

# Groovy Programming An Introduction For Java Developers

Programming languages that use the object-oriented approach have been around for quite a while now. Most of them use either a static or a dynamic type system. However, both types are very common in the industry. But, in spite of their common use in science and practice, only very few scientific studies have tried to evaluate the two type systems' usefulness in certain scenarios. There are arguments for both systems. For example, static type systems are said to aid the programmer in the prevention of type errors, and further, they provide documentation help for, there is an explicit need to annotate variables and methods with their respective types. This book describes a controlled experiment that was conducted to shed some light into the presented matter. Which of the type systems can live up to its promises? Is one of these better suited for a particular task? And which type system is the most supportive in a problem solving? The main hypothesis claims that a static type system is faster in a problem solving in use of an undocumented API. Thus, in the study, the participants need to solve different programming tasks in an undocumented API environment with the help of the static type system (Java), and the dynamic type system (Groovy). The author starts with a short introduction to the topic, the experimentation, and the motivation. Then, he describes a list of related works, and proceeds to the description of the experiment, its evaluation, and finally, the discussion of the results. This book should prove interesting reading for anyone who is interested in the mechanics that drive programmer productivity and performance that depend on the kind of technology used, as well as for anyone who might be interested in empirical research in software

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engineering, in general.

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.

This book follows a Cookbook style and is packed with intermediate and advanced level recipes. This book is for Java developers who have an interest in discovering new ways to quickly get the job done using a new language that shares many similarities with Java. The book's recipes start simple, therefore no previous Groovy experience is required to understand the code and the explanations accompanying the examples.

"This publication deals with Computer Science and models of Concurrency. It particularly emphasises on hardware/software co-design, and the understanding of concurrency that results from these systems. A range of papers on this topic have been included, from the formal modeling of buses in co-design systems through to software simulation and development environments. The book includes a contribution by Professor Sir Tony Hoare (FRS), the founding father of the theoretical basis upon which much of the work in this series is based. He shares new thoughts on fine-grained concurrency. Another important contribution is by Professor David May (FRS) on his new architecture for massively multicore processors, its underlying programming model and applications. The editors trust you will find this publication informative and inspirational."

Mathematical modeling can be a useful tool for researchers in

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the biological scientists. Yet in biological modeling there is no one modeling technique that is suitable for all problems. Instead, different problems call for different approaches. Furthermore, it can be helpful to analyze the same system using a variety of approaches, to be able to exploit the advantages and drawbacks of each. In practice, it is often unclear which modeling approaches will be most suitable for a particular biological question, a problem which requires researchers to know a reasonable amount about a number of techniques, rather than become experts on a single one. "Introduction to Modeling for Biosciences" addresses this issue by presenting a broad overview of the most important techniques used to model biological systems. In addition to providing an introduction into the use of a wide range of software tools and modeling environments, this helpful text/reference describes the constraints and difficulties that each modeling technique presents in practice, enabling the researcher to quickly determine which software package would be most useful for their particular problem. Topics and features: introduces a basic array of techniques to formulate models of biological systems, and to solve them; intersperses the text with exercises throughout the book; includes practical introductions to the Maxima computer algebra system, the PRISM model checker, and the Repast Symphony agent modeling environment; discusses agent-based models, stochastic modeling techniques, differential equations and Gillespie's stochastic simulation algorithm; contains appendices on Repast batch running, rules of differentiation and integration, Maxima and PRISM notation, and some additional mathematical concepts; supplies source code for many of the example models discussed, at the associated website <http://www.cs.kent.ac.uk/imb/>. This unique and practical guide leads the novice modeler through realistic and concrete modeling projects, highlighting and commenting on

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the process of abstracting the real system into a model. Students and active researchers in the biosciences will also benefit from the discussions of the high-quality, tried-and-tested modeling tools described in the book. Dr. David J. Barnes is a lecturer in computer science at the University of Kent, UK, with a strong background in the teaching of programming. Dr. Dominique Chu is a lecturer in computer science at the University of Kent, UK. He is an internationally recognized expert in agent-based modeling, and has also in-depth research experience in stochastic and differential equation based modeling.

