Eclipse Tutorial How To Write Java Program In Eclipse Step By Step Eclipse Tutorial For Beginners Java

Shows how to use and integrate Hibernate and MongoDB. More specifically, this book guides you through the bootstrap; building transactions; handling queries and query entities; and mappings.
Helps readers develop a solid foundation in programming, teaching concepts that can be used with any modern programming language, covering such topics as text editors, build tools, programming standards, regular expressions, and debugging.
Java programmers know how finicky Java can be to work with. An omitted semi-colon or the slightest typo will cause the Java command-line compiler to spew pages of annoying error messages across your screen. And it doesn't fix them--that's up to you: fix them, compile again, and hope that nothing goes wrong this time.Eclipse, the popular Java integrated development environment (IDE) provides an elegant and powerful remedy for this common, frustrating scenario. It doesn't just catch your errors before you compile, it also suggests solutions. All you need to do is point and click. And it's free--what could be better? Still, if you're like most programmers, mastering a new technology--no matter how productive it will make you in the long run--is going to take a chunk out of your productivity now. You want to get up to speed quickly without sacrificing efficiency.O'Reilly's new guide to the technology, Eclipse, provides exactly what you're looking for: a fast-track approach to mastery of Eclipse. This insightful, hands-on book delivers clear and concise coverage, with no fluff, that gets down to business immediately. The book is tightly focused, covering all aspects of Eclipse: the menus, preferences, views, perspectives, editors, team and debugging techniques, and how they're used every day by thousands of developers. Development of practical skills is emphasized with dozens of examples presented throughout the book.From cover-to-cover, the book is pure Eclipse, covering hundreds of techniques beginning with the most basic Java development through creating your own plug-in editors for the Eclipse environment. Some of the topics you'll learn about include: Using Eclipse to develop Java code Testing and debugging Working in teams using CVS Building Eclipse projects using Ant The Standard Widget Toolkit (SWT) Web development Developing Struts applications with Eclipse From basics to advanced topics, Eclipse takes you through the fundamentals of Eclipse and more. You may be an Eclipse novice when you pick up the book, but you'll be a pro by the time you've finished.
Annotation Over the past 10 years, distributed systems have become more fine-grained. From the large multi-million line long monolithic applications, we are now seeing the benefits of smaller self-contained services. Rather than heavy-weight, hard to change Service Oriented Architectures, we are now seeing systems consisting of collaborating microservices. Easier to change, deploy, and if required retire, organizations which are in the right position to take advantage of them are yielding significant benefits. This book takes an holistic view of the things you need to be cognizant of in order to pull this off. It covers just enough understanding of technology, architecture, operations and organization to show you how to move towards finer-grained systems.
Writing Android Native Apps Using Python, Lua, and Beanshell
Eclipse IDE Pocket Guide
Pro Hibernate and MongoDB
Effective Java
Eclipse in Action
Eclipse Plug-ins

This book teaches the reader how to write programs using Java. It does so with a unique approach that combines fundamentals first with objects early. The book transitions smoothly through a carefully selected set of procedural programming fundamentals to object-oriented fundamentals. During this early transition and beyond, the book emphasizes problem solving. For example, Chapter 2 is devoted to algorithm development, Chapter 8 is devoted to program design, and problem-solving sections appear throughout the book. Problem-solving skills are fostered with the help of an interactive, iterative presentation style: Here's the problem. How can we solve it? How can we improve the solution? Some key features include: -A conversational, easy-to-follow writing style. -Many executable code examples that clearly and efficiently illustrate key concepts. -Extensive use of UML class diagrams to specify problem organization. -Simple GUI programming early, in an optional standalone graphics track. -Well-identified alternatives for altering the book's sequence to fit individual needs. -Well-developed projects in six different academic disciplines, with a handy summary. -Detailed customizable PowerPointTM lecture slides, with icon-keyed hidden notes. Student Resources: Links to compiler software - for Sun's Java2 SDK toolkit, Helios's TextPad, Eclipse, NetBeans, and BlueJ. TextPad tutorial. Eclipse tutorials. Textbook errata. All textbook example programs and associated resource files. Instructor Resources: Customizable PowerPoint lecture slides with hidden notes. Hidden notes provide comments that supplement the displayed text in the lecture slides. For example, if the displayed text asks a question the hidden notes provide the answer. Exercise solutions. Project solutions. Supplemental Chapters to Accommodate an Objects-Late Approach are available. Click this link to reach the supplemental chapters. ""The authors have done a superb job of organizing the various chapters to allow the students to enjoy programming in Java from day one. I am deeply impressed with the entire textbook. I would have my students keep this text and use it throughout their academic career as an excellent Java programming source book." - Benjamin B. Nystuen, University of Colorado at Colorado Springs" ""The authors have done a great job in describing the technical aspects of programming. The authors have an immensely readable writing style. I have an extremely favorable impression of Dean and Dean's proposed text." - Shyamal Mitra, University of Texas at Austin" ""The overall impression of the book was that it was "friendly" to read. I think this is a great strength, simply because students reading it, and especially students who are prone to reading to understand, will appreciate this approach rather than the regular hardcore programming mentality." - Andree Jacobson, University of New Mexico"

