetBeans Module Development Chapter 24: Use Case 2: Rich Unger on Application Development Chapter A: Advanced Module System Techniques Chapter B: Common Idioms and Code Patterns in NetBeans Chapter C: Performance Index

[Web Development with JavaScript and Ajax Illuminated](#) Oct 10 2020 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 Rich Client Programming on the NetBeans Platform

Jan 01 2020 JavaFX is a state-of-the-art graphics toolkit that is now built into Java and can be easily integrated with the

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With JavaFX, you can create advanced *Access Free*

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interfaces, manipulate media, generate graphical effects and animations, and much more. The NetBeans Platform provides a framework for building robust, modular applications with long life expectancies. Together, JavaFX and the NetBeans Platform provide the basis for creating visually appealing, industrial-strength applications. Focusing on JavaFX as the front end for rich client applications, this guide's examples cover JavaFX 8 with the NetBeans Platform, NetBeans IDE, and Java 8. Gail and Paul Anderson fully explain JavaFX and its relationship with the NetBeans Platform architecture, and systematically show Java developers how to use them together effectively. Each concept and technique is supported by clearly written code examples, proven through extensive classroom teaching. Coverage includes Background basics with Java, JavaFX, and UI events Building loosely coupled applications NetBeans Platform Modules and Lookup NetBeans Platform Nodes, Explorer Views, and Actions Building CRUD-based applications Integrating JavaFX with a Swing-based framework Using JavaFX Charts with the NetBeans Platform Using the NetBeans Platform File System and Data System Keeping the UI responsive

Java EE 6 Development with Netbeans 7 Jul 31 2022

Annotation NetBeans has several features that greatly simplify Java EE development, but with many features and great flexibility, Java developers can become overwhelmed by the options available in NetBeans. This book provides step-by-step recipes that show you how to take control of the environment and make use of these features to make your enterprise Java application development more efficient and productive than ever before, so that you can concentrate on the important parts of your application. Java EE 6 Development with NetBeans 7 takes you through the most important parts of Java EE programming and shows you how to use the features of NetBeans that will improve your development experience with clear, careful instructions and

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automate many of the tedious or repetitive tasks frequently encountered when developing enterprise Java applications, freeing you up to focus on the business logic specific parts of the application. As well as showing you time-saving tricks, keyboard shortcuts, and other productivity enhancements possible with NetBeans, it will take you through the major Java EE APIs and how to get them working in the NetBeans environment. While focusing on NetBeans features, you will learn about developing applications using the servlet API and JSPs, including taking advantage of JSTL and developing custom JSP tags. Developing applications that take advantage of JavaServer Faces is also covered in detail, including how to generate standard JSF applications from an existing database schema. The book also covers how to easily develop elegant JSF applications by taking advantage of the PrimeFaces JSF 2.0 component library that is bundled with NetBeans. A practical guide covering how to leverage NetBeans 7 functionality to develop enterprise applications compliant with the Java EE 6 standard

What you will learn from this book :

- Develop Java web applications by leveraging NetBeans functionality
- Build standard JSF applications by taking advantage of NetBeans features
- Integrate NetBeans with third-party RDBMS
- Develop JavaServer Pages (JSPs) to display both static and dynamic content in a web browser
- Develop aesthetically pleasing JSF web applications by leveraging the PrimeFaces JSF 2.0 component library
- Quickly and easily develop applications taking advantage of the Java Persistence API
- Implement the Model-View-Controller design pattern by using JavaBeans as the model component
- Take advantage of NetBeans functionality to easily develop Enterprise JavaBeans, including configuring transaction management via annotations
- Use static and dynamic navigation to define navigation between pages
- Utilize NetBeans to easily add messaging functionality to enterprise applications, through the Java Messaging Service API
- Develop application-driven EJBs
- Develop SOAP-based and

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RESTful web services using NetBeans, including exposing EJB functionality as web services Approach The book is a practical guide explaining the various features of the NetBeans IDE related to enterprise application development. Who this book is written for The book is aimed at Java developers who wish to develop Java EE applications while taking advantage of NetBeans functionality to automate repetitive tasks and to ease their software development efforts. Familiarity with NetBeans or Java EE is not assumed.

