

Grails In Action Second Edition

Summary Griffon in Action is a comprehensive tutorial written for Java developers who want a more productive approach to UI development. After a quick Groovy tutorial, you'll immediately dive into Griffon and start building examples that explore its high productivity approach to Swing development. About the Technology You can think of Griffon as Grails for the desktop. It is a Groovy-driven UI framework for the JVM that wraps and radically simplifies Swing. Its declarative style and approachable abstractions are instantly familiar to developers using Grails or JavaFX. About the Book Griffon in Action gets you going quickly. Griffon's convention-over-configuration approach requires minimal code to get an app off the ground, so you can start seeing results immediately. You'll learn how SwingBuilder and other Griffon "builders" provide a coherent DSL-driven development experience. Along the way, you'll explore best practices for structure, architecture, and lifecycle of a Java desktop application. Written for Java developers—no experience with Groovy, Grails, or Swing is required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Griffon from the ground up Full compatibility with Griffon 1.0 Using SwingBuilder and the other "builders" Practical, real-world examples Just enough Groovy ===== Table of Contents PART 1 GETTING STARTED Welcome to the Griffon revolution A closer look at Griffon PART 2 ESSENTIAL GRIFFON Models and binding Creating a view Understanding controllers and services Understanding MVC groups Multithreaded applications Listening to notifications Testing your application Ship it! Working with plugins Enhanced looks Griffon in front, Grails in the back Productivity tools Introduces the build tool for Java application development, covering both user defined and built-in tasks.

Grails in Action Simon and Schuster

Summary Spring Roo in Action is a unique book that teaches you how to code Java in Roo, with a particular focus on Spring-based applications. Through hands-on examples, you'll learn how Roo creates well-formed application structures and supports best practices and tools. Plus, you'll get a quick-and-dirty guide to setting up Roo effectively in your environment. About the Technology Roo is a lightweight Java console shell that simplifies compile-time tasks. It improves productivity by enforcing correct coding practices and patterns and integrates with mainstream Java technologies, including ActiveMQ, GWT, JPA, and OSGi. And, when you finish coding, it gets out of the way so there's no runtime impact. About the Book Spring Roo in Action teaches you to code Java more efficiently using Roo. With the help of many examples, it shows you how to build application components from the database layer to the user interface. The book takes a test-first approach and points out how Roo can help automate many of the mundane details of coding Java apps. Along the way, you'll address important topics like security, messaging, and cloud computing. This book is for Java developers who want to get more productive by using Roo. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Learn Roo from the ground up Integrate with existing projects Create custom add-ons Use Roo with Spring =====?===== Table of Contents PART 1 STARTING SPRING APPS RAPIDLY WITH ROO What is Spring Roo? Getting started with Roo PART 2 DATABASES AND ENTITIES Database persistence with entities Relationships, JPA, and advanced persistence PART 3 WEB DEVELOPMENT Rapid web applications with Roo Advanced web applications RIA and other web frameworks Configuring security PART 4 INTEGRATION Testing your application Enterprise services—email and messaging Roo add-ons Advanced add-ons and deployment PART 5 ROO IN THE CLOUD Cloud computing Workflow applications using Spring Integration

A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension.

Haskell in Depth unlocks a new level of skill with this challenging language. Going beyond the basics of syntax and structure, this book opens up critical topics like advanced types, concurrency, and data processing. Summary Turn the corner from “Haskell student” to “Haskell developer.” Haskell in Depth explores the important language features and programming skills you'll need to build production-quality software using Haskell. And along the way, you'll pick up some interesting insights into why Haskell looks and works the way it does. Get ready to go deep! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Software for high-precision tasks like financial transactions, defense systems, and scientific research must be absolutely, provably correct. As a purely functional programming language, Haskell enforces a mathematically rigorous approach that can lead to concise, efficient, and bug-free code. To write such code you'll need deep understanding. You can get it from this book! About the book Haskell in Depth unlocks a new level of skill with this challenging language. Going beyond the basics of syntax and structure, this book opens up critical topics like advanced types, concurrency, and data processing. You'll discover key parts of the Haskell ecosystem and master core design patterns that will transform how you write software. What's inside Building applications, web services, and networking apps Using sophisticated libraries like lens, singletons, and servant Organizing projects with Cabal and Stack Error-handling and testing Pure parallelism for multicore processors About the reader For developers familiar with Haskell basics. About the author Vitaly Bragilevsky has been teaching Haskell and functional programming since 2008. He is a member of the GHC Steering Committee. Table of Contents PART 1 CORE HASKELL 1 Functions and types 2 Type classes 3 Developing an application: Stock quotes PART 2 INTRODUCTION TO APPLICATION DESIGN 4 Haskell development with modules, packages, and projects 5 Monads as practical functionality providers 6 Structuring programs with monad transformers PART 3 QUALITY ASSURANCE 7 Error handling and logging 8 Writing tests 9 Haskell data and code at run time 10 Benchmarking and profiling PART 4 ADVANCED HASKELL 11 Type system advances 12 Metaprogramming in Haskell 13 More about types PART 5 HASKELL TOOLKIT 14 Data-processing pipelines 15 Working with relational databases 16 Concurrency