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer’s rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several “items” presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.
Java is an easy language to learn. However, you need to master more than the language syntax to be a professional Java programmer. For one, object-oriented programming (OOP) skill is key to developing robust and effective Java applications. In addition, knowing how to use the vast collection of libraries makes development more rapid. This book introduces you to important programming concepts and teaches how to use the Java core libraries. It is a guide to building real-world applications, both desktop and Web-based. The coverage is the most comprehensive you can find in a beginner’s book. Here are some of the topics in this book: - Java language syntax - Object-oriented programming - The Collections Framework - Working with numbers and dates - Error handling - Input Output - Generics - Annotations - Swing - Database access - Internationalization - Networking - Applets - Multithreading and the Concurrency Utilities - Servlet and JavaServer Pages - API documentation - Security - Application deployment This book covers Java SE 7 and was written with clarity and readability in mind.
This book is a collection of tutorial examples and notes written by the author while he was learning XSD (XML Schema Definition). Topics include XSD, XML, Schema, simpleType, complexType, simpleContent, complexContent, dataTime, dateTimeStamp, gYear, gMonth, gDay, duration, yearMonthDuration, dayTimeduration, anyURI, Namespace, Xerces2.
Pro J2ME Polish
Design and build high-performance real-time digital systems based on FPGAs and custom circuits
JavaFX in Action
Formal Approaches to Agent-Based Systems
Enterprise Android
JavaScript Step by Step

Provides a thorough guide to using Eclipse features and plugins effectively in the context of real-world Java development.
Java is the preferred language for many of today’s leading-edge technologies—everything from smartphones and game consoles to robots, massive enterprise systems, and supercomputers. If you’re new to Java, the fourth edition of this bestselling guide provides an example-driven introduction to the latest language features and APIs in Java 6 and 7. Advanced Java developers will be able to take a deep dive into areas such as concurrency and JVM enhancements. You’ll learn powerful new ways to manage resources and exceptions in your applications, and quickly get up to speed on Java’s new concurrency utilities, and APIs for web services and XML. You’ll also find an updated tutorial on how to get started with the Eclipse IDE, and a brand-new introduction to database access in Java.
Android is the most popular mobile platform today and it comes with a comprehensive set of APIs that make it easy for developers to write, test and deploy apps. With these APIs you can easily show user interface (UI) components, play and record audio and video, create games and animation, store and retrieve data, search the Internet, and so on. This book is a tutorial for experienced Java programmers wanting to learn to develop Android applications. It introduces the fundamentals and provide real-world applications for every topic of discussion.
This book gives a detailed introduction into the Eclipse platform and covers all relevant aspects of Eclipse RCP development. Every topic in this book has a content section in which the topic is explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4 development using an comprehensive example which you continue to extend in the exercises. You will learn about the new programming concepts of Eclipse 4, e.g. the application model, dependency injection, CSS styling, the renderer framework, the event system and much more. Proven Eclipse technologies like SWT, JFace viewers, OSGi modularity and services, data binding, etc. are also covered in detail. This book requires a working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for standard Java development. It assumes no previous experience of Eclipse plug-in and Eclipse RCP development.
Learn and Test Your Skills