Java EE and HTML5 Enterprise Application Development

Jun 05 2020 Create Next-Generation Enterprise Applications

Build and distribute business web applications that target both desktop and mobile devices. Cowritten by Java EE and NetBeans IDE experts, Java EE and HTML5 Enterprise Application

Development fully explains cutting-edge, highly responsive design tools and strategies. Find out how to navigate NetBeans IDE,

construct HTML5 programs, employ JavaScript APIs, integrate CSS and WebSockets, and handle security. This Oracle Press guide also offers practical coverage of SaaS, MVVM, and RESTful concepts. Explore HTML5 and Java EE 7 features Use NetBeans IDE editors, templates, and code generators Implement MVVM functionality with Knockout.js Dynamically map database objects using Java Persistence API Configure, manage, and invoke RESTful Web Services Maximize messaging efficiency through WebSockets Accept and process HTML5 Server-Sent Events streams Employ Syntactically Awesome Stylesheets, CSS3, and Sassy CSS

Use NetBeans IDE editors, templates, and code generators Implement MVVM functionality with Knockout.js Dynamically map database objects using Java Persistence API Configure, manage, and invoke RESTful Web Services Maximize messaging efficiency through WebSockets Accept and process HTML5 Server-Sent Events streams Employ Syntactically Awesome Stylesheets, CSS3, and Sassy CSS

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Pro Netbeans IDE 6 Rich Client Platform Edition May 17 2021 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

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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.

NetBeans: The Definitive Guide Oct 02 2022 This is the authoritative reference for understanding and using the NetBeans Integrated Development Environment for creating new software with Java. Contains a detailed tutorial.

NetBeans Ruby and Rails IDE with JRuby Apr 15 2021 As Ruby and Rails continues to grow, and more and more jobs are coming online that require you to effectively develop Ruby and Rails in the web tier. Beyond the Rails framework, there are still very few proven tools and IDEs to get the job done, at least until now. The NetBeans Ruby and Rails IDE, according to some, is by far the best and proven IDE in Ruby and Rails. Who would've thought a Java IDE could do Ruby and Rails? Published with the

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technologies that have the potential to be critical for tomorrow's industry. Apress keeps developers one step ahead by presenting key information as early as possible in a PDF of 150 pages or less. Explore the future through Apress with NetBeans™ Ruby and Rails IDE with JRuby, an officially endorsed NetBeans project book, which is for Ruby and Rails programmers who want to take advantage of the NetBeans IDE to facilitate their Ruby and/or Rails web application development. Shows you how to use the NetBeans IDE 6.5 in the Ruby and Rails development processes Gives you in-depth information to help you configure the working environment for your specific Ruby interpreter, application server, and database server Showcases the NetBeans features that enhance your productivity from project creation, to editing, debugging, and testing Authors Chris Kutler and Brian Leonard work closely with both the developers of the NetBeans Ruby and Rails IDE project and the user community. The authors' in-depth knowledge of the numerous product features, in addition to an understanding of how the community uses the product to meet their development practices, enables them to present you the essential information necessary to efficiently and effectively use the tools of this IDE.

Mastering NetBeans May 29 2022 Master building complex applications with NetBeans to become more proficient programmers About This Book- Customize NetBeans to fit your unique needs- Excel in NetBeans IDE, learning the shortcuts and hidden features to become more productive- A comprehensive guide to become more productive at application development using NetBeans IDE Who This Book Is For If you are a competent developer who wants to fast-track your application development with NetBeans IDE, then this book is for you. Reasonable knowledge and an understanding of Java programming and NetBeans IDE is assumed. What You Will Learn- Install NetBeans either from a distribution package or from source code- Test,

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external services such as PaaS environments and web services- Create desktop applications using Swing tools- Manage and configure relational databases- Build a Java business model and web tiers using Java EE and Spring technologies- Explore web services both with XML and RESTful approaches- Handle external services such as databases , Maven repositories, and cloud providers- Extend NetBeans for those situations where you require more from your IDE

In DetailWith the increasing complexity of software development and the abundance of tools available, learning your IDE in-depth will instantly increase your developer productivity. NetBeans is the only IDE that can be downloaded with Java itself and provides you with many cutting edge features not readily available with many IDEs. The IDE also provides a great set of tools for PHP and C/C++ developers. It is free and open source and has a large community of users and developers around the world. This book will teach you to ace NetBeans IDE and make use of it in creating Java business and web services. It will help you to become a proficient developer and use NetBeans for software development. You will learn effective third-party interaction and enable yourself for productive database development. Moving on, you will see how to create EJB projects and write effective and efficient web applications. Then you will learn how to use Swing and manage and configure a relational database. By the end of the book, you will be able to handle external services such as databases, Maven repositories, and cloud providers, and extend your NetBeans when you require more from your IDE.