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, Grails and Griffon* is the first introductory book on the Groovy language and its primary web framework, Grails. Griffon is also covered. While Grails is the Web framework for building Groovy Web applications, Griffon is the desktop framework for building desktop Groovy applications. Could Groovy be the new Java? It's light, fast and free (open source). This book gets you started with Groovy, Grails and Griffon, 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.

In *Pro JavaFX 8* expert authors show you how to use the

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JavaFX platform to create rich-client Java applications. You'll discover how you can use this powerful Java-based UI platform, which is capable of handling large-scale data-driven business applications for PC as well as now mobile and embedded devices. Covering the JavaFX API, development tools, and best practices, this book provides code examples that explore the exciting new features provided with JavaFX 8 which comes as part of Oracle's new Java (SE) 8 release. This book also contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation. After reading and using this book, you'll have the authoritative knowledge that should give you an edge in your next JavaFX-based application projects for your job or your clients.

Groovy Programming An Introduction for Java Developers Elsevier

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...

Scala is a highly expressive, concise and scalable language. It is also the most prominent method of the new and exciting methodology known as object-functional programming. In this book, the authors show

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how Scala grows to the needs of the programmer, whether professional or hobbyist. They teach Scala with a step-by-step approach and explain how to exploit the full power of the industry-proven JVM technology. Readers can then dive into specially chosen design challenges and implementation problems, inspired by the trials of real-world software engineering. It also helps readers to embrace the power of static typing and automatic type inference. In addition, the book shows how to use the dual-object and functional-oriented natures combined at Scala's core, and so write code that is less 'boilerplate', giving a genuine increase in productivity.

In *Pro JavaFX 2: A Definitive Guide to Rich Clients with Java Technology*, Jim Weaver, Weiqi Gao, Stephen Chin, Dean Iverson, and Johan Vos show you how you can use the JavaFX platform to create rich-client Java applications. You'll see how JavaFX provides a powerful Java-based UI platform capable of handling large-scale data-driven business applications. Covering the JavaFX API, development tools, and best practices, this book provides code examples that explore the exciting new features provided with JavaFX 2. It contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation. Written in an engaging and friendly style, *Pro JavaFX 2* is an essential guide to JavaFX 2.

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

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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 Explore the Java Virtual Machine with modern programming languages About This Book This guide provides in-depth coverage of the Java Virtual Machine and its features Filled with practical examples, this book will help you understand the core concepts of Java, Scala, Clojure, Kotlin, and Groovy Work with various programming paradigms and gain knowledge about imperative, object-oriented and functional programming Who This Book Is For This book is meant for programmers who are interested in the Java Virtual Machine (JVM) and want to learn more about the most

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popular programming languages that can be used for JVM development. Basic practical knowledge of a modern programming language that supports object-oriented programming (JavaScript, Python, C#, VB.NET, and C++) is assumed. What You Will Learn Gain practical information about the Java Virtual Machine Understand the popular JVM languages and the Java Class Library Get to know about various programming paradigms such as imperative, object-oriented, and functional Work with common JVM tools such as Eclipse IDE, Gradle, and Maven Explore frameworks such as SparkJava, Vert.x, Akka and JavaFX Boost your knowledge about dialects of other well-known programming languages that run on the JVM, including JavaScript, Python, and Ruby In Detail Anyone who knows software development knows about the Java Virtual Machine. The Java Virtual Machine is responsible for interpreting Java byte code and translating it into actions. In the beginning, Java was the only programming language used for the JVM. But increasing complexity of the language and the remarkable performance of the JVM created an opening for a new generation of programming languages. If you want to build a strong foundation with the Java Virtual Machine and get started with popular modern programming languages, then this book is for you. The book will begin with a general introduction of the JVM and its features, which are common to the JVM languages, helping you get abreast with its concepts. It will then dive into explaining languages such as Java, Scala, Clojure, Kotlin, and Groovy and will show how to work with each