Eclipse
Eclipse Cookbook
Updated for Java SE 11
Programming the Internet of Things
Learn how to program the Internet of Things with this hands-on guide. By breaking down IoT programming complexities in step-by-step, building-block fashion, author and educator Andy King shows you how to design and build your own full-stack, end-to-end IoT solution--from device to cloud. This practical book walks you through tooling, development environment setup, solution design, and implementation. You'll learn how a typical IoT ecosystem works, as well as how to tackle integration challenges that crop up when implementing your own IoT solution. Whether you're an engineering student learning the basics of the IoT, a tech-savvy executive looking to better understand the nuances of IoT technology stacks, or a programmer building your own smart house solution, this practical book will help you get started. Design an end-to-end solution that implements an IoT use case Set up an IoT-centric development and testing environment Organize your software design by creating abstractions in Python and Java Use MQTT, CoAP, and other protocols to connect IoT devices and services Create a custom JSON-based data format that's consumable across a range of platforms and services Use cloud services to support your IoT ecosystem and provide business value for stakeholders
Eclipse is the world's most popular IDE for Java development. And although there are plenty of large tomes that cover all the nooks and crannies of Eclipse, what you really need is a quick, handy guide to the features that are used over and over again in Java programming. You need answers to basic questions such as: Where was that menu? What does that command do again? And how can I set my classpath on a per-project basis? This practical pocket guide gets you up to speed quickly with Eclipse. It covers basic concepts, including Views and editors, as well as features that are not commonly understood, such as Perspectives and Launch Configurations. You'll learn how to write and debug your Java code--and how to integrate that code with tools such as Ant and JUnit. You'll also get a toolbox full of tips and tricks to handle common--and sometimes unexpected--tasks that you'll run across in your Java development cycle. Additionally, the Eclipse IDE Pocket Guide has a thorough appendix detailing all of Eclipse's important views, menus, and commands. The Eclipse IDE Pocket Guide is just the resource you need for using Eclipse, whether it's on a daily, weekly, or monthly basis. Put it in your back pocket, or just throw it in your backpack. With this guide in hand, you're ready to tackle the Eclipse programming environment.
Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.
An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.
Building Commercial-Quality Plug-ins
Open Source Wireless Java Tools Suite
Java Programming
Contributing to Eclipse
Eclipse Web Tools Platform
Android Application Development: A Beginner's Tutorial

