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Numerical computation, knowledge discovery and statistical data analysis integrated with powerful 2D and 3D graphics for visualization are the key topics of this book. The Python code examples powered by the Java platform can easily be transformed to other programming languages, such as Java, Groovy, Ruby and BeanShell. This book equips the reader with a computational platform which, unlike other statistical programs, is not limited by a single programming language. The author focuses on practical programming aspects and covers a broad range of topics, from basic introduction to the Python language on the Java platform (Jython), to descriptive statistics, symbolic calculations, neural networks, non-linear regression analysis and many other data-mining topics. He discusses how to find regularities in real-world data, how to classify data, and how to process data for knowledge discoveries. The code snippets are so short that they easily fit into single pages. *Numeric Computation and Statistical Data Analysis on the Java Platform* is a great choice for those who want to learn how statistical data analysis can be done using popular programming languages, who want to integrate data analysis algorithms in full-scale applications, and deploy such calculations on the web pages or computational servers regardless of their operating system. It is an excellent reference for scientific computations to solve real-world problems using a comprehensive stack of open-source Java libraries included in the DataMelt (DMelt) project and will be appreciated by many data-analysis scientists, engineers and students. A guide for intermediate to advanced developers covers core Java fundamentals, advanced language features,

classes, interfaces, class design, threading, and language statements. Develop Enterprise Systems on Cloud Infrastructure Using a Rich Java Ecosystem. KEY FEATURES ● Every chapter and concept is illustrated through the use of the Jakarta Project. ● Extensive hands-on demonstration of Jakarta EE specifications and capabilities. ● Practical examples of securing Java applications with Jakarta Security are provided.

