The Pi4j Project Home

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For too long, developers have worked on disorganized application projects, where
every part seemed to have its own build system, and no common repository existed for
information about the state of the project. Now there's help. The long-awaited official
documentation to Maven is here. Written by Maven creator Jason Van Zyl and his team
at Sonatype, Maven: The Definitive Guide clearly explains how this tool can bring order
to your software development projects. Maven is largely replacing Ant as the build tool
of choice for large open source Java projects because, unlike Ant, Maven is also a
project management tool that can run reports, generate a project website, and facilitate
communication among members of a working team. To use Maven, everything you
need to know is in this guide. The first part demonstrates the tool's capabilities through
the development, from ideation to deployment, of several sample applications -- a
simple software development project, a simple web application, a multi-module project,
and a multi-module enterprise project. The second part offers a complete reference
guide that includes: The POM and Project Relationships The Build Lifecycle Plugins
Project website generation Advanced site generation Reporting Properties Build
Profiles The Maven Repository Team Collaboration Writing Plugins IDEs such as
Eclipse, IntelliJ, ands NetBeans Using and creating assemblies Developing with Maven
Archetypes Several sources for Maven have appeared online for some time, but
nothing served as an introduction and comprehensive reference guide to this tool --
until now. Maven: The Definitive Guide is the ideal book to help you manage
development projects for software, web applications, and enterprise applications. And it
comes straight from the source.
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels
and Topic Centers. InfoWorld also celebrates people, companies, and projects.
A tutorial exploring Web page development includes lessons on using Claris Home
Page 2.0 Lite to create a Web site without HTML, customizing graphics, and adding
animation and Java applets to personal Web pages
Use Raspberry Pi with Java to create innovative devices that power the internet of
things! Raspberry Pi with Java: Programming the Internet of Things (IoT) fills an
important gap in knowledge between seasoned Java developers and embedded-
hardware gurus, taking a project-based approach to skills development from which both
hobbyists and professionals can learn. By starting with simple projects based on open-
source libraries such as Pi4J, hobbyists can get immediate results without a significant
investment in time or hardware. Later projects target simplified industrial use cases
where professionals can start to apply their skills to practical problems in the fields of
home automation, healthcare, and robotics. This progression prepares you to be an
active participant in the IoT revolution that is reshaping our lives. For the hobbyist:
Hardware used in projects is affordable and easily accessible Follows a project-based
learning approach with a gradual learning curve Projects are based on open-source
code repositories with commercial friendly licenses For the professional computer
engineer: Uses an industry-standard platform that allows for high performance, secure,
production-ready applications Introduces Java SE Embedded for large devices and

Java ME Embedded for small devices Code is portable to a wide variety of ARM and MIPS based platforms Provides practical skill development with advanced projects in the fields of home automation, healthcare, and robotics

OpenSolaris is a rapidly evolving operating system with roots in Solaris 10, suitable for deployment on laptops, desktop workstations, storage appliances, and data center servers from the smallest single–purpose systems to the largest enterprise–class systems. The growing OpenSolaris community now has hundreds of thousands of participants and users in government agencies, commercial businesses, and universities, with more than 100 user groups around the world contributing to the use and advancement of OpenSolaris. New releases of OpenSolaris become available every six months, with contributions from both Sun engineers and OpenSolaris community members; this book covers the OpenSolaris 2008.11 release. Pro OpenSolaris was written to demonstrate that you can host your open source applications and solutions on OpenSolaris, taking advantage of its advanced features such as containers and other forms of virtualization, the ZFS file system, and DTrace. It's assumed that you are already fairly knowledgeable about developing on Linux systems, so the authors give an overview of the similarities and differences between Linux and OpenSolaris, and then present details on how to use the Service Management Facility (SMF), ZFS, zones, and even a bit of DTrace. They also provide pointers to the many project communities associated with new OpenSolaris features. Special focus is given to web development using familiar applications such as Apache, Tomcat, and MySQL, along with the NetBeans IDE, and showing you how to exploit some of OpenSolaris's unique technologies.