Quick and painless Java programming with expert multimedia instruction Java Programming 24-Hour Trainer, 2nd Edition is your complete beginner's guide to the Java programming language, with easy-to-follow lessons and supplemental exercises that help you get up and running quickly. Step-by-step instruction walks you through the basics of object-oriented programming, syntax, interfaces, and more, before building upon your skills to develop games, web apps, networks, and automations. This second edition has been updated to align with Java SE 8 and Java EE 7, and includes new information on GUI basics, lambda expressions, streaming API, WebSockets, and Gradle. Even if you have no programming experience at all, the more than six hours of Java programming screencasts will demonstrate major concepts and procedures in a way that facilitates learning and promotes a better understanding of the development process. This is your quick and painless guide to mastering Java, whether you're starting from scratch or just looking to expand your skill set. Master the building blocks that go into any Java project Make writing code easier with the Eclipse tools Learn to connect Java applications to databases Design and build graphical user interfaces and web applications Learn to develop GUIs with JavaFX If you want to start programming quickly, Java Programming 24-Hour Trainer, 2nd Edition is your ideal solution.
The Definitive Guide to Eclipse Rich Client Development In Eclipse Rich Client Platform, Second Edition, three Eclipse Rich Client Platform (RCP) project leaders show how to use Eclipse 3.5 (“Galileo”) to rapidly deliver cross-platform applications with rich, native-feel GUIs. The authors fully reveal the power of Eclipse as a desktop application development platform; introduce important new improvements in Eclipse 3.5; and walk through developing a full-featured, branded RCP application for Windows, Linux, Mac, and other platforms—including handheld devices and kiosks. Drawing on their extensive experience, the authors cover building, refining, and refactoring prototypes; customizing user interfaces; adding help and software management features; and building, branding, testing, and shipping finished software. They demonstrate current best practices for developing modular and dynamically extensible systems, using third-party code libraries, packaging applications for diverse environments, and much more. For Java programmers at all levels of experience, this book Introduces important new RCP features such as p2, Commands, and Databinding Thoroughly covers key RCP-related technologies such as Equinox, SWT, JFace, and OSGi Shows how to effectively brand and customize RCP application look-and-feel Walks through user interface testing for RCP applications with SWTBot Illuminates key similarities and differences between RCP and conventional plug-in development Hands-on, pragmatic, and comprehensive, this book offers all the real-world, nontrivial code examples working developers need—as well as “deep dives” into key technical areas that are essential to your success.
Producing a commercial-quality plug-in means going above and beyond the minimal requirements needed to integrate with Eclipse. It means attending to all those details that contribute to the “fit and polish” of a commercial offering. This comprehensive guide covers the entire process of plug-in development, including all the extra steps needed to achieve the highest quality results. Building on two internationally best-selling previous editions, Eclipse Plug-ins, Third Edition, has been fully revised to reflect the powerful new capabilities of Eclipse 3.4. Leading Eclipse experts Eric Clayberg and Dan Rubel present detailed, practical coverage of every aspect of plug-in development, as well as specific, proven solutions for the challenges developers are most likely to encounter. All code examples, relevant API listings, diagrams, and screen captures have been thoroughly updated to reflect both the Eclipse 3.4 API and the latest Java syntax. In addition, Clayberg and Rubel have completely revamped their popular Favorites View case study, reworking much of its content and recreating its code from scratch. The authors carefully cover new functionality added to existing Eclipse features, such as views and editors, and fully explain brand-new features such as Commands, GEF, and PDE Build. This extensively revised edition Thoroughly covers Eclipse’s new preferences Illuminates the powerful new Eclipse Command Framework, which replaces Eclipse’s older Action Framework Presents extensive new discussions of using commands with views and editors Introduces Mylyn, the new task-focused interface that reduces information overload and simplifies multi-tasking Contains an all-new chapter on using the Graphical Editing Framework (GEF) to build dynamic, interactive graphical user interface elements Walks you step by step through the entire PDE Build process Shows how to create update sites with p2, which replaces Eclipse’s old Update Manager This book is designed for every experienced developer interested in extending the Eclipse platform, the Rational Software Development Platform, or any other platform that supports Eclipse plug-ins.
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.
Servlet Tutorial Step by Step to Write Effective Servlets with Examples
Java: A Beginner's Tutorial (4th Edition)
Ajax without the Javascript Framework
Eclipse Modeling Project
Designing Fine-Grained Systems

XSD Tutorials - Herong's Tutorial Examples

Explore the complete process of developing systems based on field-programmable gate arrays (FPGAs), including the design of electronic circuits and the construction and debugging of prototype embedded devices Key FeaturesLearn the basics of embedded systems and real-time operating systemsUnderstand how FPGAs implement processing algorithms in hardwareDesign, construct, and debug custom digital systems from scratch using KiCadBook Description Modern digital devices used in homes, cars, and wearables contain highly sophisticated computing capabilities composed of embedded systems that generate, receive, and process digital data streams at rates up to multiple gigabits per second. This book will show you how to use Field Programmable Gate Arrays (FPGAs) and high-speed digital circuit design to create your own cutting-edge digital systems. Architecting High-Performance Embedded Systems takes you through the fundamental concepts of embedded systems, including real-time operation and the Internet of Things (IoT), and the architecture and capabilities of the latest generation of FPGAs. Using powerful free tools for FPGA design and electronic circuit design, you'll learn how to design, build, test, and debug high-performance FPGA-based IoT devices. The book will also help you get up to speed with embedded system design, circuit design, hardware construction, firmware development, and debugging to produce a high-performance embedded device – a network-based digital oscilloscope. You'll explore techniques such as designing four-layer printed circuit boards with high-speed differential signal pairs and assembling the board using surface-mount components. By the end of the book, you'll have a solid understanding of the concepts underlying embedded systems and FPGAs and will be able to design and construct your own sophisticated digital devices. What you will learnUnderstand the fundamentals of real-time embedded systems and sensorsDiscover the capabilities of FPGAs and how to use FPGA development toolsLearn the principles of digital circuit design and PCB layout with KiCadConstruct high-speed circuit board prototypes at low costDesign and develop high-performance algorithms for FPGAsDevelop robust, reliable, and efficient firmware in CThoroughly test and debug embedded device hardware and firmwareWho this book is for This book is for software developers, IoT engineers, and anyone who wants to understand the process of developing high-performance embedded systems. You'll also find this book useful if you want to learn about the fundamentals of FPGA development and all aspects of firmware development in C and C++. Familiarity with the C language, digital circuits, and electronic soldering is necessary to get started.