This book is a practical tutorial, walking the reader through examples of building DSLs with Groovy covering meta-programming with Groovy. Some complex concepts are covered in the book but we go through these in a clear and methodically way so that readers will gain a good working knowledge of the techniques involved. This book is for Java software developers who have an interest in building domain scripting into their Java applications. No knowledge of Groovy is required, although it will be helpful. The book does not teach Groovy, but quickly introduces the basic ideas of Groovy. An experienced Java developer should have no problems with these and move quickly on to the more involved aspects of creating DSLs with Groovy. No experience of

creating a DSL is required. The book should also be useful for experienced Groovy developers who have so far only used Groovy DSLs such as Groovy builders and would like to start building their own Groovy-based DSLs.

What's the fastest way to lose money? Follow the herd. Nick Radge stopped following the herd many years ago. As a trader and stock broker, Nick learnt to recognise what the herd were doing and how they react to financial information. He also realised that it made no sense. Are you one of the herd? Here's a test: If a stock's price is falling do you think it represents good value, i.e. it's cheap? OneTel and HIH were not cheap when they eventually delisted in 2001. ABC Learning was not cheap when it delisted in 2008. How about Bear Sterns, Lehman Brothers, Trump Entertainment or Kodak? Billabong does not look cheap at the moment! A stock price in motion tends to stay in motion; Unholy Grails will show you how to be on the positive side of this statement. Nick Radge is focused on momentum investing; purchasing stocks that are trending up. Nick shows you how to hitch a ride on stocks in an uptrend or protect your capital during sustained bear markets. Unholy Grails goes against almost everything your stock broker, financial planner and your fund manager will ever tell you. Considering that in 2008 capital managed by fund managers dropped up to 50% we are in desperate need of an alternative way of thinking. In Unholy Grails, Nick Radge details a road less travelled; a compilation of practical strategies for investors looking for long term gains with minimum daily effort. "I am shocked that so many Mum and Dad investors were financially and emotionally battered during the GFC. The financial planners and fund managers they were relying on for advice gave them no advice: just the same old 'buy and hold' strategy that simply does not work in a collapsing market. In Unholy Grails I define specific strategies for investors, allowing them to manage their own investments and stop paying fees to financial planners and advisors," said the author, Nick Radge. Whether investing for your retirement or using an active investment strategy to manage your personal wealth, Nick Radge examines and tests numerous investment strategies to help determine the right one for you. Don't expect the same old, worn out advice from Nick Radge. His latest book is not called Unholy Grails for nothing!

Still bent on obtaining the Holy Grail generations after his time in the Holy Land, Montrovant receives word that the Knights Templar are about to fall. Whether spurred to action by an old loyalty to the Order that he founded or the rumor that biblical treasures lie hidden in the recesses of the Templars' castle, the vampire known as the Dark One sets off to the rescue. Enroute, Montrovant must deal with the trickery and unfathomable machinations of Santos, the dark guardian of lost treasures who advises the Knights from the bowels of their castle; Kli Kodesh, an ancient Nosferatu whose desire for entertainment often overlooks the lives lost to win his pleasure; and even Eugenio, Montrovant's own sire. Montrovant and his companions—including a woman he nearly Embraced centuries ago—race against time and the arrival of a Church-sponsored army sworn to destroy the now corrupt Templars to wrest the Grail free of those who would keep it hidden. This second volume of The Grails Covenant trilogy follows To Sift Through Bitter Ashes and interweaves characters and action with the modern vampire saga, the Trilogy of the Blood Curse.

Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GParc Domain-specific languages The Groovy ecosystem

AngularJS is the leading framework for building dynamic JavaScript applications that take advantage of the capabilities of modern browsers and devices. AngularJS, which is maintained by Google, brings the power of the Model-View-Controller (MVC) pattern to the client, providing the foundation for complex and rich web apps. It allows you to build applications that are smaller, faster, and with a lighter resource footprint than ever before. Best-selling author Adam Freeman explains how to get the most from AngularJS. He begins by describing the MVC pattern and the many benefits that can be gained...

Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. Summary As a software engineer, you'll encounter countless programming challenges that initially seem confusing, difficult, or even impossible. Don't despair! Many of these "new" problems already have well-established solutions. Advanced Algorithms and Data Structures teaches you powerful approaches to a wide range of tricky coding challenges