Build microservices-based enterprise applications with the latest version of Java EE Key Features Create microservices in Spring and deploy them with Docker and Mesos Examine a number of real-world use cases and hands-on code examples Develop distributed applications based on microservices architecture Book Description Cloud-based applications have been increasingly in demand, and this has caused a shift from monolithic to microservice applications. With the help of Java EE 8 Microservices, you'll get to grips with the components of Java EE 8 and understand how they are used to implement microservices. This book explains how a monolithic application is transformed into a microservice application, then helps you connect it in a traditional way and use advanced approaches for asynchronous communication. Once you have learned the basics, you'll explore advanced topics to make your microservices robust, scalable, and secure. Microservices form distributed applications, and by the end of this book you'll have discovered how to develop, pack, ship, and support distributed applications using Java EE. What you will learn Build microservices from the ground up with Java EE 8 Implement and deploy microservices with Spring Boot Develop reactive pipelines for asynchronous communication Use caching mechanisms and JSON Web Token (JWT) to create scalable and secure microservices Empower microservices with the Micro Profile effort and implement health checks, fault tolerance, and monitoring mechanisms Use containers to build and deploy microservices Create contract-first documentation with Swagger and API Blueprint Who this book is for Java EE 8 Microservices is for Java EE developers keen to build microservice-based enterprise applications.

How to use UML to model Enterprise JavaBeans, Swing components, CORBA, and other

popular technologies Enterprise Java with UML is the first comprehensive guide on using UML (Unified Modeling Language) to model Java applications. Written by three well-known members of the UML and Java community, the book presents strategies for developing enterprise systems using Java and related technologies -- XML, Servlets, Enterprise JavaBeans, Swing Components, CORBA, RMI, and others. The authors explain how UML is used as a modeling tool for object-oriented computer systems in the real world, break down common situations that development teams encounter, and discuss the tradeoffs of using different technologies in different combinations. They also explore different products, looking closely at their strengths and weaknesses. Four in-depth studies complete the presentation, showing readers how to make the right decision for their project through examples of both successes and failures.

A complete guide to build robust and scalable web applications with Spring and Angular. About This Book This hands on guide will teach you how to build an end-to-end modern web application using Spring and Angular. It is easy to read and will benefit Java developers who have been used to develop the back-end part of web application while front-end (UI) has been left for UI developers. Learn the core aspects involved in developing the backend and the UI, right from designing to integrating and deploying. Who This Book Is For This book is targeted towards Java Web Developers with a basic knowledge of Spring who want to build complete web applications in a fast and effective way. They will want to gain a stronghold on both frontend and backend development to advance in their careers. What You Will Learn Set up development environment for Spring Web App and Angular app. Process web request and response and build REST API endpoints. Create data access components using Spring Web MVC framework and Hibernate Use Junit 5 to test your application Learn the fundamental concepts around building Angular Configure and use Routes and Components. Protect Angular app content from common web vulnerabilities and attacks. Integrate Angular apps with Spring Boot Web API endpoints Deploy the web application based on CI and CD using Jenkins and Docker containers In Detail Spring is the most popular application development framework being adopted by millions of developers around the world to create high performing, easily testable, reusable code. Its lightweight nature and extensibility helps you write robust and highly-scalable server-side web applications. Coupled with the power and efficiency of Angular, creating web applications has never been easier. If you want build end-to-end modern web application using Spring and Angular, then this book is for you. The book directly heads to show you how to create the backend with Spring, showing you how to configure the Spring MVC and handle Web requests. It will take you through the key aspects such as building REST API endpoints, using Hibernate, working with Junit 5 etc. Once you have secured and tested the backend, we will go ahead and start working on the front end with Angular. You will learn about fundamentals of Angular and Typescript and create an SPA using components, routing etc. Finally, you will see how to integrate both the applications with REST protocol and deploy the application using tools such as Jenkins and Docker. Style and approach This is a straightforward guide that shows how to build a complete web application in Angular and Spring.

The Java Module System, aka "Project Jigsaw", gives Java developers the ability to define and enforce modularity without an outside framework. In The Java Module System, readers will learn how the module system improves reliability and maintainability and can be used to reduce tight coupling of system components. They then discover how to build, compile, and run their own fully modular applications with best practices and expert techniques. Along the way, readers will also explore Java 9's compatibility challenges and how to migrate their application to the module system. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Covers today's most important aspects of Java development.