This book shows you how to use this simplest Ajax framework to write real world responsive web application, and it covers ZK's more than 70 XUL and 80 XHTML rich GUI components. This firstPress book (PDF eBook with Print on Demand (POD) option) is the first book on ZK. It is authoritatively written by the co-founder/lead of ZK project

Pro Android Python with SL4A is for programmers and hobbyists who want to write apps for Android devices without having to learn Java first. Paul Ferrill leads you from installing the Scripting Layer for Android (SL4A) to writing small scripts, to more complicated and interesting projects, and finally to uploading and packaging your programs to an Android device. Android runs scripts in many scripting languages, but Python, Lua, and Beanshell are particularly popular. Most programmers know more than one programming language, so that they have the best tool for whatever task they want to accomplish. Pro Android Python with SL4A explores the world of Android scripting by introducing you to the most important open-source programming languages that are available on Android-based hardware. Pro Android Python with SL4A starts by exploring the Android software development kit and then shows you how to set up an Eclipse-based Android development environment. You then approach the world of Android programming by using Beanshell, which runs on the Dalvik, and learning how to write small programs to administer an Android device. Next, discover how Lua, a lightweight language perfectly suited for scripting on smaller devices, can work with Android. Lua can be used for small but important tasks, like SMS encryption and synchronizing photos with flickr. Last, but certainly not least, you will discover the world of Python scripting for SL4A, and the power contained within the full range of Python modules that can combine with the Android SDK. You'll learn to write small location-aware apps to get you started, but by the end of this book, you'll find yourself writing fully GUI-fied applications running on the Android desktop! Pro Android Python with SL4A is rounded out with a chapter on distributing and packaging scripts, a skill that you'll find very useful as you reach out to a wider audience with your programs.

Eclipse has established itself as a dominant force in the application-development space. Key to the success of Eclipse is the ability of developers to extend its functionality using plug-ins. This new edition of Eclipse: Building Commercial-Quality Plug-ins is the definitive, start-to-finish guide to building commercial-quality Eclipse plug-ins, with an emphasis on adding the sophistication and polish that paying customers demand. The book provides both a quick introduction to using Eclipse for new users and a reference for experienced Eclipse users wishing to expand their knowledge and improve the quality of their Eclipse-based products. Revised to take advantage of pure Eclipse 3.1 and 3.2 APIs, this widely praised bestseller presents detailed, practical coverage of every aspect of plug-in development and specific solutions for the challenges developers are most likely to encounter. All code examples, relevant API listings, diagrams, and screen captures have been updated. Some Eclipse concepts--such as actions, views, and editors--have not changed radically, but now have additional functionality and capabilities. Other areas, such as the Eclipse plug-in infrastructure, have changed drastically due to the Eclipse shift towards an OSGi-based infrastructure. This edition is fully updated to address these new advances for Eclipse developers. Includes a quick introduction to Eclipse for experienced Java programmers Serves as a systematic reference for experienced Eclipse users Introduces all the tools you need to build Eclipse and Rational plug-ins Explains the Eclipse architecture and the structure of plug-ins and extension points Offers practical guidance on building Eclipse user interfaces with SWT and JFace Shows how to use change tracking, perspectives, builders, markers, natures, and more Covers internationalization, help systems, features, and branding This book is designed for anyone who wants a deep understanding of Eclipse, and every experienced developer interested in extending Eclipse or the Rational Software Development Platform.