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language, their features, use cases, and pros and cons. By writing example projects in those languages and focusing on each language's strong points, it will help you find the programming language that is most appropriate for your particular needs. By the end of the book, you will have written multiple programs that run on the Java Virtual Machine and know about the differences between the various languages. Style and approach This practical, example-filled guide will help you get started with the JVM and some of its most popular languages. Groovy Programming is an introduction to the Java-based scripting language Groovy. Groovy has much in common with popular scripting languages such as Perl, Python, and Ruby, but is written in a Java-like syntax. And, unlike these other languages, Groovy is sanctioned by the Java community for use on the Java platform. Since it is based on Java, applications written in Groovy can make full use of the Java Application Programmer Interfaces (APIs). This means Groovy can integrate seamlessly with applications written in Java, while avoiding the complexities of the full Java language. This bare-bones structure also means Groovy can be used as an introduction to Java and to programming in general. Its simpler constructions and modern origins make it ideal as a first language and for introducing principles such as object-oriented programming. This book introduces all the major aspects of Groovy development and emphasizes Groovy's potential as a learning tool. Case studies and exercises are included, along with numerous programming examples. The book begins assuming only a general familiarity with Java

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programming, and progresses to discuss advanced topics such as GUI builders, Groovlets, Unit Testing, and Groovy SQL. The first comprehensive book on Groovy programming that shows how writing applications and scripts for the Java platform is fast and easy. Written by leading software engineers and acclaimed computing instructors. Offers numerous programming examples, code samples, detailed case studies, exercises for self-study, and a companion website with a Windows-based Groovy editor.

Recommender systems have shown to be successful in many domains where information overload exists. This success has motivated research on how to deploy recommender systems in educational scenarios to facilitate access to a wide spectrum of information. Tackling open issues in their deployment is gaining importance as lifelong learning becomes a necessity of the current knowledge-based society. Although Educational Recommender Systems (ERS) share the same key objectives as recommenders for e-commerce applications, there are some particularities that should be considered before directly applying existing solutions from those applications. *Educational Recommender Systems and Technologies: Practices and Challenges* aims to provide a comprehensive review of state-of-the-art practices for ERS, as well as the challenges to achieve their actual deployment. Discussing such topics as the state-of-the-art of ERS, methodologies to develop ERS, and architectures to support the recommendation process, this book covers researchers interested in recommendation strategies for educational scenarios.

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and in evaluating the impact of recommendations in learning, as well as academics and practitioners in the area of technology enhanced learning.

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Master the principles to make applications robust, scalable and responsive About This Book Implement concurrent applications using the Java 9

Concurrency API and its new components Improve the performance of your applications and process more data at the same time, taking advantage of all of your resources Construct real-world examples related to machine learning, data mining, natural language processing, and more Who This Book Is

For This book is for competent Java developers who have basic understanding of concurrency, but knowledge of effective implementation of concurrent programs or usage of streams for making processes more efficient is not required What You Will Learn

Master the principles that every concurrent application must follow See how to parallelize a sequential algorithm to obtain better performance without data inconsistencies and deadlocks Get the most from the Java Concurrency API components Separate the thread management from the rest of the application with the Executor component Execute phased-based tasks in an efficient way with

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the Phaser components Solve problems using a parallelized version of the divide and conquer paradigm with the Fork / Join framework Find out how to use parallel Streams and Reactive Streams Implement the “map and reduce” and “map and collect” programming models Control the concurrent data structures and synchronization mechanisms provided by the Java Concurrency API Implement efficient solutions for some actual problems such as data mining, machine learning, and more In Detail Concurrency programming allows several large tasks to be divided into smaller sub-tasks, which are further processed as individual tasks that run in parallel. Java 9 includes a comprehensive API with lots of ready-to-use components for easily implementing powerful concurrency applications, but with high flexibility so you can adapt these components to your needs. The book starts with a full description of the design principles of concurrent applications and explains how to parallelize a sequential algorithm. You will then be introduced to Threads and Runnables, which are an integral part of Java 9's concurrency API. You will see how to use all the components of the Java concurrency API, from the basics to the most advanced techniques, and will implement them in powerful real-world concurrency applications. The book ends with a detailed description of the tools and techniques you can use to test a concurrent Java application, along

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with a brief insight into other concurrency mechanisms in JVM. Style and approach This is a complete guide that implements real-world examples of algorithms related to machine learning, data mining, and natural language processing in client/server environments. All the examples are explained using a step-by-step approach.

