

JetBrains Webstorm 2016 2 Key Keygen Full

A quick and concise guide to Angular 2 Components About This Book First look to the Angular 2 Components architecture Creating your own Angular 2 Component Integrating your components with third party components Who This Book Is For If you are a front-end developer with some experience in Angular and want to understand Angular 2 Components, and easily put it to use to create powerful user interfaces and views, then this book is for you What You Will Learn Break your application into reusable dynamic components Take advantage of TypeScript in Angular 2 Migrate your Angular 1 directive to an Angular 2 Component Understand the Angular 2 component structure and APIs Hook to component life cycle events Bind dynamic data to your component properties Communicate with other components using events Compose complicated UIs from simple components In Detail This book is a concise guide to Angular 2 Components and is based on the stable version of Angular 2. You will start with learning about the Angular 2 Components architecture and how components differ from Angular directives in Angular 1. You will then move on to quickly set up an Angular 2 development environment and grasp the

basics of TypeScript. With this strong foundation in place, you will start building components. The book will teach you, with an example, how to define component behavior, create component templates, and use the controller of your component. You will also learn how to make your components communicate with each other. Once you have built a component, you will learn how to extend it by integrating third-party components with it. By the end of the book, you will be confident with building and using components for your applications. Style and approach A step-by-step guide covering features and working of Angular 2 Components along with the process for creating your own components. Google Android dominates the mobile market, and by targeting Android, your apps can run on most of the phones and tablets in the world. This new fourth edition of the #1 book for learning Android covers all modern Android versions from Android 4.1 through Android 5.0. Freshly added material covers new Android features such as Fragments and Google Play Services. Android is a platform you can't afford not to learn, and this book gets you started. Android is a software toolkit for mobile phones and tablets, created by Google. It's inside more than a billion devices, making Android the number one platform for application developers. Your own app

could be running on all those devices! Getting started developing with Android is easy. You don't even need access to an Android phone, just a computer where you can install the Android SDK and the emulator that comes with it. Within minutes, Hello, Android gets you creating your first working application: Android's version of "Hello, World." From there, you'll build up a more substantial example: an Ultimate Tic-Tac-Toe game. By gradually adding features to the game, you'll learn about many aspects of Android programming, such as creating animated user interfaces, playing music and sound effects, building location-based services (including GPS and cell-tower triangulation), and accessing web services. You'll also learn how to publish your applications to the Google Play Store. This fourth edition of the bestselling Android classic has been revised for Android 4.1-4.3 (Jelly Bean), 4.4 (KitKat), and Android 5.0 (Lollipop). Topics have been streamlined and simplified based on reader feedback, and every page and example has been reviewed and updated for compatibility with the latest versions of Android. If you'd rather be coding than reading about coding, this book is for you.

Use Kotlin to build Android apps, web applications, and more—while you learn the nuances of this popular language. With this unique cookbook,

developers will learn how to apply this Java-based language to their own projects. Both experienced programmers and those new to Kotlin will benefit from the practical recipes in this book. Author Ken Kousen (Modern Java Recipes) shows you how to solve problems with Kotlin by concentrating on your own use cases rather than on basic syntax. You provide the context and this book supplies the answers. Already big in Android development, Kotlin can be used anywhere Java is applied, as well as for iOS development, native applications, JavaScript generation, and more. Jump in and build meaningful projects with Kotlin today. Apply functional programming concepts, including lambdas, sequences, and concurrency See how to use delegates, late initialization, and scope functions Explore Java interoperability and access Java libraries using Kotlin Add your own extension functions Use helpful libraries such as JUnit 5 Get practical advice for working with specific frameworks, like Android and Spring

Microservices and big-data increasingly confront us with the limitations of traditional input/output. In traditional IO, work that is IO-bound dominates threads. This wouldn't be such a big deal if we could add more threads cheaply, but threads are expensive on the JVM, and most other platforms.

Even if threads were cheap and infinitely scalable, we'd still be confronted with the faulty nature of networks. Things break, and they often do so in subtle, but non-exceptional ways. Traditional approaches to integration bury the faulty nature of networks behind overly simplifying abstractions. We need something better. Join Spring Developer Advocate Josh Long for an introduction to reactive programming in the Spring ecosystem, leveraging the reactive streams specification, Reactor, Spring Boot, Spring Cloud and so much more. This book will cover important concepts in reactive programming including project Reactor and the reactive streams specification, data access, web programming, RPC with protocols like RSocket, testing, and integration and composition, and more.

Atomic Kotlin

A Brain-Friendly Guide

A Problem-Focused Approach

High-Performance Java Persistence

Requirements Engineering: Foundation for Software Quality

Introducing Google's Mobile Development Platform

This book constitutes the proceedings of the 18th International Conference on Software and Systems Reuse,

ICSR 2019, held in Cincinnati, Ohio, USA in June 2019. The 13 research papers included in this book were carefully reviewed and selected from 32 submissions. In addition, 3 industry innovation papers are included. The papers were organized in topical sections named: software reuse practice; software product line and requirements reuse; reuse and design and evolution; intelligent software reuse; and domain-specific software development.

A high-performance data access layer must resonate with the underlying database system. Knowing the inner workings of a relational database and the data access frameworks in use can make the difference between a high-performance enterprise application and one that barely crawls. This book is a journey into Java data access performance tuning. From connection management, to batch updates, fetch sizes and concurrency control mechanisms, it unravels the inner workings of the most common Java data access frameworks. The first part aims to reduce the gap between application developers and database administrators. For this reason, it

covers both JDBC and the database fundamentals that are of paramount importance when reducing transaction response times. In this first part, you'll learn about connection management, batch updates, statement caching, result set fetching and database transactions. The second part demonstrates how you can take advantage of JPA and Hibernate without compromising application performance. In this second part, you'll learn about the most efficient Hibernate mappings (basic types, associations, inheritance), fetching best practices, caching and concurrency control mechanisms. The third part is dedicated to jOOQ and its powerful type-safe querying capabilities, like window functions, common table expressions, upsert, stored procedures and database functions. Get a hands-on introduction to the Chef, the configuration management tool for solving operations issues in enterprises large and small. Ideal for developers and sysadmins new to configuration management, this guide shows you to automate the packaging and delivery of applications