Style and approachAn easy-to-follow yet comprehensive guide to help you master the exhaustive range of NetBeans features in order to become more efficient at Java programming. More advanced topics are covered in each chapter, with subjects grouped according to their complexity as well as their utility.

Learning Java Jan 25 2022 Java is the preferred language for
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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.

Learning Java Jul 27 2019 Version 5.0 of the Java 2 Standard Edition SDK is the most important upgrade since Java first appeared a decade ago. With Java 5.0, you'll not only find substantial changes in the platform, but to the language itself—something that developers of Java took five years to complete. The main goal of Java 5.0 is to make it easier for you to develop safe, powerful code, but none of these improvements makes Java any easier to learn, even if you've programmed with Java for years. And that means our bestselling hands-on tutorial takes on even greater significance. Learning Java is the most widely sought introduction to the programming language that's changed the way we think about computing. Our updated third edition takes an objective, no-nonsense approach to the new features in Java 5.0, some of which are drastically different from the way things were done in any previous versions. The most essential change is the addition of "generics", a feature that allows developers to write, test, and deploy code once, and then reuse the code again and again for different data types. The beauty of generics is that more problems will be caught during development, and Learning Java will show you exactly how it's done. Java 5.0 also adds more than 1,000 new classes to the Java

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to program it in yourself. That's a huge change. With our book's practical examples, you'll come up to speed quickly on this and other new features such as loops and threads. The new edition also includes an introduction to Eclipse, the open source IDE that is growing in popularity. Learning Java, 3rd Edition addresses all of the important uses of Java, such as web applications, servlets, and XML that are increasingly driving enterprise applications. *Practical Database Programming with Java* Feb 11 2021 Covers fundamental and advanced Java database programming techniques for beginning and experienced readers This book covers the practical considerations and applications in database programming using Java NetBeans IDE, JavaServer Pages, JavaServer Faces, and Java Beans, and comes complete with authentic examples and detailed explanations. Two data-action methods are developed and presented in this important resource. With Java Persistence API and plug-in Tools, readers are directed step by step through the entire database programming development process and will be able to design and build professional data-action projects with a few lines of code in mere minutes. The second method, runtime object, allows readers to design and build more sophisticated and practical Java database applications. Advanced and updated Java database programming techniques such as Java Enterprise Edition development kits, Enterprise Java Beans, JavaServer Pages, JavaServer Faces, Java RowSet Object, and JavaUpdatable ResultSet are also discussed and implemented with numerous example projects. Ideal for classroom and professional training use, this text also features: A detailed introduction to NetBeans Integrated Development Environment Java web-based database programming techniques (web applications and web services) More than thirty detailed, real-life sample projects analyzed via line-by-line illustrations Problems and solutions for each chapter A wealth of supplemental material available for download from the

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pages, sample image files, and sample databases Coverage of two popular database systems: SQL Server 2008 and Oracle This book provides undergraduate and graduate students as well as database programmers and software engineers with the necessary tools to handle the database programming issues in the JavaNetBeans environment. To obtain instructor materials please send an email to: pressbooks@ieee.org

Java EE 7 Development with NetBeans 8 Sep 01 2022 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.

Murach's Beginning Java with Netbeans Sep 20 2021 Want to learn Java? This beginning book brings an exciting, new approach to Java instruction that eases the learning curve and uses the NetBeans IDE to make you productive as quickly as possible. In fact, in just 22 chapters, you will grow from beginner to entry-level professional! Along the way, this book presents all of the critical skills that you need to move on to web or mobile development with Java. It presents object-oriented features like inheritance, interfaces, and polymorphism in a way that is both understandable and useful in the real world. It covers the most important features introduced in Java 8 such as lambda expressions and the new date / time API. It provides realistic sample applications that put these skills into context. It provides exercises that you can use to gain valuable hands-on experience. And it is all done in the distinctive Murach style that has been training professional programmers for over 40 years.

Beginning Java 8 Games Development Jul 07 2020 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.

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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 foot-print; 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.

Learn Java for Android Development May 05 2020 Android development is hot, and many programmers are interested in joining the fun. However, because this technology is based on Java, you should first obtain a solid grasp of the Java language and its foundational APIs to improve your chances of succeeding as an Android app developer. After all, you will be busy learning the architecture of an Android app, the various Android-specific APIs, and Android-specific tools. If you do not already know Java fundamentals, you will probably end up with a massive headache from also having to quickly cram those fundamentals into your knowledge base. *Learn Java for Android Development* teaches programmers of any skill level the essential Java language and foundational Java API skills that must be learned to improve the programmer's chances of succeeding as an Android app developer. Each of the book's 10 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 300 exercises are provided in an appendix.