Get up and running fast with the basics of programming using Java as an example language. This short book gets you thinking like a programmer in an easy and entertaining way. Modern Programming Made Easy teaches you basic coding principles, including working with lists, sets, arrays, and maps; coding in the object-oriented style; and writing a web application. This book is largely language agnostic, but mainly covers the latest appropriate and relevant release of Java, with some updated references to Groovy, Scala, and JavaScript to give you a broad range of examples to consider.

You will get a taste of what modern programming has to offer and set yourself up for further study and growth in your chosen language. What You'll Learn Write code using the functional programming style Build your code using the latest releases of Java, Groovy, and more Test your code Read and write from files Design user interfaces Deploy your app in the cloud Who This Book Is For Anyone who wants to learn how to code. Whether you're a student, a teacher, looking for a career change, or just a

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hobbyist, this book is made for you.

"If you want to build a strong foundation with the Java Virtual Machine and get started with popular modern programming languages, then this video is for you. The video will begin with a general introduction of the JVM and its features, which are common to the JVM languages, helping you get abreast with its concepts. It will then dive into explaining languages such as Clojure, Kotlin, and Groovy and will show how to work with each language, their features, use cases, and pros and cons. By writing example projects in those languages and focusing on each languages strong points, it will help you find the programming language that is most appropriate for your particular needs."--Resource description page.

Get out that dusty Abba album and break out your Disco shoes, because you're headed towards a retro cereal box full of fun. Whether you're an old-timer who longs for the days of your childhood, or even a brand new collector of General Mills Monster Cereal premiums, this book is sure to please. Filled with over 250 pictures, 45 collectible types, and even a price guide which covers the last ten years worth of auction prices, this is the guide you've been waiting for.

Extend and enhance your Java applications with domain-specific scripting in Groovy About This Book Build domain-specific mini languages in Groovy that

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integrate seamlessly with your Java apps with this hands-on guide Increase stakeholder participation in the development process with domain-specific scripting in Groovy Get up to speed with the newest features in Groovy using this second edition and integrate Groovy-based DSLs into your existing Java applications. Who This Book Is For 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. This 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. What You Will Learn Familiarize yourself with Groovy scripting and work with Groovy closures Use the meta-programming features in Groovy to build mini languages Employ Groovy mark-up and builders to simplify application development Familiarize yourself with Groovy mark-up and build your own Groovy builders Build effective DSLs with operator overloading, command chains, builders, and a host of other Groovy language features Integrate Groovy with your Java and JVM based applications In Detail The times when developing on the JVM meant you were a Java programmer have long passed. The JVM is now firmly established as a polyglot

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development environment with many projects opting for alternative development languages to Java such as Groovy, Scala, Clojure, and JRuby. In this pantheon of development languages, Groovy stands out for its excellent DSL enabling features which allows it to be manipulated to produce mini languages that are tailored to a project's needs. A comprehensive tutorial on designing and developing mini Groovy based Domain Specific Languages, this book will guide you through the development of several mini DSLs that will help you gain all the skills needed to develop your own Groovy based DSLs with confidence and ease. Starting with the bare basics, this book will focus on how Groovy can be used to construct domain specific mini languages, and will go through the more complex meta-programming features of Groovy, including using the Abstract Syntax Tree (AST). Practical examples are used throughout this book to de-mystify these seemingly complex language features and to show how they can be used to create simple and elegant DSLs. Packed with examples, including several fully worked DSLs, this book will serve as a springboard for developing your own DSLs. Style and approach This book is a hands-on guide that will walk you through examples for building DSLs with Groovy rather than just talking about "metaprogramming with Groovy". The examples in this book have been designed to help you gain a good working

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knowledge of the techniques involved and apply these to producing your own Groovy based DSLs. Groovy Science paints a decidedly different picture of the sixties counterculture by uncovering an unabashed embrace of certain kinds of science and technology. While many rejected science and technology that struck them as hulking, depersonalized, or militarized, theirs was a rejection of Cold War-era missiles and mainframes, not science and technology per se. We see in these pages the long-running annual workshops on quantum physics at the Esalen Institute in Big Sur, California; aerospace engineers turning their knowledge of high-tech materials to the short board revolution in surfing; Timothy Leary's championing of space colonization as the ultimate high; and midwives redirecting their medical knowledge to launch a home-birth movement. Groovy Science gathers intriguing examples like these from across the physical, biological, and social sciences and charts commonalities across these many domains, highlighting shared trends and themes during one of the most colorful periods of recent American history. The result reveals a much more diverse picture of how Americans sought and found alternative forms of science that resonated with their social and political goals."