in your infrastructure. You'll be able to build (or rebuild) your infrastructure's application stack in minutes or hours, rather than days or weeks. After teaching you how to write Ruby-based Chef code, this book walks you through different Chef tools and configuration management concepts in each chapter, using detailed examples throughout. All you need to get started is command-line experience and familiarity with basic system administration. Configure your Chef development environment and start writing recipes
Create Chef cookbooks with recipes for each part of your infrastructure
Use Test Kitchen to manage sandbox testing environments
Manage single nodes with Chef client, and multiple nodes with Chef Server
Use data bags for storing shared global data between nodes
Simulate production Chef Server environments with Chef Zero
Classify different types of services in your infrastructure with roles
Model life stages of your application, including development, testing, staging, and production
State-of-the-art and novel methodologies and technologies

allow researchers, designers, and domain experts to pursue technology-enhanced learning (TEL) solutions targeting not only cognitive processes but also motivational, personality, or emotional factors. The International Conference in Methodologies and Intelligent Systems for Technology-Enhanced Learning (MIS4TEL'21) is hosted by the University of Salamanca and was held in Salamanca (Spain) from October 6-8, 2021. The annual appointment of MIS4TEL established itself as a consolidated fertile forum where scholars and professionals from the international community, with a broad range of expertise in the TEL field, share results and compare experiences. The calls for papers of the 11th edition of the conference welcomed novel research in TEL and expands on the topics of the previous editions: It solicited work from new research fields (ranging from artificial intelligence and agent-based systems to robotics, virtual reality, Internet of things and wearable solutions, among others) concerning methods and technological opportunities, and how they serve to

create novel approaches to TEL, innovative TEL solutions, and valuable TEL experiences.

Science of Selenium

Clojure for Java Developers

Kotlin Cookbook

Cardboard VR Projects for Android

Methodologies and Intelligent Systems for Technology

Enhanced Learning, 11th International Conference

Java 11 Cookbook

This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Harness the power of Apex design patterns to build robust and scalable code architectures on the Force.com platform About This Book Apply Creational, Structural and behavioural patterns in Apex to fix

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governor limit issues. Have a grasp of the anti patterns to be taken care in Apex which could have adverse effect on the application. The authors, Jitendra Zaa is a salesforce MVP and Anshul Verma has 12+ years of experience in the area of application development. Who This Book Is For If you are a competent developer with working knowledge of Apex, and now want to deep dive into the world of Apex design patterns to optimize the application performance, then this book is for you. Prior knowledge of Salesforce and Force.com platform is recommended. What You Will Learn Apply OOPs principal in Apex to design a robust and efficient solution to address various facets to a business problem Get to grips with the benefits and applicability of using different design patterns in Apex Solve problems while instantiating, structuring and giving dynamic behavior to Apex classes Understand the implementation of creational, structural, behavioral, concurrency and anti-patterns in your application Follow the Apex best practices to resolve governor limit issues Get clued up about the Inheritance, abstract classes, polymorphism in Apex to deal with the object mechanism Master various design patterns and determine the best out of them Explore the anti patterns that could not be applied to Apex and their appropriate solutions In Detail Apex is an on-demand programming language providing a complete set of features for building business applications – including data models and objects to manage data. Apex

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being a proprietor programming language from Salesforce to be worked with multi tenant environment is a lot different than traditional OOPs languages like Java and C#. It acts as a workflow engine for managing collaboration of the data between users, a user interface model to handle forms and other interactions, and a SOAP API for programmatic access and integration. Apex Design Patterns gives you an insight to several problematic situations that can arise while developing on Force.com platform and the usage of Design patterns to solve them. Packed with real life examples, it gives you a walkthrough from learning design patterns that Apex can offer us, to implementing the appropriate ones in your own application. Furthermore, we learn about the creational patterns that deal with object creation mechanism and structural patterns that helps to identify the relationship between entities. Also, the behavioural and concurrency patterns are put forward explaining the communication between objects and multi-threaded programming paradigm respectively. We later on, deal with the issues regarding structuring of classes, instantiating or how to give a dynamic behaviour at a runtime, with the help of anti-patterns. We learn the basic OOPs principal in polymorphic and modular way to enhance its capability. Also, best practices of writing Apex code are explained to differentiate between the implementation of appropriate patterns. This book will also explain some unique patterns that could

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be applied to get around governor limits. By the end of this book, you will be a maestro in developing your applications on Force.com for Salesforce Style and approach This book is a step-by-step guide, complete with well-tested programs and real world situations to solve your common occurring problems in Apex design by using the anti-patterns. It gets crackling from exploring every appropriate solution to comparing the best one as per OOps principal.

Build Java Enterprise Applications and learn how Kotlin makes it easier to code them using components like JSF 2.3, Enterprise JavaBeans (EJB) 3.2, Contexts and Dependency Injection (CDI) 2.0, the Java API for WebSockets, JAX-RS 2.1, Servlet 4.0. Key FeaturesAn in-depth guide updated with all the latest features of Kotlin 1.2 and Java EE 8Build microservices in Java EE with the help of Kotlin use casesExplore coroutines, garbage collection, multithreading, memory management and moreBook Description Kotlin was developed with a view to solving programmers' difficulties and operational challenges. This book guides you in making Kotlin and Java EE work in unison to build enterprise-grade applications. Together, they can be used to create services of any size with just a few lines of code and let you focus on the business logic. Kotlin for Enterprise Applications using Java EE begins with a brief tour of Kotlin and helps you understand what makes it a popular and reasonable choice of programming language for

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application development, followed by its incorporation in the Java EE platform. We will then learn how to build applications using the Java Persistence API (JPA) and Enterprise JavaBeans (EJB), as well as develop RESTful web services and MicroServices. As we work our way through the chapters, we'll use various performance improvement and monitoring tools for your application and see how they optimize real-world applications. At each step along the way, we will see how easy it is to develop enterprise applications in Kotlin. By the end of this book, we will have learned design patterns and how to implement them using Kotlin. What you will learn

Understand Kotlin syntax and appreciate why it's gaining in popularity

Explore the Java EE ecosystem and the APIs in Java EE

Implement applications using Kotlin

Overcome the challenges of developing the Java EE system using Kotlin

Gain insights into Java Message Services (JMS)

Build RESTful MicroServices and secure applications

Optimize applications with performance and monitoring tools

Understand design patterns and implement them

Who this book is for

Kotlin for Enterprise Applications using Java EE is for Java EE developers who want to build their enterprise project or application with Kotlin or migrate from Java to Kotlin. Basic knowledge of programming is necessary to understand the key concepts covered in this book.