Additionally, author Jeff Friesen has created six bonus chapters that you can download from his personal site, located at <http://tutortutor.ca/cgi-bin/makepage.cgi?/books/ljfad>. Once you complete this book, you will be ready to dive into Android, and you can start that journey by obtaining a copy of *Beginning*

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NetBeans IDE 8 Cookbook Nov 22 2021 If you're a Java developer of any level using NetBeans and want to learn how to get the most out of NetBeans, then this book is for you. Learning how to utilize NetBeans will provide a firm foundation for your Java application development.

Java EE 8 Recipes Apr 03 2020 Quickly find solutions to dozens of common programming problems with the Java Enterprise Edition Platform for small business web applications, enterprise database applications, and microservices solutions. Content is presented in the popular problem-solution format. Look up the programming problem that you want to solve. Read the solution. Apply the solution directly in your own code. Problem solved! Java EE 8 Recipes provides you with effective and proven solutions that can be used to accomplish just about any task that you may encounter. You can feel confident using the reliable solutions that are demonstrated in this book in your personal or corporate environment. Java is a mature programming language that has been refined over the years into a productive and lucrative language for those with the skills to wield it. One result of this years-long refining process is that that the language carries forward many older feature sets that no longer represent the best way of getting work accomplished. You can rest assured that Java EE 8 Recipes provides solutions using the most current approaches implemented in the most current Java Enterprise technologies, including JSON-P 1.1, JSF 2.3, and JAX-RS 2.1. Build a streamlined and reliable application that uses the latest in Java technologies, and develop it much faster than you did with the older technologies. Rejuvenate your Java expertise to use the freshest capabilities, or perhaps learn Java Enterprise development for the first time and discover one of the most widely used and most powerful technologies available for application development today. Develop productively. Develop with proven technology. Develop with Java Enterprise Edition.

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applications quickly using the most current Java EE technologies
Explores different solutions for developing sophisticated web user
interfaces Walks you through a myriad of different concepts to
apply while working with databases using Java technologies What
You'll Learn Develop Java Enterprise applications using the latest
in Java EE technologies Build great-looking user interfaces using
Java Server Faces Employ Java Servlet technology and standard
frameworks in developing professional web applications Create
enterprise-level database applications using Enterprise Java
Beans and JAX-RS RESTful web services Make use of Arquillian
to build a cohesive test suite for Java EE applications Manage
Java EE application security through Java EE's container feature
set Who This Book Is For Java developers who want to develop
effective and proven solutions without reading a lengthy manual
and scrubbing for techniques. A beginning Java programmer will
find the book handy for learning a variety of different solutions
for the platform, while advanced developers will enjoy the ease of
the problem-solution approach to quickly broaden their
knowledge of the platform's latest technologies.

FROM ZERO TO JDBC HERO Dec 12 2020 In this book, you will
learn how to build from scratch a criminal records management
database system using Java/SQLite. All Java code for digital image
processing in this book is Native Java. Intentionally not to rely on
external libraries, so that readers know in detail the process of
extracting digital images from scratch in Java. In chapter one, you
will create Bank database and its four tables. In chapter two, you
will learn the basics of cryptography using Java. Here, you will
learn how to write a Java program to count Hash, MAC (Message
Authentication Code), store keys in a KeyStore, generate
PrivateKey and PublicKey, encrypt / decrypt data, and generate
and verify digital prints. In chapter three, you will learn how to
create and store salt passwords and verify them. You will create a
Login table. In this case, you will see how to create a Java GUI

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this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter four, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In chapter five, you will create a Client_Data table, which has the following seven fields: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter six, you will create Crime database and its six tables. In chapter seven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter ten, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns:

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birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter eleven, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

PHP Application Development with NetBeans Mar 27 2022 A Beginner's Guide The book is aimed at PHP developers who wish to develop PHP applications while taking advantage of NetBeans functionality to ease their software development efforts and utilize the powerful features of the IDE. Familiarity with NetBeans is not assumed. However, a little familiarity with PHP development is expected.