This book is a one time reference and a solid introduction, written from the programmer's point of

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view that contains hundreds of examples covering every aspect of Java 6. It helps you master the entire spectrum of Java 6 from Generics to Security enhancements; from new applet deployment enhancements to Networking; from Servlets to XML; from Sound and Animation to database handling; from Java Naming from Internationalization to Dynamic Scripting and Groovy and much more. Java Closures and Lambda introduces you to significant new changes to the Java language coming out of what is termed Project Lambda. These new changes make their debut in Java 8, and their highlight is the long-awaited support for lambda expressions in the Java language. You'll learn to write lambda expressions and use them to create functional interfaces and default methods for evolving APIs, among many other uses. The changes in Java 8 are significant. Syntax and usage of the language are changed considerably with the introduction of closures and lambda expressions. This book takes you through these important changes from introduction to mastery. Through a set of clear examples, you'll learn to refactor existing code to take advantage of the new language features. You'll learn what those features can do for you, and when they are best applied. You'll learn to design and write new code having these important new features in mind from the very beginning. Clearly explains the fantastic benefits resulting from

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Project Lambda Explains the syntax and IDE support for the new features Shows how to streamline your code by bringing some of the benefits of functional programming to the Java language Illustrates parallelism in closures through Stream and Spliterator objects Explains API evolution by adding methods to existing interfaces without breaking existing interface implementations, a technique addressing potential multiple inheritance issues It's all too beautiful! From Woodstock to "The Banana Splits," from "Sgt. Pepper" to "H.R. Pufnstuf," from Altamont to "The Partridge Family," GROOVY is a far-out trip to the era of lava lamps and love beads. This profusely illustrated hardcover book, in psychedelic color, features interviews with icons of grooviness such as Peter Max, Brian Wilson, Peter Fonda, Melanie, David Cassidy, members of the Jefferson Airplane, Cream, the Doors, the Cowsills and Vanilla Fudge; and cast members of groovy TV shows like "The Monkees," "Laugh-In" and "The Brady Bunch." GROOVY revisits the era's rock festivals, movies, art—even comics and cartoons, from the 1968 'mod' Wonder Woman to R. Crumb. A color-saturated pop-culture history written and designed by Mark Voger (author of the acclaimed book MONSTER MASH), GROOVY is one trip that doesn't require dangerous chemicals! This accessible text presents a detailed introduction to the use of a wide range of software tools and

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modeling environments for use in the biosciences, as well as the fundamental mathematical background. The practical constraints presented by each modeling technique are described in detail, enabling the researcher to determine which software package would be most useful for a particular problem. Features: introduces a basic array of techniques to formulate models of biological systems, and to solve them; discusses agent-based models, stochastic modeling techniques, differential equations, spatial simulations, and Gillespie's stochastic simulation algorithm; provides exercises; describes such useful tools as the Maxima algebra system, the PRISM model checker, and the modeling environments Repast Symphony and Smoldyn; contains appendices on rules of differentiation and integration, Maxima and PRISM notation, and some additional mathematical concepts; offers supplementary material at an associated website.

IBM® CICS® Transaction Server Feature Pack for Dynamic Scripting embeds and integrates technology from WebSphere® sMash into the CICS TS V4.1 run time, helping to reduce the time and cost of CICS application development. The Feature Pack provides a robust, managed environment for a wide range of situational applications allowing PHP and Groovy developers to create reports, dashboards, and widgets, and integrate CICS assets

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into mash-ups, and much more. The CICS Dynamic Scripting Feature Pack combines the benefits of scripted, Web 2.0 applications with easy and secure access to CICS application and data resources. The Feature Pack includes a PHP 5.2 run time implemented in Java™ and with Groovy language support, support for native Java code and access to many additional libraries and connectors to enhance the development and user experience of rich Internet applications. Access to CICS resources is achieved by using the JCICS APIs. In this IBM Redbooks® publication, we introduce the Dynamic Scripting Feature Pack, show how to install and customize it, and provide examples for using it.