A Guide for Java Developers

Eclipse Rich Client Platform

Developing Java Web Applications

Thinking in Java

Programming Java Applications

Java Servlet Programming

Achieve Breakthrough Productivity and Quality with MDD and Eclipse-Based DSLs Domain-specific languages (DSLs) and model-driven development (MDD) offer software engineers powerful new ways to improve productivity, enhance quality, and insulate systems from rapid technological change. Now, there's a pragmatic, start-to-finish guide to creating DSLs and using MDD techniques with the powerful open source Eclipse platform. In Eclipse Modeling Project, Richard C. Gronback illuminates both the principles and techniques software professionals need to master, offering insights that will be invaluable to developers working with any tool or platform. As coleader of the Eclipse Modeling Project, Gronback is singularly well-positioned to demonstrate DSLs and MDD at work in Eclipse. Gronback systematically introduces each of the Eclipse technologies that can be used in DSL and MDD development. Throughout, he introduces key concepts and technologies in the context of a complete worked example and presents new best practices and never-before published techniques. He also covers Eclipse projects discussed in no other book, including Query/View/Transformation (QVT) and the Graphical Modeling Framework (GMF)—a project the author personally leads. Eclipse Modeling Project gives software practitioners all the knowledge they need to explore the remarkable potential of DSLs and MDD—and includes coverage of Why a model-based approach enables the rapid customization of high-quality solutions within the product line paradigm How the Eclipse Modeling Project's capabilities can be used to efficiently create new DSLs Powerful techniques for developing DSL abstract syntax, graphical notation, and textual syntax How to build Model-to-Model (M2M) and Model-to-Text (M2T) transformations—including a powerful new M2M implementation of the Object Management Group's QVT Operational Mapping Language (OML) Efficiently packaging and deploying DSLs with Eclipse Complete reference sections for the Graphical Editing Framework (GEF), GMF runtime and tooling, QVT OML, Xpand, and more

Your hands-on guide to JavaScript fundamentals Expand your expertise—and teach yourself the fundamentals of JavaScript. If you have previous programming experience but are new to JavaScript, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Work with JavaScript syntax, variables, and data types Master techniques for building cross-browser programs Speed up and simplify app development with jQuery Quickly retrieve data from a server using AJAX requests Adapt your app for mobile devices with jQuery Mobile Build Windows 8 apps using HTML, CSS, and JavaScript

This book covers the most important topics any Java developer should master: object-oriented programming, Java language syntax, and the Java libraries. Designed as a guidebook for those who want to become a Java developer, Java 7: A Comprehensive Tutorial discusses the essential Java programming topics that you need to master in order teach other technologies to yourself.

The definitive guide to building data-driven Android applications for enterprise systems Android devices represent a rapidly growing share of the mobile device market. With the release of Android 4, they are moving beyond consumer applications into corporate/enterprise use. Developers who want to start building data-driven Android applications that integrate with enterprise systems will learn how with this book. In the tradition of Wrox Professional guides, it thoroughly covers sharing and displaying data, transmitting data to enterprise applications, and much more. Shows Android developers who are not familiar with database development how to design and build data-driven applications for Android devices and integrate them with existing enterprise systems Explores how to collect and store data using SQLite, share data using content providers, and display data using adapters Covers migrating data using various methods and tools; transmitting data to the enterprise using web services; serializing, securing, and synchronizing data Shows how to take advantage of the built-in capabilities of the Android OS to integrate applications into enterprise class systems Enterprise Android prepares any Android developer to start creating data-intensive applications that today's businesses demand.

A Domain-Specific Language (DSL) Toolkit

Third International Workshop, FAABS 2004, Greenbelt, MD, April 26-27, 2004, Revised Selected Papers

Interactive Object Oriented Programming in Java

Principles, Patterns, and Plug-ins

Programming Android Database Applications for the Enterprise

A Bestselling Hands-On Java Tutorial

Eclipse Rich Client PlatformLars Vogel

Written by two world class programmers and software designers, this guide explains how to extend Eclipse for software projects and how to use Eclipse to create software tools that improve development time.