that you can adapt and apply to your own applications. Providing a balanced blend of classic, advanced, and new algorithms, this practical guide upgrades your programming toolbox with new perspectives and hands-on techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Can you improve the speed and efficiency of your applications without investing in new hardware? Well, yes, you can: Innovations in algorithms and data structures have led to huge advances in application performance. Pick up this book to discover a collection of advanced algorithms that will make you a more effective developer. About the book Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. You'll discover cutting-edge approaches to a variety of tricky scenarios. You'll even learn to design your own data structures for projects that require a custom solution. What's inside Build on basic data structures you already know Profile your algorithms to speed up application Store and query strings efficiently Distribute clustering algorithms with MapReduce Solve logistics problems using graphs and optimization algorithms About the reader For intermediate programmers. About the author Marcello La Rocca is a research scientist and a full-stack engineer. His focus is on optimization algorithms, genetic algorithms, machine learning, and quantum computing. Table of Contents 1 Introducing data structures PART 1 IMPROVING OVER BASIC DATA STRUCTURES 2 Improving priority queues: d-way heaps 3 Treaps: Using randomization to balance binary search trees 4 Bloom filters: Reducing the memory for tracking content 5 Disjoint sets: Sub-linear time processing 6 Trie, radix trie: Efficient string search 7 Use case: LRU cache PART 2 MULTIDIMENSIONAL QUERIES 8 Nearest neighbors search 9 K-d trees: Multidimensional data indexing 10 Similarity Search Trees: Approximate nearest neighbors search for image retrieval 11 Applications of nearest neighbor search 12 Clustering 13 Parallel clustering: MapReduce and canopy clustering PART 3 PLANAR GRAPHS AND MINIMUM CROSSING NUMBER 14 An introduction to graphs: Finding paths of minimum distance 15 Graph embeddings and planarity: Drawing graphs with minimal edge intersections 16 Gradient descent: Optimization problems (not just) on graphs 17 Simulated annealing: Optimization beyond local minima 18 Genetic algorithms: Biologically inspired, fast-converging optimization

To allow the creation of truly modular software, OOP has evolved into aspect-oriented programming. AspectJ is a mature AOP implementation for Java, now integrated with Spring. AspectJ in Action, Second Edition is a fully updated, major revision of Ramnivas Laddad's best-selling first edition. It's a hands-on guide for Java developers. After introducing the core principles of AOP, it shows you how to create reusable solutions using AspectJ 6 and Spring 3. You'll master key features including annotation-based syntax, load-time weaver, annotation-based crosscutting, and Spring-AspectJ integration. Building on familiar technologies such as JDBC, Hibernate, JPA, Spring Security, Spring MVC, and Swing, you'll apply AOP to common problems encountered in enterprise applications. This book requires no previous experience in AOP and AspectJ, but it assumes you're familiar with OOP, Java, and the basics of Spring. "Clear, concisely worded, well-organized ... a pleasure to read." -From the Foreword by Rod Johnson, Creator of the Spring Framework "This book teaches you how to think in aspects. It is essential reading for both beginners who know nothing about AOP and experts who think they know it all." - Andrew Eisenberg, AspectJ Development Tools Project Committer "Ramnivas showcases how to get the best out of AspectJ and Spring." -Andy Clement, AspectJ Project Lead "One of the best Java books in years." -Andrew Rhine, Software Engineer, eSecLending "By far the best reference for Spring AOP and AspectJ." -Paul Benedict, Software Engineer, Argus Health Systems "Ramnivas expertly demystifies the awesome power of aspect-oriented programming." -Craig Walls, author of Spring in Action

If you have an imperative (and probably object-oriented) programming background, this hands-on book will guide you through the alien world of functional programming. Author Joshua Backfield begins slowly by showing you how to apply the most useful implementation concepts before taking you further into functional-style concepts and practices. In each chapter, you'll learn a functional concept and then use it to refactor the fictional XXY company's imperative-style legacy code, writing and testing the functional code yourself. As you progress through the book, you'll migrate from Java 7 to Groovy and finally to Scala as the need for better functional language support gradually increases. Learn why today's finely tuned applications work better with functional code Transform imperative-style patterns into functional code, following basic steps Get up to speed with Groovy and Scala through examples Understand how first-class functions are passed and returned from other functions Convert existing methods into pure functions, and loops into recursive methods Change mutable variables into immutable variables Get hands-on experience with statements and nonstrict evaluations Use functional programming alongside object-oriented design

Provides information on using Grails to create applications and build an effective Web site.

Summary Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to build a full-fledged, real-world project. Along the way, it touches on advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. About the Technology Gradle is a general-purpose build automation tool. It extends the usage patterns established by its forerunners, Ant and Maven, and allows builds that are expressive, maintainable, and easy to understand. Using a flexible Groovy-based DSL, Gradle provides declarative and extendable language elements that let you model your project's needs the way you want. About the Book Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to establish an effective build process for a full-fledged, real-world project. Along the way, it covers advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. The book assumes a basic background in Java, but no knowledge of Groovy. Purchase of the print book includes a free eBook in PDF, Kindle, and

ePub formats from Manning Publications. Whats Inside A comprehensive guide to Gradle Practical, real-world examples Transitioning from Ant and Maven In-depth plugin development Continuous delivery with Gradle About the Author Benjamin Muschko is a member of the Gradleware engineering team and the author of several popular Gradle plugins. Table of Contents PART 1 INTRODUCING GRADLE Introduction to project automation Next-generation builds with Gradle Building a Gradle project by example PART 2 MASTERING THE FUNDAMENTALS Build script essentials Dependency management Multiproject builds Testing with Gradle Extending Gradle Integration and migration PART 3 FROM BUILD TO DEPLOYMENT IDE support and tooling Building polyglot projects Code quality management and monitoring Continuous integration Artifact assembly and publishing Infrastructure provisioning and deployment