Java developers will learn to unlock the power of the many integrated

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tools and features of IntelliJ IDEA in this in-depth guide to the innovative IDE. Important product features, including the debugger, source code control, and the many code generation tools, are carefully explained and accompanied by tips and tricks that will leave even experienced IDEA users with "Eureka!" moments of informed programming. Coders just graduating from NOTEPAD and Java IDE veterans alike will profit from the powerful and timesaving expertise provided in this essential programmer's resource.

Covers IDEA V.5

Kotlin in Action

Learn to Program the Fundamentals the Java 9+ Way

Spring Microservices in Action, Second Edition

ECOOP 2013 -- Object-Oriented Programming

Android Development with Kotlin

Learn how to make Android development much faster using a variety of Kotlin features, from basics to advanced, to write better quality code. About This Book Leverage specific features of Kotlin to ease Android application development Write code based on both object oriented and functional programming to build robust applications Filled with various practical examples so you can easily apply your knowledge to real world scenarios Identify the improved way of dealing with common Java patterns Who This Book Is For This book is for developers who have a basic understanding of Java language

and have 6-12 months of experience with Android development and developers who feel comfortable with OOP concepts. What You Will Learn Run a Kotlin application and understand the integration with Android Studio Incorporate Kotlin into new/existing Android Java based project Learn about Kotlin type system to deal with null safety and immutability Define various types of classes and deal with properties Define collections and transform them in functional way Define extensions, new behaviours to existing libraries and Android framework classes Use generic type variance modifiers to define subtyping relationship between generic types Build a sample application In Detail Nowadays, improved application development does not just mean building better performing applications. It has become crucial to find improved ways of writing code. Kotlin is a language that helps developers build amazing Android applications easily and effectively. This book discusses Kotlin features in context of Android development. It demonstrates how common examples that are typical for Android development, can be simplified using Kotlin. It also shows all the benefits, improvements and new possibilities provided by this language. The book is divided in three modules that show the power of Kotlin and teach you how to use it properly. Each module present features in different levels of advancement. The first module covers Kotlin basics. This module will lay a firm foundation for the rest of the chapters so you are able to read and understand most of the Kotlin code. The next module dives deeper into the building blocks of Kotlin, such as

functions, classes, and function types. You will learn how Kotlin brings many improvements to the table by improving common Java concepts and decreasing code verbosity. The last module presents features that are not present in Java. You will learn how certain tasks can be achieved in simpler ways thanks to Kotlin. Through the book, you will learn how to use Kotlin for Android development. You will get to know and understand most important Kotlin features, and how they can be used. You will be ready to start your own adventure with Android development with Kotlin.

Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for

experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 - INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions Classes, objects, and interfaces Programming with lambdas The Kotlin type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values Generics Annotations and reflection DSL construction

Anyone who develops software for a living needs a proven way to produce it better, faster, and cheaper. The Productive Programmer offers critical timesaving and productivity tools that you can adopt right away, no matter what platform you use. Master developer Neal Ford not only offers advice on the mechanics of productivity-how to work smarter, spurn interruptions, get the most out your computer, and avoid repetition-he also details valuable practices that will help you elude common traps, improve your code, and become more valuable to your team. You'll learn to: Write the test before you write the

code Manage the lifecycle of your objects fastidiously Build only what you need now, not what you might need later Apply ancient philosophies to software development Question authority, rather than blindly adhere to standards Make hard things easier and impossible things possible through meta-programming Be sure all code within a method is at the same level of abstraction Pick the right editor and assemble the best tools for the job This isn't theory, but the fruits of Ford's real-world experience as an Application Architect at the global IT consultancy ThoughtWorks. Whether you're a beginner or a pro with years of experience, you'll improve your work and your career with the simple and straightforward principles in *The Productive Programmer*.

Summary Making Java Groovy is a practical handbook for developers who want to blend Groovy into their day-to-day work with Java. It starts by introducing the key differences between Java and Groovy and how you can use them to your advantage. Then, it guides you step-by-step through realistic development challenges, from web applications to web services to desktop applications, and shows how Groovy makes them easier to put into production. About this Book You don't need the full force of Java when you're writing a build script, a simple system utility, or a lightweight web app but that's where Groovy shines brightest. This elegant JVM-based dynamic language extends and simplifies Java so you can concentrate on the task at hand instead of managing minute details and unnecessary complexity. Making Java Groov is a practical guide for developers who want

to benefit from Groovy in their work with Java. It starts by introducing the key differences between Java and Groovy and how to use them to your advantage. Then, you'll focus on the situations you face every day, like consuming and creating RESTful web services, working with databases, and using the Spring framework. You'll also explore the great Groovy tools for build processes, testing, and deployment and learn how to write Groovy-based domain-specific languages that simplify Java development.