DESCRIPTION This book provides a practical introduction to Enterprise Java Edition, Jakarta EE, including detailed features and capabilities. Equipped with numerous projects, each chapter demonstrates Jakarta EE capabilities with clean coding. The book starts with an introduction to Jakarta EE and its architecture. This will help to create a project using the Jakarta Servlet and exposure of an HTTP endpoint. The CDI is then used to inject dependencies, work with events asynchronously, and interact with CDI interceptors. Then, in the RESTful style, it can help to create a Jakarta RESTful resource to expose HTTP endpoints. We then investigate the Jakarta Enterprise Bean, which teaches us how to manage transactions and schedule tasks. The Jakarta Persistence is then used to integrate an application into a relational database, and the Jakarta Message is used to create an application using the Message Oriented Middleware (MOM). In terms of security, we use Jakarta Security to secure the endpoint of a Jakarta application. By the end of this book, the reader will be able to set up a Jakarta project and write applications that expose HTTP endpoints, integrate with a database, and deal with authentication and authorization. WHAT YOU WILL LEARN ● Create and use Servlets to build applications. ● Get to know CDI and practice how to create the CDI Interceptor and Decorator. ● Learn to build RESTful services and make use of Jakarta Enterprise Bean in your application. ● Use Jakarta Servlet and Jakarta RESTful to expose HTTP endpoints. ● Create a relational database-integrated application. ● Use authentication and authorization to build a secure application. WHO THIS BOOK IS FOR This book is for Java developers who want to learn how to create a Jakarta project, work with the Jakarta EE specifications, and use it in best practices. AUTHOR BIO Rhuan Rocha is Principal Software Engineer at DigiBee, a Jakarta EE specialist, and Co-founder of Cloud Conference Day. Throughout your career, he has developed many Enterprise Java applications for private companies and governments in Brazil, using Java EE/Jakarta EE and technologies of its ecosystem. Rhuan Rocha is an Open Source contributor and contributed to JNoSQL, RestEasy, TomEE, Quarkus, and others. When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to the standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as supplemental information about topics including the Java Scripting API, third-party tools, and the basics of the Unified Modeling Language (UML). Updated for new features through Java SE 7, this little book is an ideal companion, whether you're in the office, in the lab, or on the road. Quickly find Java language details, such as naming conventions, fundamental types, and object-oriented programming elements Get details on the Java SE 7 platform, including development basics, memory management, concurrency, and generics Browse through basic information on NIO 2.0, the G1 Garbage Collector, and Project Coin (JSR-334) features Get supplemental references to development, CM, and test tools; libraries; IDEs; and Java-related scripting languages Find information to help you prepare for the Oracle Certified Associate Java SE 7 Programmer I exam An in-depth tutorial on how to use Java 2 Micro Edition to program handheld devices Although Java is one of the most popular programming languages, it is too powerful to be used on wireless, handheld devices like the Palm Connected Organizer. A miniature version of Java, called Java 2 Micro Edition, has now been created by Sun Microsystems to run specifically on these devices. Written by software developer Eric Giguere, this book provides an authoritative treatment of this new language. Readers will learn what has to be done to make Java workable on these devices and what strategies are required to write programs that don't take up too much memory or run down the device's batteries. The book also provides complete coverage of Java Micro Edition, including the profiles that define the capabilities available to various devices. CD-ROM includes licensed versions of the Java 2 Micro Edition SDK, Waba, and Kaffe. Examples are provided that run on multiple wireless platforms. Update your Java knowledge with the latest features of Java 11, such as the low-Overhead Garbage Collector, Local-Variable Syntax for Lambda Parameters, and Dynamic Class-File Constants Key Features Explore the latest features in Java 9, Java 10, and Java 11 Enhance your Java application development and migration approaches Full coverage of modular Java applications, G1 Garbage Collector, JMH Book Description Java 11 is a long-term release and its new features add to the richness of the language. It emphasizes variable-type inference, performance improvements, along with simplified multithreading. The Java platform has a special emphasis on modularity, making this the programming platform of choice for millions of developers. The modern Java platform can be used to build robust software applications, including enterprise-level and mobile applications. Fully updated for Java 11, this book stands to help any Java developer enjoy the richness of the Java programming language. Mastering Java 11 is your one-stop guide to fully understanding recent Java platform updates. It contains detailed explanations of the recent features introduced in Java 9, Java 10, and Java 11 along with obtaining practical guidance on how to apply the new features. As you make your way through the chapters, you'll discover further information on the developments of the Java platform and learn about the changes introduced by the variable handles and Project Coin, along with several enhancements in relation to import statements processing. In the concluding chapters, you'll learn to improve your development productivity, making your applications more efficient. You'll also be able to get to grips with the command-line flags with respect to various utilities and the command-line utility changes featured in the current Java platform. By the end of the book, you'll have obtained an advanced level understanding of the Java platform and its recent changes. What you will learn Write modular Java applications Migrate existing Java applications to modular ones Understand how the default G1 garbage collector works Leverage the possibilities provided by the newly introduced Java Shell Performance test your application effectively with the JVM harness Learn how Java supports the HTTP 2.0 standard Find out how to use the new Process API Explore the additional enhancements and features of Java 9, 10, and 11 Who this book is for Mastering Java 11 is for experienced Java developers with a solid understanding of the Java language and want to progress to an advanced level. ● Provides a key overview and introduction to J2ME and two vital J2ME technologies - Mobile Information Device Profile (MIDP) 2.0 and Connected Limited Device Configuration (CLDC) ● Shows how to build, develop, and code J2ME Applications, how to understand the Game Profile API and the latest J2ME security enhancements ● Written by the architects of the Java 2 Micro Edition platform When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML) Groovy Programming is an introduction to the Java-based scripting language Groovy. Groovy has much in common with popular scripting languages such as Perl, Python, and Ruby, but is written in a Java-like syntax. And, unlike these other languages, Groovy is sanctioned by the Java community for use on the Java platform. Since it is based on Java, applications written in Groovy can make full use of the Java Application Programmer Interfaces (APIs). This means Groovy can integrate seamlessly with applications written in Java, while avoiding the complexities of the full Java language. This bare-bones structure also means Groovy can be used as an introduction to Java and to programming in general. Its simpler constructions and modern origins make it ideal as a first language and for introducing principles such as object-oriented programming. This book introduces all the major aspects of Groovy development and emphasizes Groovy's potential as a learning tool. Case studies and exercises are included, along with numerous programming examples. The book begins assuming only a general familiarity with Java programming, and progresses to discuss advanced topics such as GUI builders, Groovlets, Unit Testing, and Groovy SQL. The first comprehensive book on Groovy programming that shows how writing applications and scripts for the Java platform is fast and easy Written by leading software engineers and acclaimed computing instructors Offers numerous programming examples, code samples, detailed case studies, exercises for self-study, and a companion website with a Windows-based Groovy editor Beginning Java™ SE 6 Platform: From Novice to Professional steers you through the maze of Java Standard Edition (SE) 6 features. The first chapter sets the stage by introducing Java SE 6 in terms of its name change, themes, an overview, and a sampling of new features. It also briefly discusses the first two Java SE 6 updates. The remaining nine chapters organize features into the following categories: core libraries, GUI toolkits: AWT, GUI toolkits: Swing, internationalization,