JavaFX 2.0: Introduction by Example provides a quick start to programming the JavaFX 2.0 platform. JavaFX 2.0 provides a rich set of APIs for use in creating graphically exciting client applications written solely in Java. You get a large set of customizable components that can be skinned using CSS techniques that you already know from doing web development. The platform even includes a web rendering engine enabling you to mix HTML content into your applications. Hardware acceleration means that your applications are fast and snappy, taking full advantage of modern graphics processing support at the hardware level. JavaFX 2.0 opens the door to business applications that look good, are fun to use, that take advantage of the medium to present data of

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all types—text, audio, video, etc.—in ways that engage the user and lead to increased productivity. Getting started with JavaFX 2.0 is surprisingly easy. You already have the Java skills. Very likely you know enough of CSS to get by. All that's left is to get a leg up on the API, and that's where JavaFX 2.0:

Introduction by Example can help. In this short book, author Carl Dea takes you through a series of engaging, fun-to-work examples that bring you up to speed with the major facets of the platform. Begin with the fundamentals of installing the software and creating a simple interface. Move in progressive steps through the process of developing a working dialog box for an application. Then let the fun begin as you explore images and animations, audio and video, and finally learn to embed JavaFX

applications in a web page as well as embedding HTML5 content within an application. At the end of this book you'll have a good grasp of what JavaFX is all about, and you'll be ready to begin your journey towards mastery of the platform. Entirely example-based Focused on practical applications Full of working code for you to adapt and extend mathematicians, computer scientists, and engineers in their every-day business. In total, 37 papers were submitted to AISC.

The capability to design quality software and implement modern information systems is at the core of economic growth in the 21st century. This book

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aims to review and analyze software engineering technologies, focusing on the evolution of design and implementation platforms as well as on novel computer systems.

Readers can discover all the foul facts about the GROOVY GREEKS, including why girls ran about naked pretending to be bears, who had the world's first flushing toilet and why dedicated doctors tasted their patients' ear wax! With a bold new look, these bestselling titles are sure to be a huge hit with yet another generation of Terry Deary fans.

Modern computing systems work when all components are correct by design and can be combined to achieve scalability. This publication offers refereed papers covering various aspects such as: system design and implementation; tools (concurrent programming languages, libraries, and run-time kernels); and, formal methods and applications.

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

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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.

Most developers would agree that writing automated tests is a good idea, but writing good, well-structured tests is still an elusive skill for many. For Java and Groovy developers, however, there's good news. This practical guide shows you how to write concise and highly readable tests with Spock, the most innovative testing and specification framework for the JVM since JUnit. Author Rob Fletcher takes you from Spock basics to advanced topics, using fully worked integration examples. Through the course of this book, you'll build a simple web application—Squawker—that allows users to post short messages. You'll discover how much easier it is to write automated tests with Spock's straightforward and expressive language. Start by learning how to write simple unit tests Understand the lifecycle of Spock specifications and feature methods Dive into interaction testing, using Spock's intuitive syntax for dealing with mocks and stubs Learn about parameterized tests—writing feature methods that run for multiple sets of data Move into advanced topics, such as writing idiomatic Spock code and driving parameterized tests with file or database input Learn how everything works together in a standalone, fully-worked, test-driven

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development example

This book contains a selection of articles from The 2014 World Conference on Information Systems and Technologies (WorldCIST'14), held between the 15th and 18th of April in Funchal, Madeira, Portugal, a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges of modern Information Systems and Technologies research, technological development and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Intelligent and Decision Support Systems; Software Systems, Architectures, Applications and Tools; Computer Networks, Mobility and Pervasive Systems; Radar Technologies; Human-Computer Interaction; Health Informatics and Information Technologies in Education.

This book is for Elasticsearch users who want to extend their knowledge and develop new skills. Prior knowledge of the Query DSL and data indexing is expected.

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