Written for developers familiar with Java. No Groovy experience required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Easier Java Closures, builders, and metaprogramming Gradle for builds, Spock for testing Groovy frameworks like Grails and Griffon About the

Author Ken Kousen is an independent consultant and trainer specializing in Spring, Hibernate, Groovy, and Grails. Table of Contents PART 1: UP TO SPEED WITH GROOVY Why add Groovy to Java? Groovy by example Code-level integration Using Groovy features in Java PART 2: GROOVY TOOLS Build processes Testing Groovy and Java projects PART 3: GROOVY IN THE REAL WORLD The Spring framework Database access RESTful web services Building and testing web applications

A definitive guide to learning the key concepts of modern application development, 2nd Edition

23rd European Conference, Genoa, Italy, July 6-10, 2009, Proceedings

Beginning JavaFX

27th European Conference, Montpellier, France, July 1-5, 2013, Proceedings

On Java 8

Apex Design Patterns

Unleash Android Studio to go far beyond the ordinary application Expert Android Studio bridges the gap between your Android programming skills with the provided tools including Android Studio, NDK, Gradle and Plugins for IntelliJ Idea Platform. Packed with best practices and advanced tips and techniques on Android tools, development cycle, continuous integration, release management, testing, and performance, this book offers professional guidance to experienced developers who want to push the boundaries of the Android platform with the developer tools. You'll discover how to use the tools and techniques to unleash your true potential as a developer. Discover the basics of working in Android Studio and Gradle®, as well as the application architecture of the latest Android platform Understand Native Development Kit and its integration with

Android Studio Complete your development lifecycle with automated tests, dependency management, continuous integration and release management Writing your own Gradle plugins to customize build cycle Writing your own plugins for Android Studio to help your development tasks. Expert Android Studio is a tool for expert and experienced developers who want to learn how to make use of the tools while creating Android applications for use on mobile devices. Wrox Expert books present the wisdom accumulated by an experienced author team who is recognized as experts by the programming community. These experts challenge professional developers to examine their current practices in pursuit of better results.

Take your analytics online with the ease and power of the Splunk Web Framework About This Book Want to build rich applications on the Web using Splunk? This book will be your ultimate guide! Learn to use web framework components with the help of this highly practical, example-rich guide Perform excellent Splunk analytics on the Web and bring

that knowledge to your own projects Who This Book Is For
This book will cater to Splunk developers and administrators who now wish to further their knowledge with Splunk Web Framework and learn to improve the way they present and visualize data in Splunk. A basic knowledge of JavaScript will be beneficial but is not a prerequisite. What You Will Learn Master the fundamentals of Splunk Web Framework Start thinking of Splunk as a complete development platform to build user-friendly apps Extend the functionality of your apps using SimpleXML techniques Set up dashboard layouts, navigation, and menus in your apps Create simple dashboard elements including charts and tables Master the art of interacting with searches and dashboards Integrate SplunkJS to add visual appeal to your website In Detail Building rich applications on the Web using Splunk is now simpler than ever before with the Splunk Web Framework. It empowers developers to build their own web applications with custom dashboards, tables, charts, form searches, and other functionalities in the

datasets at their disposal. The book will start with the fundamentals of the Splunk Web Framework, teaching you the secrets of building interesting and user-friendly applications. In the first application, you will learn to analyze and monitor traffic hitting the NASA website and learn to create dashboards for it. You will then learn additional, and more detailed, techniques to enhance the functionalities of the app such as dashboards and forms, editing simple XML, using simple XML extensions, tokens, post-process searches, dynamic drill-downs, the Splunk Web Framework and REST API, and much more. The second app will use historical stock market data and will create custom dashboards using Splunk Web Framework; the book will now cover important topics such as creating HTML dashboards, enhancing the visual appeal of the app using CSS, and moving your app with SplunkJS. The book will provide different and interesting examples instead of the usual “Log, Index, Search, and Graph” so that Splunk will be the first tool readers think of to resolve a problem. Style and

approach This book will follow a step-by-step approach whereby every new concept is built on top of the previous chapter, and will be highly practical in nature; the reader will learn to build apps while reading about the Splunk Web framework.

Develop mobile virtual reality apps using the native Google Cardboard SDK for Android About This Book Learn how to build practical applications for Google's popular DIY VR headset Build a reusable VR graphics engine on top of the Cardboard Java SDK and OpenGL ES graphics libraries The projects in this book will showcase a different aspect of Cardboard development—from 3D rendering to handling user input Who This Book Is For The book is for established Android developers with a good knowledge level of Java. No prior OpenGL or graphics knowledge is required. No prior experience with Google Cardboard is expected, but those who are familiar with Cardboard and are looking for projects to expand their knowledge can also benefit from this book. What You Will Learn Build Google Cardboard virtual reality

applications Explore the ins and outs of the Cardboard SDK Java classes and interfaces, and apply them to practical VR projects Employ Android Studio, Android SDK, and the Java language in a straightforward manner Discover and use software development and Android best practices for mobile and Cardboard applications, including considerations for memory management and battery life Implement user interface techniques for menus and gaze-based selection within VR Utilize the science, psychology, mathematics, and technology behind virtual reality, especially those pertinent to mobile Cardboard VR experiences Understand Cardboard VR best practices including those promoted by Google Design Lab. In Detail Google Cardboard is a low-cost, entry-level media platform through which you can experience virtual reality and virtual 3D environments. Its applications are as broad and varied as mobile smartphone applications themselves. This book will educate you on the best practices and methodology needed to build effective, stable, and performant mobile VR applications. In this

book, we begin by defining virtual reality (VR) and how Google Cardboard fits into the larger VR and Android ecosystem. We introduce the underlying scientific and technical principles behind VR, including geometry, optics, rendering, and mobile software architecture. We start with a simple example app that ensures your environment is properly set up to write, build, and run the app. Then we develop a reusable VR graphics engine that you can build upon. And from then on, each chapter is a self-contained project where you will build an example from a different genre of application, including a 360 degree photo viewer, an educational simulation of our solar system, a 3D model viewer, and a music visualizer. Given the recent updates that were rolled out at Google I/O 2016, the authors of Cardboard VR Projects for Android have collated some technical notes to help you execute the projects in this book with Google VR Cardboard Java SDK 0.8, released in May 2016. Refer to the article at <https://www.packtpub.com/sites/default/files/downloads/GoogleVRUpdateGuideforCardbook.pdf>

f which explains the updates to the source code of the projects. Style and approach This project based guide is written in a tutorial-style project format, where you will learn by doing. It is accompanied by in-depth explanations and discussions of various technologies, and provides best practices and techniques.