Java Database Connectivity, monitoring and management, networking, scripting, and security and web services. While exploring these chapters, you will encounter a variety of useful and interesting topics: introducing a new locale with its own currency, creating a new JConsole plug-in, creating a scripted JEditorPane component, invoking and communicating with JavaFX Script and JRuby scripts from a Java application that interacts with the Scripting API, signing an arbitrary XML document and validating a signed document's XML signature, and accessing an existing web service are examples. With a few exceptions, each of chapters 2 through 10 alphabetically organizes its topics for convenient access. Furthermore, all 10 chapters end with a "Test Your Understanding" section that provides questions and exercises to help you reinforce your understanding of what you have read. Additional features are covered in the first three appendices. The first appendix introduces you to annotation types for annotation processors, Common Annotations 1.0, and several tables that conveniently organize additional annotation types that are new to Java SE 6. The second appendix explores changes made to various Java tools. For example, the Java compiler tool now supports annotation processing—you'll learn how to take advantage of this capability by writing your own annotation processor. Another example: you'll learn how to interact with the command-line script shell. The third appendix looks at a variety of performance enhancements, ranging from a fix for the gray-rect problem to single-threaded rendering. The second-to-last appendix provides answers and code to all of the questions and exercises in the various "Test Your Understanding" sections. The final appendix anticipates Java SE 7 by looking at features most likely to make the cut, including closures, the Java Module System, and the Swing Application Framework. By the time you finish this book, you will have mastered most of what's new and improved in Java SE 6. Although a few features, such as multiple gradient paints and an in-depth look at StAX are not covered, you will find a growing list of articles devoted to these additional topics on the author's website (JavaJeff.mb.ca). Follow the links at the bottom of the website's Articles page.

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Introducing Java SE 6

Core Libraries

GUI Toolkits: AWT GUI Toolkits: Swing

Internationalization

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Monitoring and Management

Networking

Scripting

Security and Web Services

Build machine learning (ML) solutions for Java development. This book shows you that when designing ML apps, data is the key driver and must be considered throughout all phases of the project life cycle. Practical Java Machine Learning helps you understand the importance of data and how to organize it for use within your ML project. You will be introduced to tools which can help you identify and manage your data including JSON, visualization, NoSQL databases, and cloud platforms including Google Cloud Platform and Amazon Web Services. Practical Java Machine Learning includes multiple projects, with particular focus on the Android mobile platform and features such as sensors, camera, and connectivity, each of which produce data that can power unique machine learning solutions. You will learn to build a variety of applications that demonstrate the capabilities of the Google Cloud Platform machine learning API, including data visualization for Java; document classification using the Weka ML environment; audio file classification for Android using ML with spectrogram voice data; and machine learning using device sensor data. After reading this book, you will come away with case study examples and projects that you can take away as templates for re-use and exploration for your own machine learning programming projects with Java.

What You Will Learn

Identify, organize, and architect the data required for ML projects

Deploy ML solutions in conjunction with cloud providers such as Google and Amazon

Determine which algorithm is the most appropriate for a specific ML problem

Implement Java ML solutions on Android mobile devices

Create Java ML solutions to work with sensor data

Build Java streaming based solutions

Who This Book Is For

Experienced Java developers who have not implemented machine learning techniques before. Build a variety of real-world applications by taking advantage of the newest features of Java 9

About This Book

See some of the new features of Java 9 and be introduced to parts of the Java SDK

This book provides a set of diverse, interesting projects that range in complexity from fairly simple to advanced and cover HTTP 2.0

Take advantage of Java's new modularity features to write real-world applications that solve a variety of problems

Who This Book Is For

This book is for Java developers who are already familiar with the language. Familiarity with more advanced topics, such as network programming and threads, would be helpful, but is not assumed.

What You Will Learn

Learn how to package Java applications as modules by using the Java Platform Module System

Implement process management in Java by using the all-new process handling API

Integrate your applications with third-party services in the cloud

Interact with mail servers using JavaMail to build an application that filters spam messages

Learn to use JavaFX to build rich GUI based applications, which are an essential element of application development

Write microservices in Java using platform libraries and third-party frameworks

Integrate a Java application with MongoDB to build a cloud-based note taking application

In Detail

Java is a powerful language that has applications in a wide variety of fields. From playing games on your computer to performing banking transactions, Java is at the heart of everything. The book starts by unveiling the new features of Java 9 and quickly walks you through the building blocks that form the basis of writing applications. There are 10 comprehensive projects in the book that will showcase the various features of Java 9. You will learn to build an email filter that separates spam messages from all your inboxes, a social media aggregator app that will help you efficiently track various feeds, and a microservice for a client/server note application, to name a few. The book covers various libraries and frameworks in these projects, and also introduces a few more frameworks that complement and extend the Java SDK. Through the course of building applications, this book will not only help you get to grips with the various features of Java 9, but will also teach you how to design and prototype professional-grade applications with performance and security considerations.