Java on the Raspberry Pi Aug 27 2019 Use Java to do whatever you want to do with the Raspberry Pi and the devices you need for your project. In theory, it should be possible, and even easy, to work with on the Pi. Unfortunately, reality is a bit different. This book features an extensive set of techniques that allow you to get close to bringing this theory to fruition. You'll review some limitations on using Java imposed by the Raspberry Pi and Raspberry Pi OS, and even Java itself, and examine which ones might apply to your projects and your devices. You'll also explore solutions to address the limitations and I look at efficient development of Java for the Raspberry Pi. Java on the Raspberry Pi shows how to interact with a range of devices useful in robotics and IOT, overcoming the hurdles in doing so. It also covers off-loading work from the Raspberry Pi to an Arduino, leveraging its capabilities. What You'll Learn Develop

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Java remotely using NetBeans Leverage available libraries to enable device interaction, and what to do if they don't work Implement multi-processing, using an Arduino as a co-processor Build sophisticated projects with multiple threads of execution, multiple processes, and even multiple systems Who This Book Is For Experienced programmers who appreciate the benefits of Java and world class tools for application development and want to build robotics or IOT projects using the low cost, low power, and portability of the Raspberry Pi.

Guide to Web Development with Java Mar 03 2020 This comprehensive textbook introduces readers to the three-tiered, Model-View-Controller (MVC) architecture by using Hibernate, JSPs, and Java Servlets. These three technologies all use Java, so that a student with a background in programming will be able to master them with ease, with the end result of being able to create web applications that use MVC, validate user input and save data to a database. Features: presents the many topics of web development in small steps, in an accessible, easy-to-follow style; uses powerful technologies that are freely available on the web to speed up web development, such as JSP, JavaBeans, annotations, JSTL, Java 1.5, Hibernate and Tomcat; discusses HTML, HTML Forms, Cascading Style Sheets and XML; introduces core technologies from the outset, such as the MVC architecture; contains questions and exercises at the end of each chapter, detailed illustrations, chapter summaries, and a glossary; includes examples for accessing common web services.

Java EE 5 Development with NetBeans 6 Nov 03 2022 Develop professional enterprise Java EE applications quickly and easily with this popular IDE

Java EE 7 Recipes Sep 08 2020 Java EE 7 Recipes takes an example-based approach in showing how to program Enterprise Java applications in many different scenarios. Be it a small-business web application, or an enterprise database application,

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accomplish just about any task that you may encounter. You can feel confident using the reliable solutions that are demonstrated in this book in your personal or corporate environment. The solutions in Java EE 7 Recipes are built using the most current Java Enterprise specifications, including EJB 3.2, JSF 2.2, Expression Language 3.0, Servlet 3.1, and JMS 2.0. While older technologies and frameworks exist, it is important to be forward-looking and take advantage of all that the latest technologies offer. Rejuvenate your Java expertise to use the freshest capabilities, or perhaps learn Java Enterprise development for the first time and discover one of the most widely used and most powerful platforms available for application development today. Let Java EE 7 Recipes show you the way by showing how to build streamlined and reliable applications much faster and easier than ever before by making effective use of the latest frameworks and features on offer in the Java EE 7 release. Shows off the most current Java Enterprise Edition technologies. Provides solutions to creating sophisticated user interfaces. Demonstrates proven solutions for effective database access. Table of

ContentsIntroduction to Servlets JavaServer Pages The Basics of JavaServer Faces Facelets JavaServer Faces Standard Components Advanced JavaServer Faces and Ajax JDBC Object-Relational Mapping Enterprise JavaBeans The Query API and JPQL Oracle's Glassfish Contexts and Dependency Injection Java Message Service Authentication and Security Java Web Services Enterprise Solutions Using Alternative Programming Languages WebSockets and JSON-P JavaFX in the Enterprise Concurrency and Batch Applications

Pro Java 9 Games Development Jan 31 2020 Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices. Written by open source gaming expert Wallace Jackson, this book uses Java 9 and NetBeans 9 to add leading-edge features, such as 3D, textures, animation, digital audio, and

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learn about game design, including game design concepts, genres, engines, and UI design techniques. To completely master Java 3D game creation, you will combine this knowledge with a number of JavaFX 9 topics, such as scene graph hierarchy; 3D scene configuration; 3D model design and primitives; model shader creation; and 3D game animation creation. With these skills you will be able to take your 3D Java games to the next level. The final section of Pro Java 9 Games Development puts the final polish on your abilities. You'll see how to add AI logic for random content selection methods; harness a professional scoring engine; and player-proof your event handling. After reading Pro Java 9 Games Development, you will come away with enough 3D expertise to design, develop, and build your own professional Java 9 games, using JavaFX 9 and the latest new media assets. What You'll Learn Design and build professional 3D Java 9 games, using NetBeans 9, Java 9, and JavaFX 9 Integrate new media assets, such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game, modeled, textured, and animated using JavaFX Optimize game assets for distribution, and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience. This book can be for experienced game developers new to Java programming.