Updated for JavaFX 1.3 The JavaFX platform makes it possible to write applications that can be deployed across devices ranging from cell phones to desktops, with little or no change required. JavaFX applications are written using JavaFX Script, a new and easy-to-use scripting language. Kim Topley's JavaFX™ Developer's Guide thoroughly covers the JavaFX language and its core libraries and shows you step by step how to develop and deliver JavaFX applications for the desktop and for mobile devices. It provides complete coverage of all aspects of the language, including Language syntax Tools you can use to develop, debug, and deploy JavaFX applications User interface classes Animation How to play audio and video How to use RESTful Web services and databases to retrieve the data for your application How to create custom components Transformations User interface basics, attributes, events, and controls JavaFX and networking JavaFX development with NetBeans and Eclipse Packaging and deployment Topley highlights critical topics that other books gloss over, presents detailed examples that stretch JavaFX to its limits, and shows you exactly how to build on the skills you already have. Whether you've been focused on HTML/XML/CSS Web development or Java Swing, this book will help you get outstanding results with JavaFX.

When Lucene first hit the scene five years ago, it was nothing short of amazing. By using this open-source, highly scalable, super-fast search engine, developers could integrate search into applications quickly and efficiently. A lot has changed since then—search has grown from a "nice-to-have" feature into an indispensable part of most enterprise applications. Lucene now powers search in diverse companies including Akamai, Netflix, LinkedIn, Technorati, HotJobs, Epiphany, FedEx, Mayo Clinic, MIT, New Scientist Magazine, and many others. Some things remain the same, though. Lucene still delivers high-performance search features in a disarmingly easy-to-use API. Due to its vibrant and diverse open-source community of developers and users, Lucene is relentlessly improving, with evolutions to APIs, significant new features such as payloads, and a huge increase (as much as 8x) in indexing speed with Lucene 2.3. And with clear writing, reusable examples, and unmatched advice on best practices, Lucene in Action, Second Edition is still the definitive guide to developing with Lucene. 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.

Web frameworks are playing a major role in the creation of today's most compelling web applications, because they automate many of the tedious tasks, allowing developers to instead focus on providing users with creative and powerful features. Java developers have been particularly fortunate in this area, having been able to take advantage of Grails, an open source framework that supercharges productivity when building Java-driven web sites. Grails is based on Groovy, which is a very popular and growing dynamic scripting language for Java developers and was inspired by Python, Ruby, and Smalltalk. Beginning Groovy and Grails is the first introductory book on the Groovy language and its primary web framework, Grails. This book gets you started with Groovy and Grails and culminates in the example and possible application of some real-world projects. You follow along with the development of each project, implementing and running each application while learning new features along the way.

Start building powerful apps that take advantage of the dynamic scripting capabilities of the Groovy language. This book covers Groovy fundamentals, such as installing Groovy, using Groovy tools, and working with the Groovy Development Kit (GDK). You'll also learn more advanced aspects of Groovy, such as using Groovy design patterns, writing DSLs in Groovy, and taking advantage of Groovy's functional programming features. There is more to Groovy than the core language, so Learning Groovy covers the extended Groovy ecosystem. You'll see how to harness Gradle (Groovy's build system), Grails (Groovy's web application framework), Spock (Groovy's testing framework), and Ratpack (Groovy's reactive web library). What You'll Learn Grasp Groovy fundamentals, including the GDK or Groovy Development Kit Master advanced Groovy, such as writing Groovy DSLs Discover functional programming in Groovy Work with GPar, the built-in concurrency library Use Gradle, the build system Master Grails, the web application framework Work with Spock, the testing framework Harness Ratpack, the reactive web library Who This Book Is For Although this book is intended for those with a Java background, anyone with basic programming skills could benefit from it. This book is a data-filled, yet easy-to-digest tour of the Groovy language and ecosystem.

Web development is still one of today's most popular, active, and important programming and development activities. From a single web page to an e-commerce-enabled web site to a fully-fledged web application, the Java programming language and its frameworks allow you great flexibility and productivity for your web application development. Learn Java for Web Development teaches web developers who are new to Java key skills, Java-based languages, and frameworks to build simple or complex web sites and applications. As soon as you pick up this book, Vishal Layka's experience guides you on a very practical learning and building journey. You will learn the Java nuts and bolts necessary to build a simple "HelloWorld" Java (native) application, as well as a "HelloWorld" Java-based web application example that utilizes servlets and Java Server Pages (JSPs). Over the course of the book, you'll learn more about servlets and JSPs and delve into Java Server Faces (JSFs) and the expression language found in each of these by applying them in a real-world case study—a book store e-commerce application. Then you'll build your web application using Apache Struts2 and the Spring MVC framework. The book concludes by exploring the web application that you've built and examining industry best practices and how these might fit with your application, as well as covering alternative Java Web frameworks like Groovy/Grails and Scala/Play 2. You also can explore the basics of Java, Groovy, and Scala in the book's appendices. While reading this book, you'll see all this in action and you can use it as a starting point for further Java web development. Study and experiment with the many source code examples, and later apply them to your own web application building endeavors and 2:00 AM challenges.