Style and approach

This is a learn-as-you-build practical guide to building full-fledged applications using Java 9. With a project-based approach, we'll improve your Java skills. You will experience a variety of solutions to problems with Java.

The Java EE 7 Tutorial: Volume 1, Fifth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 7 (Java EE 7). Written by members of the Java EE documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide includes descriptions of platform features and provides instructions for using the latest versions of NetBeans IDE and GlassFish Server Open Source Edition. The book introduces platform basics, including resource creation, resource injection, and packaging. It covers JavaServer Faces, Java Servlets, the Java API for WebSocket, the Java API for JSON Processing (JSON-P), internationalization and localization, Bean Validation, Contexts and Dependency Injection for Java EE (CDI), and web services (JAX-WS and JAX-RS). "In the Java world, security is not viewed as an add-on a feature. It is a pervasive way of thinking. Those who forget to think in a secure mindset end up in trouble. But just because the facilities are there doesn't mean that security is assured automatically. A set of standard practices has evolved over the years. The Secure® Coding® Standard for Java™ is a compendium of these practices. These are not theoretical research papers or product marketing blurbs. This is all serious, mission-critical, battle-tested, enterprise-scale stuff." —James A. Gosling, Father of the Java Programming Language

An essential element of secure coding in the Java programming language is a well-documented and enforceable coding standard. Coding standards encourage programmers to follow a uniform set of rules determined by the requirements of the project and organization, rather than by the programmer's familiarity or preference. Once established, these standards can be used as a metric to evaluate source code (using manual or automated processes). The CERT® Oracle® Secure Coding Standard for Java™ provides rules designed to eliminate insecure coding practices that can lead to exploitable vulnerabilities. Application of the standard's guidelines will lead to higher-quality systems—robust systems that are more resistant to attack. Such guidelines are required for the wide range of products coded in Java—for devices such as PCs, game players, mobile phones, home appliances, and automotive electronics. After a high-level introduction to Java application security, seventeen consistently organized chapters detail specific rules for key areas of Java development. For each area, the authors present noncompliant examples and corresponding compliant solutions, show how to assess risk, and offer references for further information. Each rule is prioritized based on the severity of consequences, likelihood of introducing exploitable vulnerabilities, and cost of remediation. The standard provides secure coding rules for the Java SE 6 Platform including the Java programming language and libraries, and also addresses new features of the Java SE 7 Platform. It describes language behaviors left to the discretion of JVM and compiler implementers, guides developers in the proper use of Java's APIs and security architecture, and considers security concerns pertaining to standard extension APIs (from the javax package hierarchy). The standard covers security issues applicable to these libraries: lang, util, Collections, Concurrency Utilities, Logging, Management, Reflection, Regular Expressions, Zip, I/O, JMX, JNI, Math, Serialization, and JAXP. This book is a mini tutorial with plenty of code examples and strategies to give you numerous options when building your own applications.

"JBoss Weld CDI for Java Platform" is written for developers who are new to dependency injection. A rudimentary knowledge of Java is required. Discover WTP, the New End-to-End Toolset for Java-Based Web Development