The open source JavaFX platform offers a Java-based approach to rich Internet application (RIA) development—an alternative to Adobe Flash/Flex and Microsoft Silverlight. At over 100 million downloads, JavaFX is poised to be a significant player. Written by a JavaFX engineer and developer, this book is one of the first on the JavaFX platform to give you the following: The fundamentals of JavaFX scripting on desktop and mobile platforms Examples of RIAs using JavaFX Graphics Media and animation using JavaFX See how JavaFX gives you dynamic Java effects in your RIA development.

Collective Wisdom from the Experts

24th International Working Conference, REFSQ 2018, Utrecht,

The Netherlands, March 19-22, 2018, Proceedings
Designed for first-time learners, as well as moderate users
of IntelliJ

Learning Splunk Web Framework

The Productive Programmer

18th International Conference on Software and Systems

Reuse, ICSR 2019, Cincinnati, OH, USA, June 26–28, 2019,
Proceedings

Welcome to the proceedings of ECOOP 2009! Thanks to the local organizers for working hard on arranging the conference — with the hard work they put in, it was a great success. Thanks to Sophia Drossopoulou for her dedicated work as PC Chair in assembling a ?ne scienti?c program including forward-looking keynotes, and for her e?orts to reduce the environmental impact of the PC meeting by replacing a physical meeting with a virtual meeting. I would also like to thank James Noble for taking the time and e?ort to write up last year’s banquet speech so that it could be included in this year’s proceedings. One of the strong features of ECOOP is the two days of workshops preceding the main conference that allows intense interaction between participants. Thanks to all workshop organizers.

Last year's successful summer school tutorials were followed up this year with seven interesting tutorials. Thanks to the organizers and speakers. This year's Dahl-Nygaard award honored yet another pioneer in the field, namely, David Ungar for his contributions including Self. I appreciate his efforts in providing us with an excellent award talk. The world is changing and so is ECOOP. Please contemplate my short note on the following pages entitled On Future Trends for ECOOP.

A beginner's guide to building Windows applications with WinUI for UWP and desktop applications
Key Features
Create modern Windows 10 applications and gain access to UI controls that were previously limited to UWP applications
Discover how to modernize your existing Win32 apps with a modern Windows 10 UI
Learn to embed a single page application (SPA) in a WinUI application with a web framework like Blazor
Book Description
WinUI 3.0 takes a whole new approach to delivering Windows UI components and controls, and is able to deliver the same features on more than one version of Windows 10. Learn WinUI 3.0 is a comprehensive introduction to WinUI and Windows apps for anyone who is new to WinUI, Universal Windows Platform (UWP), and XAML applications. The book begins by helping you get to grips with the latest features in WinUI and shows you how XAML is used in UI development. You'll then set up a new Visual Studio environment and learn how to create a new UWP project.

Next, you'll find out how to incorporate the Model-View-ViewModel (MVVM) pattern in a WinUI project and develop unit tests for ViewModel commands. Moving on, you'll cover the Windows Template Studio (WTS) new project wizard and WinUI libraries in a step-by-step way. As you advance, you'll discover how to leverage the Fluent Design system to create beautiful WinUI applications. You'll also explore the contents and capabilities of the Windows Community Toolkit and learn to create a new UWP user control. Toward the end, the book will teach you how to build, debug, unit test, deploy, and monitor apps in production. By the end of this book, you'll have learned how to build WinUI applications from scratch and modernize existing WPF and WinForms applications using WinUI controls. What you will learnGet up and running with WinUI and discover how it fits into the landscape of Project Reunion and Windows UI developmentBuild new Windows apps quickly with robust templatesDevelop testable and maintainable apps using the MVVM patternModernize WPF and WinForms applications with WinUI and XAML IslandsDiscover how to build apps that can target Windows and leverage the power of the webInstall the XAML Controls Gallery sample app and explore available WinUI controlsWho this book is for This book is for anyone who wants to develop Windows applications with a modern user experience (UX). If you are familiar with UWP and WPF and are looking to enhance your knowledge of Windows development and modernize

existing apps, you will find this book useful. Hands-on experience with C# and .NET is expected but no prior knowledge of WinUI is required.

What will you learn from this book? Head First Kotlin is a complete introduction to coding in Kotlin. This hands-on book helps you learn the Kotlin language with a unique method that goes beyond syntax and how-to manuals and teaches you how to think like a great Kotlin developer. You'll learn everything from language fundamentals to collections, generics, lambdas, and higher-order functions.

Along the way, you'll get to play with both object-oriented and functional programming. If you want to really understand Kotlin, this is the book for you.

Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Kotlin uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

ANDROID STUDIO If you want to become an Android developer, this is the ultimate book for you! Android truly dominates the mobile OS industry because of the long list of features it comes with. It is user-friendly, has great community support, and offers customization to a greater extent. As a result, we can observe a sharp increase in the market demand for developing Android mobile applications. With that, companies search for smart developers with the right

skill set. Android development is not only an easy skill to learn but also one that is highly in demand. With the Android market growing rapidly, the job opportunities for Android Developers are also increasing. By learning Android Studio, you give yourself the best possible chance to reach any career goals you might have. This book introduces Android Studio as an interface for creating your applications and operating complex file management behind the scenes. Android Studio should be perceived simply as a canvas where you write, edit, and save your projects and files that make up those projects. At the same time, Android Studio will give you access to the Android Software Development Kit, which acts as an extension to the Java or Kotlin code that allows it to run smoothly on Android devices and take advantage of the native hardware. With Mastering Android Studio, you will learn the latest and most productive tools in the Android tools ecosystem and the best practices for Android app development. Whether you are a beginner or an advanced learner, with this guide you can study or refresh your knowledge about the history of the Android platform, and its main characteristics and advantages. As a reader, you will come across concepts that deal with installing and setting up the development environment in detail by following simple instructions and examples. And once you master installation and configuration processes, you will be able to find out more about Gradle Build Scripts and Android Studio Projects. This book serves

as a complete guide to exploring Android Studio, expanding your knowledge and experience that will only benefit you throughout your career as a developer. Thus, whether you are just starting out or are already familiar with the Android operating system, there is no better time than now to improve your Android skills and start looking for new life opportunities. With the help of this Mastering title, you can turn your original and imaginative application ideas into real-world practical applications. You can create Android games, applications for your resources, applications for your productivity, or anything else that you want. Learn more about our other Mastering titles at:

<https://www.routledge.com/Mastering-Computer-Science/book-series/MCS>

Pro MEAN Stack Development

Learn WinUI 3.0

Reactive Spring

Leverage the power of WinUI, the future of native Windows application development

Master Web UI Automation and Create Your Own Test Automation Framework

Android Studio 2 Essentials

Pro MEAN Stack DevelopmentApress

This book constitutes the proceedings of the 27th European Conference on Object-Oriented Programming, ECOOP 2013, held in

Montpellier, France, in July 2013. The 29 papers presented in this volume were carefully reviewed and selected from 116 submissions. They are organized in topical sections on aspects, components, and modularity; types; language design; concurrency, parallelism, and distribution; analysis and verification; modelling and refactoring; testing, profiling, and empirical studies; and implementation.

*For both beginning and experienced programmers! From the author of the multi-award-winning *Thinking in C++* and *Thinking in Java* together with a member of the Kotlin language team comes a book that breaks the concepts into small, easy-to-digest "atoms," along with exercises supported by hints and solutions directly inside IntelliJ IDEA! No programming background necessary.*

Summaries for experienced programmers. Easy steps via very small chapters ("atoms"). Free accompanying exercises/solutions within IntelliJ Idea. Gives you a strong Kotlin foundation. Kotlin is cleaner, more consistent and far more powerful than Java.

Increase programming productivity with Kotlin's clear, concise syntax. Produce safer, more reliable programs. Kotlin easily interacts with Java. Effortlessly migrate by adding pieces of

Kotlin to an existing Java project. Support for Windows, Mac and Linux. Free version of IntelliJ IDEA includes extensive Kotlin support. Book resources, live seminars, workshops and consulting available at AtomicKotlin.com.

If you want to push your Java skills to the next level, this book provides expert advice from Java leaders and practitioners. You'll be encouraged to look at problems in new ways, take broader responsibility for your work, stretch yourself by learning new techniques, and become as good at the entire craft of development as you possibly can. Edited by Kevlin Henney and Trisha Gee, 97 Things Every Java Programmer Should Know reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8. A few of the 97 things you should know: "Behavior Is Easy, State Is Hard"—Edson Yanaga "Learn Java Idioms and Cache in Your Brain"—Jeanne Boyarsky "Java Programming from a JVM Performance Perspective"—Monica Beckwith "Garbage Collection Is Your Friend"—Holly K Cummins "Java's Unspeakable Types"—Ben

Evans "The Rebirth of Java"—Sander Mak "Do You Know What Time It Is?"—Christin Gorman

Mastering Android Studio

Kotlin for Enterprise Applications using Java EE

Reuse in the Big Data Era

Making Java Groovy

ECOOOP 2009 -- Object-Oriented Programming

Learning Chef

IntelliJ IDEA (hereafter referred to as IntelliJ) is one of the most powerful and popular Integrated Development Environments (IDE) for Java. It was developed and is maintained by JetBrains, and is available in the community and ultimate edition. This feature-rich IDE enables rapid development and helps in improving code quality. This book starts with a basic introduction and slowly dives deep into the advanced features. This book is targeted at first-time learners, as well as moderate users of IntelliJ. Beginners will get a fair understanding of IntelliJ and its functioning, and others will be able to take their knowledge on this subject to the next level. This book requires that the readers have some preliminary knowledge of the software development process, along with Java programming language. In the later sections of this book, we will discuss integration with build tools, unit

testing frameworks, debugger, profiling, version control system, and database. It is assumed that the required tools are installed and configured on the system and the reader is familiar with those tools. Learn all of the basics needed to join the ranks of successful Android game developers. You'll start with game design fundamentals and Android programming basics, and then progress toward creating your own basic game engine and playable game apps that work on Android smartphones and tablets. Beginning Android Games, Third Edition gives you everything you need to branch out and write your own Android games for a variety of hardware. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android Games will help you kick-start your project. This book will guide you through the process of making several example game apps using APIs available in Android. What You'll Learn Gain the fundamentals of game programming in the context of the Android platform Use Android's APIs for graphics, audio, and user input to reflect those fundamentals Develop two 2D games from scratch, based on Canvas API and OpenGL ES Create a full-featured 3D game Publish your games, get crash reports, and support your users Complete your own playable 2D OpenGL games Who This Book Is For People with a basic knowledge of Java who want to write games on the Android platform. It also offers information

for experienced game developers about the pitfalls and peculiarities of the platform.

Step-by-step guide to understand key concepts for Selenium Automation using examples to shine in your interview for test automation roles
DESCRIPTION Software Engineering has taken massive strides with a multitude of technology innovations. With several changes being introduced - development of products and their integration into the market - understanding of mobile devices and user interface channels across a plethora of platforms is getting complex day by day. In addition, since the process or procedures of software testing for products and applications can become an act of boiling the ocean, the role of test automation is crucial while dealing with such challenges. This book aims to equip you with just enough knowledge of Selenium in conjunction with concepts you need to master to succeed in the role of Selenium Automation Engineer. It is the most widely used test automation tool and a much sought-after automated testing suite, by automation engineers who are equipped with technical expertise and analytical skills, for web applications across different browsers and platforms. The book starts with a brief introduction to the world of automation and why it is important, succinctly covering the history of Selenium and the capabilities it offers. In this book, you will learn how to

do simple Selenium-based automation with examples and understand the progressive complexity of some key features. Before diving deep into advanced concepts such as Page Object Models, Test Automation Framework and Cross Browser testing, you will grasp comprehensive knowledge of several concepts related to Java, Python, JavaScript and Ruby programming languages. In addition, concepts on Selenium Web Driver, Grid and use of Selenium Locators, IDEs and tools to build complex test automation framework are also explained with practical examples. Each chapter has a set of key concepts and questions that one may face during interviews. KEY FEATURES Acquire Selenium skills to do independent test automation projects Learn the basics of Selenium Web Driver for test automation using Selenium Understand Page Object Model, including how and when they're used in test automation Understand the approach for building a test automation framework Build Selenium test automation scripts using various languages - Java, Python, JavaScript/Node JS and Ruby Learn how to report and integrate with CI tools for test automation Get some professional tips for handing interviews and test automation approach Implement cross-browser testing scenarios using Selenium Grid and commercial tools and services WHAT WILL YOU LEARN By the end of the book, you will find several examples to help ignite your understanding and