In Math for Programmers you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the

door to interesting—and lucrative!—careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. Summary To score a job in data science, machine learning, computer graphics, and cryptography, you need to bring strong math skills to the party. Math for Programmers teaches the math you need for these hot careers, concentrating on what you need to know as a developer. Filled with lots of helpful graphics and more than 200 exercises and mini-projects, this book unlocks the door to interesting—and lucrative!—careers in some of today's hottest programming fields. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Skip the mathematical jargon: This one-of-a-kind book uses Python to teach the math you need to build games, simulations, 3D graphics, and machine learning algorithms. Discover how algebra and calculus come alive when you see them in code! About the book In Math for Programmers you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting—and lucrative!—careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. What's inside Vector geometry for computer graphics Matrices and linear transformations Core concepts from calculus Simulation and optimization Image and audio processing Machine learning algorithms for regression and classification About the reader For programmers with basic skills in algebra. About the author Paul Orland is a programmer, software entrepreneur, and math enthusiast. He is co-founder of Tachyus, a start-up building predictive analytics software for the energy industry. You can find him online at www.paulor.land. Table of Contents 1 Learning math with code PART I - VECTORS AND GRAPHICS 2 Drawing with 2D vectors 3 Ascending to the 3D world 4 Transforming vectors and graphics 5 Computing transformations with matrices 6 Generalizing to higher dimensions 7 Solving systems of linear equations PART 2 - CALCULUS AND PHYSICAL SIMULATION 8 Understanding rates of change 9 Simulating moving objects 10 Working with symbolic expressions 11 Simulating force fields 12 Optimizing a physical system 13 Analyzing sound waves with a Fourier series PART 3 - MACHINE LEARNING APPLICATIONS 14 Fitting functions to data 15 Classifying data with logistic regression 16 Training neural networks

Summary A developer-focused guide to writing applications using Spring Boot. You'll learn how to bypass the tedious configuration steps so that you can concentrate on your application's behavior. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Spring Framework simplifies enterprise Java development, but it does require lots of tedious configuration work. Spring Boot radically streamlines spinning up a Spring application. You get automatic configuration and a model with established conventions for build-time and runtime dependencies. You also get a handy command-line interface you can use to write scripts in Groovy. Developers who use Spring Boot often say that they can't imagine going back to hand configuring their applications. About the Book Spring Boot in Action is a developer-focused guide to writing applications using Spring Boot. In it, you'll learn how to bypass configuration steps so you can focus on your application's behavior. Spring expert Craig Walls uses interesting and practical examples to teach you both how to use the default settings effectively and how to override and customize Spring Boot for your unique environment. Along the way, you'll pick up insights from Craig's years of Spring development experience. What's Inside Develop Spring apps more efficiently Minimal to no configuration Runtime metrics with the Actuator Covers Spring Boot 1.3 About the Reader Written for readers familiar with the Spring Framework. About the Author Craig Walls is a software developer, author of the popular book Spring in Action, Fourth Edition, and a frequent speaker at conferences. Table of Contents Bootstarting Spring Developing your first Spring Boot application Customizing configuration Testing with Spring Boot Getting Groovy with the Spring Boot CLI Applying Grails in Spring Boot Taking a peek inside with the Actuator Deploying Spring Boot applications APPENDIXES Spring Boot developer tools Spring Boot starters Configuration properties Spring Boot dependencies

JBoss in Action is the first book to focus on teaching readers in detail how to use the JBoss application server. Unlike other titles about JBoss, the authors of JBoss in Action go deeper into the advanced features and configuration of the server. In particular, it focuses on enterprise-class topics, such as high availability, security, and performance. This book walks readers through the JBoss 5 Application Server from installation to configuration to production development. It shows how to configure the server's various component containers such as the JBoss Web Server, the EJB 3 server, and JBoss Messaging. It also provides detailed insight into configuring the various component services such as security, performance, and clustering. Beyond coverage of the core application server, the book also teaches how to use some of the "hot" technologies that run on top of the application server, such as Jboss Seam and JBoss Portal. 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 authors, both seasoned professional experts at developing and administering JBoss, provide meaningful explanations and background on many topics which they tie in with their own practical, real-world advice from their collective experience. These uniquely comprehensive explanations and the wide coverage provided in this book surpass any other content currently available in any other book, article, or documentation on the subject. Grails is an open-source, rapid web application development framework that provides a super-productive full-stack programming model based on the Groovy scripting language and built on top of Spring, Hibernate, and other standard Java frameworks. Ruby on Rails pioneered the innovative coupling of a powerful programming language and an opinionated framework that favors sensible defaults over complex configuration, but many organizations aren't yet ready to stray from the safety of Java or forgo their current Java investments. Grails makes it possible to achieve equivalent productivity in a Java-centric environment. Over the course of this book, the reader will explore the various aspects of Grails and also experience Grails by building a Grails app.

Learning Qlik® Sense is for anyone seeking to understand and utilize the revolutionary new approach to business intelligence offered by Qlik Sense. Familiarity with the basics of business intelligence will be helpful when picking up this book, but not essential.