The Eclipse Web

Tools Platform (WTP) seamlessly integrates all the tools today's Java Web developer needs. WTP is both an unprecedented Open Source resource for working developers and a powerful foundation for state-of-the-art commercial products. Eclipse Web Tools Platform offers in-depth descriptions of every tool included in WTP, introducing powerful capabilities never before available in Eclipse. The authors cover the entire Web development process—from defining Web application architectures and development processes through testing and beyond. And if you're seeking to extend WTP, this book provides an introduction to the platform's rich APIs. The book also Presents step-by-step coverage of developing persistence, business logic, and presentation tiers with WTP and Java Introduces best practices for multiple styles of Web and Java EE development Demonstrates JDBC database access and configuration Shows how to configure application servers for use with WTP Walks through creating Web service application interfaces Covers automated testing with JUnit and Cactus, and automated builds utilizing Ant, Maven, and CruiseControl Introduces testing and profiling Web applications with the Eclipse Test and Performance Tools Platform (TPTP) project Describes how to extend WTP with new servers, file types, and WSDL extensions Foreword Preface Acknowledgments About the Authors Part I: Getting Started Chapter 1: Introduction Chapter 2: About the Eclipse Web Tools Platform Project Chapter 3: Quick Tour Chapter 4: Setting Up Your Workspace Part II: Java Web Application Development Chapter 5: Web Application Architecture and Design Chapter 6: Organizing Your Development Project Chapter 7: The Presentation Tier Chapter 8: The Business Logic Tier Chapter 9: The Persistence Tier Chapter 10: Web Services Chapter 11: Testing Part III: Extending WTP Chapter 12: Adding New Servers Chapter 13: Supporting New File Types Chapter 14: Creating WSDL Extensions Chapter 15: Customizing Resource Resolution Part IV: Products and Plans Chapter 16: Other Web Tools Based on Eclipse Chapter 17: The Road Ahead Glossary References Index This book is an invaluable resource for every Eclipse and enterprise Java Web developer: both those who use Eclipse to build other Web applications, and those who build Eclipse technologies into their own products. Complete source code examples are available at www.eclipsewtp.org. Real-time programming is a critical component in the development of many consumer and industrial devices. The long-awaited Real-Time Java specification has arrived, delivering the powerful benefits of Java to the embedded software development community. The Real-Time Specification for Java, introduces the new specification in detail -- giving developers all the information and insight they need to start building powerful, Java-based software. The book is the definitive reference to the semantics, extensions, and modifications to the Java programming language that enable the Java platform to meet the requirements and constraints of real-time development. For all Java programmers, embedded systems programmers, and system architects. Drawing on the authors knowledge of the Java programming language and their extensive experience working on performance issues, the book reveals common mistakes and misconceptions concerning the performance characteristics of Java technologies. It offers overall development strategies and concrete, battle-tested techniques to dramatically improve the performance of applications constructed with the Java programming language. Java Platform Performance highlights the importance of integrating performance evaluation into the application development process and discusses measurement techniques. The book then presents practical tactics for enhancing application performance in the areas of I/O, RAM footprint, small object management, algorithms, data structures, Swing, and deployment. Specific topics covered include: *Incorporating performance evaluation into the development process *Profiling and benchmarking *Building scalable, fast Swing GUIs *Using high-speed I/O *Computing and controlling the RAM footprint *Reducing the number of classes *Eliminating temporary objects *Selecting high-performance algorithms and data structures *Using Java native code and applet packaging efficiently The performance of software components depends on several factors, including the execution platform on which the software components run. To simplify cross-platform performance prediction in relocation and sizing scenarios, a novel approach is introduced in this thesis which separates the application performance profile from the platform performance profile. The approach is evaluated using transparent instrumentation of Java applications and with automated benchmarks for Java Virtual Machines. Writing a Portable Extension; What is a portable extension?; What is the CDI container lifecycle?; BeanManager; Injection into non-container managed instances; Registering a bean; Replacing annotations on a type via an extension; Summary; Book Store - CDI Services; Overview of the application; Adding interceptors for our services; Securing methods with an interceptor; Providing a transaction with an interceptor; Creating CDI services; Summary; Book Store - User Interfaces; REST