Discover object oriented programming with Java in this unique tutorial. This book uses Java and Eclipse to write and generate output for examples in topics such as classes, interfaces, overloading, and overriding. Interactive Object Oriented Programming in Java uniquely presents its material in a dialogue with the reader to encourage thinking and experimentation. Later chapters cover further Java programming concepts, such as abstract classes, packages, and exception handling. At each stage you'll be challenged by the author to help you absorb the information and become a proficient Java programmer. Additionally, each chapter contains simple assignments to encourage you and boost your confidence level. What You Will Learn Become proficient in object oriented programming Test your skills in the basics of Java Develop as a Java programmer Use the Eclipse IDE to write your code Who This Book Is For Software developers and software testers.

A Hands-On Guide to Equinox and the OSGi Framework In OSGI and Equinox: Creating Highly Modular Java™ Systems , three leading experts show developers—for the first time—exactly how to make the most of these breakthrough technologies for building highly modular dynamic systems. You'll quickly get started with Eclipse bundle tooling, create your first OSGi-based system, and move rapidly to sophisticated production development. Next, you'll master best practices and techniques for creating systems with exceptional modularity and maintainability. You'll learn all about OSGi's Declarative Services and how to use them to solve a wide variety of real-world problems. Finally, you'll see everything that you've learned implemented in a complete case study project that takes you from early prototype through application delivery. For every Eclipse developer, regardless of previous experience, this book Combines a complete hands-on tutorial, online sample code at every step, and deep technical dives for working developers Covers the OSGi programming model, component development, OSGi services, Eclipse bundle tooling, server-side Equinox, and much more Offers knowledge, guidance, and best practices for overcoming the complexities of building modular systems Addresses practical issues ranging from integrating third-party code libraries to server-side programming Includes a comprehensive case study that goes beyond prototyping to deliver a fully refined and refactored production system Whatever your application, industry, or problem domain, if you want to build state-of-the-art software systems with OSGi and Equinox, you will find this book to be an essential resource.

Learning to Program

Creating Highly Modular Java Systems

Pro Android Python with SL4A

Refactoring

24-Hour Trainer

Java 7: A Comprehensive Tutorial

**** The primary book on the J2ME Polish open source tool * Written by Robert Virkus, the lead programmer and architect of J2ME Polish * Discusses every aspect of J2ME Polish in-depth, including installing, using, and extending * Includes hands-on tutorials that encourage the reader to apply their acquired knowledge***

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

JavaFX is a Java-based rich user interface technology that sits atop the existingJava Standard and Micro Editions. Using it, developers can build rich user interfaceswith access to all Java components already installed on their systems. At itsheart is the easy to learn JavaFX Script language that lets developers describewhat they want to accomplish in clear, declarative terms rather than abstractcode. JavaFX also provides numerous libraries to make development extremelyfast and efficient. JavaFX in Action is a hands-on tutorial that introduces and explores JavaFXthrough numerous bite-sized projects. The book provides a solid groundingin the JavaFX syntax and related APIs by showing web developers how to applythe key features of the JavaFX platform. Readers quickly absorb the fundamentalsof the technology while exploring the possibilities JavaFX provides forcreative, rich designs. Readers learn to transform variables and operators into bouncing raindrops, brilliant colors, and dancing interface components. They also learn how to interactwith existing Java code to give old apps some new JavaFX sparkle. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

The 3rd Workshop on Formal Approaches to Agent-Based Systems (FAABS-III) was held at the Greenbelt Marriott Hotel (near NASA Goddard Space Flight Center) in April 2004 in conjunction with the IEEE Computer Society. The first FAABS workshop was help in April 2000 and the second in October 2002. Interest in agent-based systems continues to grow and this is seen in the wide range of conferences and journals that are addressing the research in this area as well as the prototype and developmental systems that are coming into use. Our third workshop, FAABS-III, was held in April, 2004. This volume contains the revised papers and posters presented at that workshop. The Organizing Committee was fortunate in having significant support in the planning and organization of these events, and were privileged to have wor- renowned keynote speakers Prof. J Moore (FAABS-I), Prof. Sir Roger Penrose (FAABS-II), and Prof. John McCarthy (FAABS-III), who spoke on the topic of se- aware computing systems, auguring perhaps a greater interest in autonomic computing as part of future FAABS events. We are grateful to all who attended the workshop, presented papers or posters, and participated in panel sessions and both formal and informal discussions to make the workshop a great success. Our thanks go to the NASA Goddard Space Flight Center, Codes 588 and 581 (Software Engineering Laboratory) for their financial support and to the IEEE Computer Society (Technical Committee on Complexity in Computing) for their sponsorship and organizational assistance.