Summary Grails in Action, Second Edition is a comprehensive introduction to Grails 2 focused on making you super-productive fast. In this totally revised new edition, you'll master Grails 2.3 core skills as you apply TDD techniques to developing a full-scale Twitter clone. Along the way you'll learn the latest single-page web app UI techniques, work with NoSQL backends, integrate with enterprise messaging, and implement a complete RESTful API for your services. Purchase of the print book includes a free eBook in PDF,

Kindle, and ePub formats from Manning Publications. About the Technology It may be time for you to stop reconfiguring, rewriting, and recompiling your Java web apps. Grails, a Groovy-powered web framework, hides all that busy work so you can concentrate on what your applications do, not how they're built. In addition to its famously intuitive dev environment and seamless integration with Spring and Hibernate, the new Grails 2.3 adds improved REST support, better protection against attacks from the web, and better dependency resolution. About the Book Grails in Action, Second Edition is a comprehensive introduction to Grails 2. In this totally revised edition you'll master Grails as you apply TDD techniques to a full-scale example (a Twitter clone). Along the way you'll learn single-page web app techniques, work with NoSQL back ends, integrate with enterprise messaging, implement a RESTful API ... and more. No Java or Groovy knowledge is required. Some web development and OOP experience is helpful. What's Inside Covers Grails 2.3 from the ground up Agile delivery and testing using Spock How to use and manage plugins Tips and tricks from the trenches About the Authors There's no substitute for experience: Glen Smith and Peter Ledbrook have been fixtures in the Grails community, contributing code, blogging, and speaking at conferences worldwide, since Grails 0.2. Table of Contents PART 1 INTRODUCING GRAILS Grails in a hurry The Groovy essentials PART 2 CORE GRAILS Modeling the domain 63 Creating the initial UI Retrieving the data you need Controlling application flow Services and data binding Developing tasty forms, views, and layouts PART 3 EVERYDAY GRAILS Building reliable applications Using plugins: just add water Protecting your application Exposing your app to other programs Single-page web applications (and other UI stuff) Understanding Spring and transactions PART 4 ADVANCED GRAILS Understanding events, messaging, and scheduling NoSQL and Grails Beyond compile, test, run Grails in the cloud BONUS ONLINE CHAPTERS Advanced GORM kung fu Developing plugins

Learn how to use the core Hibernate APIs and tools as part of the Spring Framework. This book illustrates how these two frameworks can be best utilized. Other persistence solutions available in Spring are also shown including the Java Persistence API (JPA). Spring Persistence with Hibernate, Second Edition has been updated to cover Spring Framework version 4 and Hibernate version 5. After reading and using this book, you'll have the fundamentals to apply these persistence solutions into your own mission-critical enterprise Java applications that you build using Spring. Persistence is an important set of techniques and technologies for accessing and using data, and ensuring that data is mobile regardless of specific applications and contexts. In Java development, persistence is a key factor in enterprise, e-commerce, and other transaction-oriented applications. Today, the agile and open source Spring Framework is the leading out-of-the-box, open source solution for enterprise Java developers; in it, you can find a number of Java persistence solutions. What You'll Learn Use Spring Persistence, including using persistence tools in Spring as well as choosing the best Java persistence frameworks outside of Spring Take advantage of Spring Framework features such as Inversion of Control (IoC), aspect-oriented programming (AOP), and more Work with Spring JDBC, use declarative transactions with Spring, and reap the benefits of a lightweight persistence strategy Harness Hibernate and integrate it into your Spring-based enterprise Java applications for transactions, data processing, and more Integrate JPA for creating a well-layered persistence tier in your enterprise Java application Who This Book Is For This book is ideal for developers interested in learning more about persistence framework options on the Java platform, as well as fundamental Spring concepts. Because the book covers several persistence frameworks, it is suitable for anyone interested in learning more about Spring or any of the frameworks covered. Lastly, this book covers advanced topics related to persistence architecture and design patterns, and is ideal for beginning developers looking to learn more in these areas.

"Portable help for PowerShell scripters"--Cover.

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

Test-Driven Infrastructure with Chef demonstrates a radical approach to developing web infrastructure that combines the powerful Chef configuration management framework with Cucumber, the leading Behavior-driven development (BDD) tool. Learn how to deliver real business value by developing infrastructure code test-first. Infrastructure consultant Stephen Nelson-Smith shows you how this unique approach allows you to make significant changes without the fear of unexpected side effects—a great benefit when

you're developing code to control your production infrastructures. By using the test-first approach introduced in this book, you gain increased security, code quality, and peace of mind. Learn the core principles behind the infrastructure-as-code approach, including modularity, cooperation, extensibility, and flexibility Take a high-level tour of the Chef framework, tool, and API, as well as the community behind the project Set up a workstation to interact with the Chef API Get an overview of Cucumber and learn the principles of BDD Start using Cucumber-Chef, the open source infrastructure testing platform Explore test-driven infrastructure development with a hands-on tutorial

From the school yards of the South Bronx to the tops of the "Billboard" charts, rap has emerged as one of the most influential cultural forces of our time. This pioneering anthology brings together more than 300 lyrics written over 30 years, from the "old school" to the present day.