services; User interface for customers; Administration interface; Summary; Index. Get up to speed on the principal technologies in the Java Platform, Enterprise Edition 7, and learn how the latest version embraces HTML5, focuses on higher productivity, and provides functionality to meet enterprise demands. Written by Arun Gupta, a key member of the Java EE team, this book provides a chapter-by-chapter survey of several Java EE 7 specifications, including WebSockets, Batch Processing, RESTful Web Services, and Java Message Service. You'll also get self-paced instructions for building an end-to-end application with many of the technologies described in the book, which will help you understand the design patterns vital to Java EE development. Understand the key components of the Java EE platform, with easy-to-understand explanations and extensive code samples Examine all the new components that have been added to Java EE 7 platform, such as WebSockets, JSON, Batch, and Concurrency Learn about RESTful Web Services, SOAP XML-based messaging protocol, and Java Message Service Explore Enterprise JavaBeans, Contexts and Dependency Injection, and the Java Persistence API Discover how different components were updated from Java EE 6 to Java EE 7 The Java® Tutorial, Sixth Edition, is based on the Java Platform, Standard Edition (Java SE) 8. This revised and updated edition introduces the new features added to the platform, including lambda expressions, default methods, aggregate operations, and more. An accessible and practical guide for programmers of any level, this book focuses on how to use the rich environment provided by Java to build applications, applets, and components. Expanded coverage includes a chapter on the Date-Time API and a new chapter on annotations, with sections on type annotations and pluggable type systems as well as repeating annotations. In addition, the updated sections "Security in Rich Internet Applications" and "Guidelines for Securing Rich Internet Applications" address key security topics. The latest deployment best practices are described in the chapter "Deployment in Depth." If you plan to take one of the Java SE 8 certification exams, this book can help. A special appendix, "Preparing for Java Programming Language Certification," details the items covered on the available exams. Check online for updates. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date. This book is based on the online tutorial hosted on Oracle Corporation's website at <http://docs.oracle.com/javase/tutorial>. Have you thought about building games for your cell phone or other wireless devices? Whether you are a first-time wireless Java developer or an experienced professional, Beginning Java™ ME Platform brings exciting wireless and mobile Java application development right to your door and device! Beginning Java™ ME Platform empowers you with the flexibility and power to start building Java applications for your Java-enabled mobile device or cell phone. The book covers sound HTTPS support, user interface API enhancements, the Mobile Media API, the Game API, 3D graphics, Bluetooth, and more. Furthermore, this book is easy to read and includes many practical, hands-on, and ready-to-use code examples. Sun's foundation-level Sun Certified Java Programmer (SCJP) for Standard Edition 6 is a must-have for any Java programmer, and is a prerequisite for Sun's specialty certifications. This resource is essential preparation for the SCJP and focuses heavily on the skill set that Sun expects its SCJPs to have, with numerous examples, exercises, and real-world scenarios to give readers the tools needed to use what they learn. The material covers declarations, initialization, and scoping; flow control; API contents; concurrency; object-oriented concepts; collections/generics; and fundamentals. The interactive CD-ROM features chapter review questions, two bonus exams, a series of flashcards that can be used on PCs or handheld devices, and an e-book. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. If you are an experienced Java developer using Java 7 platform and want to get your grips on OpenJDK for Java development, this is the book for you. JDK users who wish to migrate to OpenJDK will find this book very useful. Annotation Build powerful real-time Java "TM" TM platform applications! -- The complete reference to the Real Time Specification for Java (RTSJ) for every Java developer who wants to master real-time programming. -- Covers practical real-time development considerations, scheduling theory, garbage collection, rate monotonic analysis, and other key issues. -- Closures, thread.interrupt, asynchronous events, timers, CT, physical and "immortal" memory, program structure, distributed RT applications, exceptions, and more. Real-time programming is critical to the development of a wide range of consumer, industrial, system, and military devices. Using the new Real-Time Specification for Java (RTSJ), developers can create, verify, analyze, execute and manage Java code that ensures the correctness, timeliness, and execution predictability that are essential to real-time programming. This book, written by one of RTSJ's creators, offers a practical introduction to real-time programming for every Java developer -- even those with no real-time experience at all.