usage of Selenium across a myriad of languages and frameworks. With this, you'll be able to put your knowledge to practice and solve real-life test automation challenges such as testing a web site, mobile application and leveraging tools available for fast-tracking your test automation approach. You can also choose to practice additional examples provided in the code bundle of the book to master the concepts and techniques explained in this book. WHO THIS BOOK IS FOR The book is intended for anyone looking to make a career in test automation using Selenium, all aspiring manual testers who want to learn the most powerful test automation framework - Selenium and associated programming languages - or working professionals who want to switch their career to testing. While no prior knowledge of Selenium, test automation or related technologies is assumed, it will be helpful to have some programming experience to understand the concepts explained in this book. Table of Contents 1. Introduction to Test Automation 2. Introduction to Selenium 3. Understanding Selenium Architecture 4. Understanding Selenium Tools 5. Understanding Web UI 6. Web UI Automation with Selenium Using Java & Python 7. Selenium Coding with Other Languages - Ruby & JavaScript 6. Building a Test Automation Framework with Selenium 8. Advanced Features of Selenium Using Java & Python 9. Cross-Browser Test Automation 10. Tips and Tricks for Test

Automation 11. Interview Tips

It takes a week to travel the 8,000 miles overland from Java to Kotlin. If you're an experienced Java developer who has tried the Kotlin language, you were probably productive in about the same time. You'll have found that they do things differently in Kotlin, though. Nullability is important, collections are different, and classes are final by default. Kotlin is more functional, but what does that mean, and how should it change the way that you program? And what about all that Java code that you still have to support? Your tour guides Duncan and Nat first made the trip in 2015, and they've since helped many teams and individuals follow in their footsteps. Travel with them as they break the route down into legs like Optional to Nullable, Beans to Values, and Open to Sealed Classes. Each explains a key concept and then shows how to refactor production Java to idiomatic Kotlin, gradually and safely, while maintaining interoperability. The resulting code is simpler, more expressive, and easier to change. By the end of the journey, you'll be confident in refactoring Java to Kotlin, writing Kotlin from scratch, and managing a mixed language codebase as it evolves over time.

Hello, Android

Expert Android Studio

Angular 2 Components

Java for Absolute Beginners

Beginning Android Games

Spring Microservices in Action, Second Edition teaches you to build microservice-based applications using Java and Spring. Summary By dividing large applications into separate self-contained units, Microservices are a great step toward reducing complexity and increasing flexibility. **Spring Microservices in Action, Second Edition** teaches you how to build microservice-based applications using Java and the Spring platform. This second edition is fully updated for the latest version of Spring, with expanded coverage of API routing with Spring Cloud Gateway, logging with the ELK stack, metrics with Prometheus and Grafana, security with the Hashicorp Vault, and modern deployment practices with Kubernetes and Istio. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Building and deploying microservices can be easy in Spring! Libraries like Spring Boot, Spring Cloud, and Spring Cloud Gateway reduce the boilerplate code in REST-based services. They provide an effective toolbox to get your microservices up and running on both public and private clouds. About the book **Spring Microservices in Action, Second Edition** teaches you to build

microservice-based applications using Java and Spring. You'll start by creating basic services, then move to efficient logging and monitoring. Learn to refactor Java applications with Spring's intuitive tooling, and master API management with Spring Cloud Gateway. You'll even deploy Spring Cloud applications with AWS and Kubernetes. What's inside

Microservice design principles and best practices Configuration with Spring Cloud Config and Hashicorp Vault Client-side resiliency with Resilience4j, and Spring Cloud Load Balancer Metrics monitoring with Prometheus and Grafana Distributed tracing with Spring Cloud Sleuth, Zipkin, and ELK Stack

About the reader For experienced Java and Spring developers. About the author John Carnell is a senior cloud engineer with 20 years of Java experience. Illary Huaylupo Sánchez is a software engineer with over 13 years of experience.

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your microservices

Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-

variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

This book constitutes the proceedings of the 24th International Working Conference on Requirements Engineering - Foundation for Software Quality, REFSQ 2018, held in Utrecht, The Netherlands, in March 2018. The 23 full and 2 invited talks papers presented in this volume were carefully reviewed and selected from 57 submissions. The papers were organized in topical sections named: RE in Industrial Practice; NLP in Theory and Practice; Empirical Insights into Traceability; Taming Ambiguity; Large-Scale RE; Quality Requirements; User and Job Stories; Requirements Alignment; RE Previews and Visions; Big Data; Mindmapping and Requirements Modeling.

Write free, open-source, cross-platform, dynamic JavaScript applications that can run anywhere using the MEAN stack - MongoDB, ExpressJS,

AngularJS, and Node.js. With this book Mac developers will get the tools needed to set up, write code once, and be able to deploy code on any device. You will be able to cut development time by using one stack to serve all your development needs. Pro MEAN Stack Development enables you to quickly learn everything needed to work effectively with MEAN, from setting up your toolstack to rolling out your free servers, and deploying on any device. You will also learn to build scripts with Grunt and Gulp, Webpack, and Vagrant and how to deploy to the web and mobile using Phonegap. Harness JavaScript to create dynamic and easily-maintainable applications fast and 100% free. Master the MEAN stack with this book today. What You Will Learn Utilize JavaScript for the entire development cycle from front end to back end, database and deployment. Learn to write responsive code that can be deployed on any device. Become a well-rounded developer and be able to understand the entire development cycle. Learn to utilize free open source and cloud services to deploy production-grade code. Who This Book Is For Front or back end Mac developers familiar with JavaScript and interested in utilizing the MEAN stack to deploy successful apps on all devices.