Summary Amazon Web Services in Action, Second Edition is a comprehensive introduction to computing, storing, and networking in the AWS cloud. You'll find clear, relevant coverage of all the essential AWS services you to know, emphasizing best practices for security, high availability and scalability. Foreword by Ben Whaley, AWS community hero and author. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The largest and most mature of the cloud platforms, AWS offers over 100 prebuilt services, practically limitless compute resources, bottomless secure storage, as well as top-notch automation capabilities. This book shows you how to develop, host, and manage applications on AWS. About the Book Amazon Web Services in Action, Second Edition is a comprehensive introduction to deploying web applications in the AWS cloud. You'll find clear, relevant coverage of all essential AWS services, with a focus on automation, security, high availability, and scalability. This thoroughly revised edition covers the latest additions to AWS, including serverless infrastructure with AWS Lambda, sharing data with EFS, and in-memory storage with ElastiCache. What's inside Completely revised bestseller Secure and scale distributed applications Deploy applications on AWS Design for failure to achieve high availability Automate your infrastructure About the Reader Written for mid-level developers and DevOps engineers. About the Author Andreas Wittig and Michael Wittig are software engineers and DevOps consultants focused on AWS. Together, they migrated the first bank in Germany to AWS in 2013. Table of Contents PART 1 - GETTING STARTED What is Amazon Web Services? A simple example: WordPress in five minutes PART 2 - BUILDING VIRTUAL INFRASTRUCTURE CONSISTING OF COMPUTERS AND NETWORKING Using virtual machines: EC2 Programming your infrastructure: The command-line, SDKs, and CloudFormation Automating deployment: CloudFormation, Elastic Beanstalk, and OpsWorks Securing your system: IAM, security groups, and VPC Automating operational tasks with Lambda PART 3 - STORING DATA IN THE CLOUD Storing your objects: S3 and Glacier Storing data on hard drives: EBS and instance store Sharing data volumes between machines: EFS Using a relational database service: RDS Caching data in memory: Amazon ElastiCache Programming for the NoSQL database service: DynamoDB PART 4 - ARCHITECTING ON AWS Achieving high availability: availability zones, auto-scaling, and CloudWatch Decoupling your infrastructure: Elastic Load Balancing and Simple Queue Service Designing for fault tolerance Scaling up and down: auto-scaling and CloudWatch

Summary .NET Core in Action shows .NET developers how to build professional software applications with .NET Core. Learn how to convert existing .NET code to work on multiple platforms or how to start new projects with knowledge of the tools and capabilities of .NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology .NET Core is an open source framework that lets you write and run .NET applications on Linux and Mac, without giving up on Windows. Built for everything from lightweight web apps to industrial-strength distributed systems, it's perfect for deploying .NET servers to any cloud platform, including AWS and GCP. About the Book .NET Core in Action introduces you to cross-platform development with .NET Core. This hands-on guide concentrates on new Core features as you walk through familiar tasks like testing, logging, data access, and networking. As you go, you'll explore modern architectures like microservices and cloud data storage, along with practical matters like performance profiling, localization, and signing assemblies. What's Inside Choosing the right tools Testing, profiling, and debugging Interacting with web services Converting existing projects to .NET Core Creating and using NuGet packages About the Reader All examples are in C#. About the Author Dustin Metzgar is a seasoned developer and architect involved in numerous .NET Core projects. Dustin works for Microsoft. Table of Contents Why .NET Core? Building your first .NET Core applications How to build with .NET Core Unit testing with xUnit Working with relational databases Simplify data access with object-relational mappers Creating a microservice Debugging Performance and profiling Building world-ready applications Multiple frameworks and runtimes Preparing for release appendix A - Frameworks and runtimes appendix B - xUnit command-line options appendix C - What's in the .NET Standard Library? appendix D - NuGet cache locations

Grails is a full stack framework which aims to greatly simplify the task of building serious web applications for the JVM. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails 2 framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web.

Start building powerful apps that take advantage of the dynamic scripting capabilities of the Groovy language, including what's new in Groovy version 3.0. This book covers Groovy fundamentals, such as installing Groovy, using Groovy tools, and working with the Groovy Development Kit (GDK). You'll also learn more advanced aspects of Groovy, such as using Groovy design patterns, writing DSLs in Groovy, and taking advantage of Groovy's functional programming features. Also, Learning Groovy 3 has been updated to Groovy 3.0 to include the new Parrot parser which was extended to support additional syntax options and language features. It also includes coverage of Groovydoc, which allows you to embed Groovydoc comments in various ways. And, this book covers how Groovy supports Java type annotations and more. There is more to Groovy than the core language, so Learning Groovy 3, Second Edition covers the extended Groovy ecosystem. You'll see how to harness Gradle (Groovy's build system), Grails (Groovy's web application framework), Spock (Groovy's testing framework), and Ratpack

(Groovy's reactive web library). What You Will Learn Grasp Groovy fundamentals, including the GDK Master advanced Groovy, such as writing Groovy DSLs Discover functional programming in Groovy Work with GPar, the built-in concurrency library Use Gradle, the build system Master Grails, the web application framework Work with Spock, the testing framework Harness Ratpack, the reactive web library Who This Book Is For Those with a Java background, though anyone with basic programming skills can benefit from it. This book is a data-filled, yet easy-to-digest tour of the Groovy language and ecosystem.