Replete with example code, this book gives any Java developer the skills and expertise to build powerful real-time applications. Peter Dibble begins with an overview of the key issues associated with Java real-time development. He covers garbage collection, priority scheduling and deadline scheduling in real-time environments; then introduces rate monotonic analysis, a powerful set of techniques for analyzing timing. This book is a comprehensive presentation of embedded Java security. It is compared with the security model of the Java 2 Standard Edition in order to view the impact of limited resources on security. No other book specifically addresses the topic of embedded Java security. Furthermore, the book provides hints and suggestions as ways for hardening security, and offers researchers and practitioners alike a broader and deeper understanding of the issues involved in embedded Java security, and – as a larger view – mobile devices security. The author is a well-known authority and expert in mobile computing and embedded devices. Take a problem-solution approach for programming enterprise Java or Java EE applications and microservices for cloud-based solutions, enterprise database applications, and even small business web applications. Java EE to Jakarta EE 10 Recipes provides effective, practical, and proven code snippets that you can immediately use 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 EE was made open source under the Eclipse Foundation, and Jakarta EE is the new name for what used to be termed the Java Platform, Enterprise Edition. This book helps you rejuvenate your Java expertise and put the platform's latest capabilities to use for quickly developing robust applications. If you are new to Jakarta EE, this book will help you learn the features of the platform and benefit from one of the most widely used and powerful technologies available for cloud-native enterprise application development today. Examples in this book highlight Jakarta EE's capabilities, helping you to build streamlined and reliable applications using the latest in Java technologies. The book takes a problem-solution approach in which each section introduces a common programming problem, showing you how to solve that problem in the best possible way using the latest features in Jakarta EE. Solutions in the form of working code examples are presented that you can download and use immediately in your own projects. Clear descriptions are provided to help you understand and learn to build further on the solutions provided. This is the ideal book for the code-focused programmer interested in keeping up with the future of enterprise development on the Java Platform. What You Will Learn Develop enterprise Java applications using the latest open-source Jakarta EE platform Create great-looking user interfaces using Jakarta Servlets, Jakarta Server Pages, Jakarta Server Faces and the Eclipse Krazo framework (an implementation of Jakarta MVC) Build database applications using Jakarta NoSQL, Jakarta Persistence, and Jakarta Enterprise Beans. Develop enterprise grade applications using Context & Dependency Injection, and Jakarta RESTful web services Automate testing through cohesive test suites built on Arquillian for Jakarta EE applications Build loosely coupled distributed applications using Jakarta Messaging Deploy microservices applications in cloud environments using Docker Secure applications utilizing the Jakarta EE Security API Who This Book Is For Java developers interested in quickly finding effective and proven solutions without reading through a lengthy manual and scrubbing for techniques. Jython is an open source implementation of the high-level, dynamic, object-oriented scripting language Python seamlessly integrated with the Java platform. The predecessor to Jython, JPython, is certified as 100% Pure Java. Jython is freely available for both commercial and noncommercial use and is distributed with source code. Jython is complementary to Java. The Definitive Guide to Jython, written by the official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the basics to more advanced features. This book begins with a brief introduction to the language and then journeys through Jython's different features and uses. The Definitive Guide to Jython is organized for beginners as well as advanced users of the language. The book provides a general overview of the Jython language itself, but it also includes intermediate and advanced topics regarding database, web, and graphical user interface (GUI) applications; Web services/SOA; and integration, concurrency, and parallelism, to name a few. The Definitive Guide to Java Platform Best Practices—Updated for Java 7, 8, and 9 Java has changed dramatically since the previous edition of Effective Java was published shortly after the release of Java 6. This Jolt award-winning classic has now been thoroughly updated to take full advantage of the latest language and library features. The support in modern Java for multiple paradigms increases the need for specific best-practices advice, and this book delivers. As in previous editions, each chapter of Effective Java, Third Edition, consists of several “items,” each presented in the form of a short, stand-alone essay that provides specific advice, insight into Java platform subtleties, and updated code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. The third edition covers language and library features added in Java 7, 8, and 9, including the functional programming constructs that were added to its object-oriented roots. Many new items have been added, including a chapter devoted to lambdas and streams. New coverage includes Functional interfaces, lambda expressions, method references, and streams Default and static methods in interfaces Type inference, including the diamond operator for generic types The @SafeVarargs annotation The try-with-resources statement New library features such as the Optional interface, java.time, and the convenience factory methods for collections Fra bagsiden: As a platform, Java defines the services needed to connect binary components at runtime safely and reliably. To truly take advantage of all Java has to offer, you must consider not just development, but also deployment, and not just objects, but also components. The book delves into the component-oriented features of the Java platform, thoroughly discussing class loading, reflection, serialization, native interoperation and code generation. The Definitive Guide to Java RTS for Developers and Architects For Java developers and architects moving to real-time, and real-time developers moving to Java Walks through start-to-finish case study applications, identifying their constraints and discussing the APIs and design patterns used to address them Written by the former leader of the real-time Java standards process and one of Wall Street's top real-time developers Sun Microsystems' Java Real-Time System (Java RTS) is proving itself in numerous, wide-ranging environments, including finance, control systems, manufacturing, and defense. Java RTS and the RTSJ standard (JSR-001) eliminate the need for complicated, specialized, real-time languages and operating environments, saving money by leveraging Java's exceptional productivity and familiarity. In Real-Time Java™ Programming, two of Sun's top real-time programming experts present the deep knowledge and realistic code examples that developers need to succeed with Java RTS and its APIs. As they do so, the authors also illuminate the foundations of real-time programming in any RTSJ-compatible environment. Key topics include Real-time principles and concepts, and the unique requirements of real-time application design and development How Java has been adapted to real-time environments A complete chapter on garbage collection concepts and Java SE collectors Using the Java RTS APIs to solve actual real-time system problems as efficiently as possible Utilizing today's leading Java RTS development and debugging tools Understanding real-time garbage collection, threads, scheduling, and dispatching Programming new RTSJ memory models Dealing with asynchronous event handling and asynchronous transfer of control The Java EE 7 Tutorial: Volume 1, Fifth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 7 (Java EE 7). Written by members of the Java EE documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide includes descriptions of platform features and provides instructions for using the latest versions of NetBeans IDE and GlassFish Server Open Source Edition. The book introduces platform basics, including resource creation, resource injection, and packaging. It covers JavaServer Faces, Java Servlets, the Java API for WebSocket, the Java API for JSON Processing (JSON-P), internationalization and localization, Bean Validation, Contexts and Dependency Injection for Java EE (CDI), and web services (JAX-WS and JAX-RS). Java Enterprise Edition (Java EE) continues to be one of the leading Java technologies and platforms from Oracle (previously Sun). Beginning Java EE 6 Platform with GlassFish 3, Second Edition is this first tutorial book on the final version of the Java EE 6 Platform. Step by step and easy to follow, this book describes many of the Java EE 6 specifications and reference implementations, and shows them in action using practical examples. This book uses the new version of GlassFish 3 to deploy and administer the code examples. Written by an expert member of the Java EE 6 specification request and review board in the Java Community Process (JCP), this book contains the best information possible, from an expert's perspective on enterprise Java technologies. Any time you need quick answers for developing or debugging Java programs, this pocket guide is the ideal reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists fast—including Java 9 features such as modular source code and the new JShell interactive command-line REPL. It's a handy companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory

management, concurrency, and generics Use new features in Java 9, including modular source code and JShell Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML) Groovy and Beyond: Leverage the Full Power of Scripting on the Java™ Platform! Using the Java™ platform's new scripting support, you can improve efficiency, streamline your development processes, and solve problems ranging from prototyping to Web application programming. In Scripting in Java, Dejan Bosanac covers key aspects of scripting with Java, from the exciting new Groovy scripting language to Java's new Scripting and Web Scripting APIs. Bosanac begins by reviewing the role and value of scripting languages, and then systematically introduces today's best scripting solutions for the Java platform. He introduces Java scripting frameworks, identifies proven patterns for integrating scripting into Java applications, and presents practical techniques for everything from unit testing to project builds. He supports key concepts with extensive code examples that demonstrate scripting at work in real-world Java projects. Coverage includes · Why scripting languages offer surprising value to Java programmers · Scripting languages that run inside the JVM: BeanShell, JavaScript, and Python · Groovy in depth: installation, configuration, Java-like syntax, Java integration, security, and more · Groovy extensions: accessing databases, working with XML, and building simple Web applications and Swing-based UIs · Bean Scripting Framework: implementation, basic abstractions, and usage examples · Traditional and new patterns for Java-based scripting · JSR 223 Scripting API: language bindings, discovery mechanisms, threading, pluggable namespaces, and more · JSR 223 Web Scripting Framework: scripting the generation of Web content within servlet containers About the Web Site All code examples are available for download at this book's companion Web site. Choice Outstanding Academic Title, 2008. The uniqueness of shape as a perceptual property lies in the fact that it is both complex and structured. Shapes are perceived veridically—perceived as they really are in the physical world, regardless of the orientation from which they are viewed. The constancy of the shape percept is the sine qua non of shape perception; you are not actually studying shape if constancy cannot be achieved with the stimulus you are using. Shape is the only perceptual attribute of an object that allows unambiguous identification. In this first book devoted exclusively to the perception of shape by humans and machines, Zygmunt Pizlo describes how we perceive shapes and how to design machines that can see shapes as we do. He reviews the long history of the subject, allowing the reader to understand why it has taken so long to understand shape perception, and offers a new theory of shape. Until recently, shape was treated in combination with such other perceptual properties as depth, motion, speed, and color. This resulted in apparently contradictory findings, which made a coherent theoretical treatment of shape impossible. Pizlo argues that once shape is understood to be unique among visual attributes and the perceptual mechanisms underlying shape are seen to be different from other perceptual mechanisms, the research on shape becomes coherent and experimental findings no longer seem to contradict each other. A single theory of shape perception is thus possible, and Pizlo offers a theoretical treatment that explains how a three-dimensional shape percept is produced from a two-dimensional retinal image, assuming only that the image has been organized into two-dimensional shapes. Pizlo focuses on discussion of the main concepts, telling the story of shape without interruption. Appendixes provide the basic mathematical and computational information necessary for a technical understanding of the argument. References point the way to more in-depth reading in geometry and computational vision. 1st and only book that covers new Java 6 (should be) Author, John Zukowski, is Java industry expert and insider Covers all that's new and emerging with this new Java 6 SE (Standard Edition), in time for next year's JavaOne This IBM Redbooks publication gives a broad understanding of a new 32-bit Java Virtual Machine (JVM) in IBM i5/OS. With the arrival of this new JVM, IBM System i platform now comfortably supports Java and WebSphere applications on a wide array of different server models: from entry size boxes to the huge enterprise systems. This book provides in-depth information about setting Java and IBM WebSphere environments with new 32-bit JVM, tuning its performance, and monitoring or troubleshooting its runtime with the new set of tools. Information in this book helps system architects, Java application developers, and system administrators in their work with 32-bit JVM in i5/OS. Important: Despite the fact that this book targets i5/OS implementation, most information in this book applies to all IBM server platforms, where the new 32-bit JVM is supported.

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