This book describes the landscape of cloud computing from first principles, leading the reader step-by-step through the process of building and configuring a cloud environment. The book not only considers the technologies for designing and creating cloud computing platforms, but also the business models and frameworks in real-world implementation of cloud platforms. Emphasis is placed on "learning by doing," and readers are encouraged to experiment with a range of different tools and approaches. Topics and features: includes review questions, hands-on exercises, study activities and discussion topics throughout the text; demonstrates the approaches used to build cloud computing infrastructures; reviews the social, economic, and political aspects of the on-going growth in cloud computing use; discusses legal and security concerns in cloud computing; examines techniques for the appraisal of financial investment into cloud computing; identifies areas for further research within this rapidly-moving field. This 16th International Conference on Information Technology - New Generations (ITNG), continues an annual event focusing on state of the art technologies pertaining to digital information and communications. The applications of advanced information technology to such domains as astronomy, biology, education, geosciences, security and health care are among topics of relevance to ITNG. Visionary ideas, theoretical and experimental results, as well as prototypes, designs, and tools that help the information readily flow to the user are of special interest. Machine Learning, Robotics, High Performance Computing, and Innovative Methods of Computing are examples of related topics. The conference features keynote speakers, the best student award, poster award, service award, a technical open panel, and workshops/exhibits from industry, government and academia. For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce. Learn the art of building enticing projects by unleashing the potential of Raspberry Pi 3 using Java About This Book Explore the small yet powerful mini computer in order to run java applications Leverage Java libraries to build exciting projects on home automation, IoT, and Robotics by leveraging Java libraries Get acquainted with connecting electronic sensors to your Raspberry Pi 3 using Java APIs. Who This Book Is For The book is aimed at Java programmers who are eager to get their hands-on Raspberry Pi and build interesting projects using java. They have a very basic knowledge of Raspberry Pi. What You Will Learn Use presence detection using the integrated bluetooth chip Automatic light switch using presence detection Use a centralized IoT service to publish data using RPC Control a robot by driving motors using PWM Create a small web service capable of performing actions on the Raspberry Pi and supply readings Image capture using Java together with the OpenCV framework In Detail Raspberry Pi is a small, low cost and yet very powerful development platform. It is used to interact with attached electronics by the use of it's GPIO pins for multiple use cases, mainly Home Automation and Robotics. Our book is a project-based guide that will show you how to utilize the Raspberry Pi's GPIO with Java and how you can leverage this utilization with your knowledge of Java. You will start with installing and setting up the necessary hardware to create a seamless development platform. You will then straightaway start by building a project that will utilize light for presence detection. Next, you will program the application, capable of handling real time data using MQTT and utilize RPC to publish data to adafruit.io. Further, you will build a wireless robot on top of the zuma chassis with the Raspberry Pi as the main controller. Lastly, you will end the book with advanced projects that will help you to create a multi-purpose IoT controller along with building a security camera that will perform image capture and recognize faces with the help of notifications. By the end of the book, you will be able to build your own real world usable projects not limited to Home

Automation, IoT and/or Robotics utilizing logic, user and web interfaces. Style and approach The book will contain projects that ensure a java programmer gets started with building interesting projects using the small yet powerful Raspberry Pi 3. We will start with brushing up your Raspberry Pi skills followed by building 5-6 projects

The new third edition of this highly regarded introduction to Java networking programming has been thoroughly revised to cover all of the 100+ significant updates to Java Developers Kit (JDK) 1.5. It is a clear, complete introduction to developing network programs (both applets and applications) using Java, covering everything from networking fundamentals to remote method invocation (RMI).Java Network Programming, 3rd Edition includes chapters on TCP and UDP sockets, multicasting protocol and content handlers, servlets, multithreaded network programming, I/O, HTML parsing and display, the Java Mail API, and the Java Secure Sockets Extension. There's also significant information on the New I/O API that was developed in large part because of the needs of network programmers.This invaluable book is a complete, single source guide to writing sophisticated network applications. Packed with useful examples, it is the essential resource for any serious Java developer.

Professional Java Tools for Extreme Programming is a practical, code-intensive guide to the tools that Enterprise Java developers need when using Extreme Programming (XP) methods. It covers the key tools used to automate the most complex parts of the XP process: application integration, testing, and deployment.