Head First Kotlin

Dive into ReSharper

Kafka in Action

A Guide to Configuration Management and Automation

Develop, test, and troubleshoot enterprise applications and microservices with Kotlin and Java EE

Java to Kotlin

A fast-paced guide to get you up and running with Android application development using Android Studio 2 About This Book Configure, build, and run Android projects with Android Studio 2 Test your apps using the Android emulator and learn how to manage virtual devices Explore how Android Studio 2 can be made a part of your workflow to reduce the overall development time Who This Book Is For If you are an Android developer looking to quickly take advantage of Android Studio 2 and add it to your workflow, then this book is for you. It is assumed that you are familiar with the OOP paradigm and Java. You are recommended to have prior knowledge of the main characteristics of the Android mobile system to get the most out of this book. What You Will Learn Install Android Studio on your system and configure the Android Software Development Kit Create your first project and explore its structure Manage a project in Android Studio 2 with Gradle Improve your productivity while programming by getting the best of the code editor Design the user interface using layouts

and see how to handle various user events Integrate Google Play services into your project efficiently Monitor your app while it's running and constantly improve its performance In Detail Android Studio 2, the official IDE for Android application development, dramatically improves your workflow by letting you quickly see changes running on your device or emulator. It gives developers a unique platform by making app builds and deployment faster. This book will get you up and running with all the essential features of Android Studio 2 to optimize your development workflow. Starting off with the basic installation and configuration of Android Studio 2, this book will help you build a new project by showing you how to create a custom launcher icon and guiding you to choose your project. You will then gain an insight into the additional tools provided in Android Studio, namely the Software Development Kit (SDK) Manager, Android Virtual Device (AVD) Manager, and Javadoc. You'll also see how to integrate Google Play Services in an Android project. Finally, you'll become familiar with the Help section in Android Studio, which will enable you to search for support you might require in different scenarios. Style and approach A comprehensive and practical guide that will give you the essential skills required to develop Android applications quickly using

Android Studio. With the help of a real-world project, this book will show how to make Android Studio a part of your development process and optimize it.

Solutions for modular, functional, reactive, GUI, network, and multithreaded programming Key Features Explore the latest features of Java 11 to implement efficient and reliable code Develop memory-efficient applications, understanding new garbage collection in Java 11 Create restful webservices and microservices with Spring boot 2 and Docker Book Description For more than three decades, Java has been on the forefront of developing robust software that has helped versatile businesses meet their requirements. Being one of the most widely used programming languages in history, it's imperative for Java developers to discover effective ways of using it in order to take full advantage of the power of the latest Java features. Java 11 Cookbook offers a range of software development solutions with simple and straightforward Java 11 code examples to help you build a modern software system. Starting with the installation of Java, each recipe addresses various problem by explaining the solution and offering insights into how it works. You'll explore the new features added to Java 11 that will make your application modular, secure, and fast. The

book contains recipes on functional programming, GUI programming, concurrent programming, and database programming in Java. You'll also be taken through the new features introduced in JDK 18.3 and 18.9. By the end of this book, you'll be equipped with the skills required to write robust, scalable, and optimal Java code effectively. What you will learn
Set up JDK and understand what's new in the JDK 11 installation
Implement object-oriented designs using classes and interfaces
Manage operating system processes
Create a modular application with clear dependencies
Build graphical user interfaces using JavaFX
Use the new HTTP Client API
Explore the new diagnostic features in Java 11
Discover how to use the new JShell REPL tool
Who this book is for
The book is for intermediate-to-advanced Java programmers who want to make their applications fast, secure, and scalable.

Transition smoothly from Java to the most widely used functional JVM-based language – Clojure
About This Book
Write apps for the multithreaded world with Clojure's flavor of functional programming
Discover Clojure's features and advantages and use them in your existing projects
The book is designed so that you'll be able to use your existing skills and software knowledge to become a more effective Clojure developer
Who

This Book Is For This book is intended for Java developers, who are looking for a way to expand their skills and understand new paradigms of programming. Whether you know a little bit about functional languages, or you are just getting started, this book will get you up and running with how to use your existing skills in Clojure and functional programming. What You Will Learn Understand the tools for the Clojure world and how they relate to Java tools and standards (like Maven) Learn about immutable data structures, and what makes them feasible for everyday programming Write simple multi-core programs using Clojure's core concepts, like atoms, agents and refs Understand that in Clojure, code is data, and how to take advantage of that fact by generating and manipulating code with macros Learn how Clojure interacts with Java, how the class loaders work and how to use Clojure from Java or the other way around Discover a new, more flexible meaning of polymorphism and understand that OOP is not the only way to get it In Detail We have reached a point where machines are not getting much faster, software projects need to be delivered quickly, and high quality in software is more demanding as ever. We need to explore new ways of writing software that helps achieve those goals. Clojure offers a new possibility of writing high quality, multi-core software faster than

ever, without having to leave your current platform. Clojure for Java developers aims at unleashing the true potential of the Clojure language to use it in your projects. The book begins with the installation and setup of the Clojure environment before moving on to explore the language in-depth. Get acquainted with its various features such as functional programming, concurrency, etc. with the help of example projects. Additionally, you will also, learn how the tooling works, and how it interacts with the Java environment. By the end of this book, you will have a firm grip on Clojure and its features, and use them effectively to write more robust programs. Style and approach An easy to follow, step-by-step, guide on how to start writing Clojure programs making use of all of its varied features and advantages. As this is a new language, certain new concepts are supported with theoretical section followed by simple projects to help you gain a better understanding and practice of how Clojure works. Kafka in Action is a practical, hands-on guide to building Kafka-based data pipelines. Filled with real-world use cases and scenarios, this book probes Kafka's most common use cases, ranging from simple logging through managing streaming data systems for message routing, analytics, and more. In systems that handle big data, streaming data, or fast data, it's

important to get your data pipelines right. Apache Kafka is a wicked-fast distributed streaming platform that operates as more than just a persistent log or a flexible message queue. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

A Beginner's Guide

IntelliJ IDEA in Action

97 Things Every Java Programmer Should Know

Learn IntelliJ IDEA