Learning Java

Architecting High-Performance Embedded Systems

Improving the Design of Existing Code

Building Microservices

Java 7: A Beginner's Tutorial Third Edition

Using the Full-Featured IDE

Fully updated for Java SE 11, this book covers the most important Java programming topics that you need to master to be able to learn other technologies yourself. By fully understanding all the chapters and doing the exercises you'll be able to perform an intermediate Java programmer's daily tasks quite well. This book offers the three subjects that a professional Java programmer must be proficient in: - Java as a programming language; - Object-oriented programming (OOP) with Java; - Java core libraries.

Have you always wanted to learn computer programming but are afraid it will be too difficult for you? Or perhaps you know other programming languages but are interested in learning Servlet technology language fast?This book is for you.You no longer have to waste your money and time trying to learn Servlet technology from boring books that are 600 pages long, expensive online courses or complicated Servlet technology tutorials that just leave you more confused and frustrated.What this book offers...Servlet technology for BeginnersComplex concepts are broken down into simple steps to ensure that you can easily master the Servlet technology language even if you have never coded before.Carefully Chosen Servlet technology ExamplesExamples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples.Careful selection of topicsTopics are carefully selected to give you a broad exposure to Servlet technology, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Such that you are always up to date with the latest advancement in the Servlet technology language.Learn The Servlet technology Programming Language FastConcepts are presented in a "to-the-point" style to cater to the busy individual. You no longer have to endure boring and lengthy Servlet technology textbooks that simply puts you to sleep. With this book, you can learn Servlet technology fast and start coding immediately.How is this book different...The best way to learn Servlet technology is by doing. This book includes unique examples at the end of the book that requires the application of all the concepts taught previously. Working through the examples will not only give you an immense sense of achievement, it will also help you retain the knowledge and master the language.What you'll learn: Chapter 1 & 2: -Introduction to Servlet Technology-. What is a Servlet?-Advantages and disadvantages of Servlet technology-Web Terminology-The Basic Architecture of HTTP-GET and POST & Get and Post-Server application-MIMEChapter 3 &4: -Steps to Create a Servlet Example-Create and Compile the servlet -Create the deployment descriptor (web.xml file)-How to set JAVA_HOME in environment variable?-How to change port number of apache tomcat-How to deploy the servlet project-How Servlet works?-How web container handles the servlet request?-What is written inside the public service method?-War File-How to create war file?-How to deploy the war file?-WELCOME-FILE-LIST IN WEB.XML-load on startup in web.xmlChapter 5: -CREATING SERVLET EXAMPLE IN ECLIPSE-Create the servlet in eclipse IDE-ADD JAR FILE IN ECLIPSE IDE-HOW TO CONFIGURE TOMCAT SERVER IN ECLIPSE ? (ONE TIME REQUIREMENT)Chapter 6: -Creating Servlet in myeclipse IDE -Create the servlet and HTML file-CREATING A SERVLET IN NETBEANS IDEChapter 7-RequestDispatcher in Servlet-Methods of Requestdispatcher Interface-How to get the object of requestdispatcher-Example of requestdispatcher interfaceChapter 8. -Example of Registration form in servlet-Example of uploading file to the server in servletChapter 9-Example of Login Form in Servlet Tutorial-Example to display image using Servlet...and so much more....Finally, you'll be guided through a hands-on tutorial that requires the application of all the topics covered.Click (Cliquez) the BUY button now and download the book now to start learning Servlet technology. Learn it fast and learn it well.

Eclipse is a powerful open source platform that gives Java developers a new way to approach development projects. In this 'Cookbook' Steve Holzner demystifies Eclipse with practical recipes for more than 800 situations that may be encountered.

Java: A Beginner's Tutorial (5th Edition)

ZK

Introduction to Programming with Java

OSGi and Equinox