Toward the end of the year 1920 the Government of the United States had practically completed the programme, adopted during the last months of President Winthrop's administration. The country was apparently tranquil. Everybody knows how the Tariff and Labour questions were settled. The war with Germany, incident on that country's seizure of the Samoan Islands, had left no visible scars upon the republic, and the temporary occupation of Norfolk by the invading army had been forgotten in the joy over repeated naval victories, and the subsequent ridiculous plight of General Von Gartenlaube's forces in the State of New Jersey. The Cuban and Hawaiian investments had paid one hundred per cent and the territory of Samoa was well worth its cost as a coaling station. The country was in a superb state of defence. Every coast city had been well supplied with land fortifications; the army under the parental eye of the General Staff, organized according to the Prussian system, had been increased to 300,000 men, with a territorial reserve of a million; and six magnificent squadrons of cruisers and battle-ships patrolled the six stations of the navigable seas, leaving a steam reserve amply fitted to control home waters. The gentlemen from the West had at last been constrained to acknowledge that a college for the training of diplomats was as necessary as law schools are for the training of barristers; consequently we were no longer represented abroad by incompetent patriots. The nation was prosperous; Chicago, for a moment paralyzed after a second great fire, had risen from its ruins, white and imperial, and more beautiful than the white city which had been built for its plaything in 1893. Everywhere good architecture was replacing bad, and even in New York, a sudden craving for decency had swept away a great portion of the existing horrors. Streets had been widened, properly paved and lighted, trees had been planted, squares laid out, elevated structures demolished and underground roads built to replace them. The new government buildings and barracks were fine bits of architecture, and the long system of stone quays which completely surrounded the island had been turned into parks which proved a god-send to the population. The subsidizing of the state theatre and state opera brought its own reward. The United States National Academy of Design was much like European institutions of the same kind. Nobody envied the Secretary of Fine Arts, either his cabinet position or his portfolio. The Secretary of Forestry and Game Preservation had a much easier time, thanks to the new system of National Mounted Police. We had profited well by the latest treaties with France and England; the exclusion of foreign-born Jews as a measure of self-preservation, the settlement of the new independent negro state of Suanee, the checking of immigration, the new laws concerning naturalization, and the gradual centralization of power in the executive all contributed to national calm and prosperity. When the Government solved the Indian problem and squadrons of Indian cavalry scouts in native costume were substituted for the pitiable organizations tacked on to the tail of skeletonized regiments by a former Secretary of War, the nation drew a long sigh of relief. When, after the colossal Congress of Religions, bigotry and intolerance were laid in their graves and kindness and charity began to draw warring sects together, many thought the millennium had arrived, at least in the new world which after all is a world by itself.

Groovy and Grails Recipes is the busy developer's guide to developing applications in Groovy and Grails. Rather than boring you with theoretical knowledge of “yet another language/framework,” this book delves straight into solving real-life problems in Groovy and Grails using easy-to-understand, well-explained code snippets. Through learning by example, you will be able to pick up on Groovy and Grails quickly and use the book as an essential reference when developing applications.

Streamline software development with Jenkins, the popular Java-based open source tool that has revolutionized the way teams think about Continuous Integration (CI). This complete guide shows you how to automate your build, integration, release, and deployment processes with Jenkins—and demonstrates how CI can save you time, money, and many headaches. Ideal for developers, software architects, and project managers, Jenkins: The Definitive Guide is both a CI tutorial and a comprehensive Jenkins reference. Through its wealth of best practices and real-world tips, you'll discover how easy it is to set up a CI service with Jenkins. Learn how to install, configure, and secure your Jenkins server Organize and monitor general-purpose build jobs Integrate automated tests to verify builds, and set up code quality reporting Establish effective team notification strategies and techniques Configure build pipelines, parameterized jobs, matrix builds, and other advanced jobs Manage a farm of Jenkins servers to run distributed builds Implement automated deployment and continuous delivery

Dig deeper into Grails architecture and discover how this application framework works its magic. Written by a core developer on the Grails team, this practical guide takes you behind the curtain to reveal the inner workings of its 2.0 feature set. You'll learn best practices for building and deploying Grails applications, including performance, security, scaling, tuning, debugging, and monitoring. Understand how Grails integrates with Groovy, Spring, Hibernate, and other JVM technologies, and learn how to create and use plugins to augment your application's functionality. Once you know how Grails adds behavior by convention, you can solve problems more easily and develop applications more intuitively. Write simpler, more powerful code with the Groovy language Manage persistence in Grails, using Hibernate or a NoSQL datastore Learn how Grails uses Spring's functionality and optional modules Discover how Hibernate handles details for storing and retrieving data Integrate technologies for messaging, mail, creating web services, and other JEE technologies Bypass convention and configure Grails manually Learn a general approach to upgrading applications and plugins Use Grails to develop and deploy IaaS and PaaS applications

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