NetBeans 6 in Simple Steps Oct 29 2019 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

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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

Pro Apache NetBeans Apr 27 2022 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

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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.

Beginning Database-Driven Application Development in Java EE

Aug 08 2020 Beginning Database-Driven Application

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

Pro NetBeans IDE 5.5 Enterprise Edition Nov 10 2020 Written for

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source NetBeans IDE as well as Java IDEs in general, Pro NetBeans IDE 5.5 Enterprise Edition focuses on using NetBeans IDE as a professional Java Enterprise Edition 5 software development platform. Experienced author Adam Myatt provides a comprehensive guide to mapping out the functionality of NetBeans IDE and its enterprise add-ons: Enterprise Pack and Visual Web Pack. Coverage of such diverse topics as web applications, web services, and UML modeling, along with real-life case studies and clear, topical information, all combine to offer everything you need to get started with the NetBeans IDE 5.5 Enterprise Edition platform. So whether you're an experienced IDE user or a Java developer who works only with eMacs, you'll find what you need in this book to get started with the more vibrant, more productive extensible NetBeans platform project found on NetBeans.org.

Web Development with Java Jun 17 2021 This book jumps to the "good stuff" from the outset, allowing students to quickly start writing real applications. It introduces readers to a 3-tiered, Model-View-Controller architecture by using Hibernate, JSPs, and Java Servlets. This book uses existing powerful technologies such as JSP, JavaBeans, Annotations, JSTL, Java 1.5, Hibernate, Apache Velocity and Tomcat. It also presents Model 1 architectures using Servlets and JSP as alternatives to Perl and PHP. Written for novice developers, this book provides an introductory course in web development for undergraduates as well as web developers.

Java Programming with NetBeans for A-level Computer Science

Nov 30 2019 The purpose of this book is to provide a simple introduction to Java programming with the NetBeans Integrated Development Environment. The book has been designed for students who are undertaking the two year WJEC A-level course in Computer Science. The objective is to produce simple example program applications which illustrate a range of theoretical concepts, such as: abstract data structures, object oriented

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batch processing by sequential update. In this way, it is hoped the students will gain a practical appreciation of the value of these computing techniques. By working through the example programs in this book, students should gain an understanding of basic interface construction, processing and file handling operations in an object oriented Java environment, and a number of important standard algorithms included in the A-level course.

Beginning Java Mar 15 2021 BEGINNING JAVA is a self-study or instructor led tutorial consisting of 10 chapters explaining (in simple, easy-to-follow terms) how to build a Java application. Students learn about project design, object-oriented programming, console applications, graphics applications and many elements of the Java language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. These projects include a number guessing game, a card game, an allowance calculator, a state capitals game, Tic-Tac-Toe, a simple drawing program, and several non-violent video games. We have also included several college prep bonus projects including a loan calculator, portfolio manager, and a checkbook balancing application. This step-by-step tutorial is appropriate for beginning high school students and adults. BEGINNING JAVA is presented using a combination of over 400 pages of color illustrated course notes and actual Java examples. No programming experience is necessary, but familiarity with doing common tasks using a computer operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. This course requires Microsoft Windows, Umbutu Linux, or macOS. To complete this Java tutorial, you need to have a copy of the free Java Development Kit (JDK8) installed on your computer. This tutorial also uses NetBeans 8 as the IDE (Integrated Development Environment) for building and testing the Java applications. The

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(www.KidwareSoftware.com) after book registration.

NetBeans Platform 6.9 Developer's Guide Sep 28 2019 This is a step-by-step example-driven tutorial designed to be worked through chapter-wise. You'll be learning with the help of example code and screenshots that will ensure easier understanding. At the end, you will have developed a complete application on top of the NetBeans Platform. This book is written for developers who are comfortable with Java and Swing and who would like to use a framework as the basis of their Swing application. Zero knowledge of the NetBeans Platform is assumed. The reader is typically a developer (or a group of developers) wanting to create large, distributed, flexible Swing applications. The development team is typically large and distributed and members need to work independently on distinct parts of the application. The end user of the application typically needs to have the ability to install additional features at runtime, after the application has already been installed, without reinstalling the application.

Beginning NetBeans IDE Jun 29 2022 *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.

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