The International Conference on Intelligent Computing (ICIC) was formed to p- vide an annual forum dedicated to the emerging and challenging topics in artificial intelligence, machine learning, bioinformatics, and computational biology, etc. It aims to bring together researchers and practitioners from both academia and ind- try to share ideas, problems and solutions related to the multifaceted aspects of intelligent computing. ICIC 2008, held in Shanghai, China, September 15–18, 2008, constituted the 4th International Conference on Intelligent Computing. It built upon the success of ICIC 2007, ICIC 2006 and ICIC 2005 held in Qingdao, Kunming and Hefei, China, 2007, 2006 and 2005, respectively. This year, the conference concentrated mainly on the theories and methodologies as well as the emerging applications of intelligent computing. Its aim was to unify the picture of contemporary intelligent computing techniques as an integral concept that highlights the trends in advanced computational intelligence and bridges theoretical research with applications. Therefore, the theme for this conference was "Emerging Intelligent Computing Technology and Applications". Papers focusing on this theme were solicited, addressing theories, methodologies, and applications in science and technology.

Java For Artists: The Art, Philosophy, and Science of Object-Oriented Programming is a Java programming language text/tradebook that targets beginner and intermediate Java programmers.

Containing 101 fun, interesting, and useful ways to get more out of Java, this title targets developers and system architects who have some basic Java knowledge but may not be familiar with the wide range of libraries available.

& • Everything Java developers need to start building J2EE applications using WebSphere Tools for the WebSphere Application Server & & • Hands-on techniques and case studies: servlets, JSP, EJB, IBM VisualAge for Java, and more & & • Written by IBM insiders for IBM Press

Mainframe computers play a central role in the daily operations of many of the world's largest corporations, and batch processing is a fundamental part of the workloads that run on the mainframe. A large portion of the workload on IBM® z/OS® systems is processed in batch mode. Although several IBM Redbooks® publications discuss application modernization on the IBM z/OS platform, this book specifically addresses batch processing in detail. Many different technologies are available in a batch environment on z/OS systems. This book demonstrates

these technologies and shows how the z/OS system offers a sophisticated environment for batch. In this practical book, we discuss a variety of themes that are of importance for batch workloads on z/OS systems and offer examples that you can try on your own system. The audience for this book includes IT architects and application developers, with a focus on batch processing on the z/OS platform.

Raspberry Pi 3 Projects for Java ProgrammersPackt Publishing Ltd
???11?????????????????????1~6??????Hadoop???Hadoop????????????HDFS?????MapReduce?????Yarn????????????7~11??????????Zookeeper?Hadoop???Hbase?Hadoop????Hive?Hadoop????Flume?OTA?????????
??????????????????? ??????????Raspberry Pi?????????????????? ???Raspberry Pi(???)???????Maker??…????Amazon?????????????Raspberry Pi??? ??????????Raspberry Pi????Raspberry Pi 2????200????Raspberry Pi Zero????????????????????SD??? ???????????????GPIO(??????????)?????????????????????????????????????mp3????UPnp?DLNA?iOS??Airplay????????????Raspberry DropBox??????Arduino????? ??????Raspberry Pi??????????Raspberry Pi????????wyliodrin???????????????????????????wyliodrin?? ???Raspberry Pi?Windows 10???????(Windows 10 IoT Core)???????????? #???? GOTOP Information Inc.

This IBM Redbooks publication gives a broad understanding of a new 32-bit Java Virtual Machine (JVM) in IBM i5/OS. With the arrival of this new JVM, IBM System i platform now comfortably supports Java and WebSphere applications on a wide array of different server models: from entry size boxes to the huge enterprise systems. This book provides in-depth information about setting Java and IBM WebSphere environments with new 32-bit JVM, tuning its performance, and monitoring or troubleshooting its runtime with the new set of tools. Information in this book helps system architects, Java application developers, and system administrators in their work with 32-bit JVM in i5/OS. Important: Despite the fact that this book targets i5/OS implementation, most information in this book applies to all IBM server platforms, where the new 32-bit JVM is supported.

This book covers fundamentals of Object Oriented Programming with Java at both basic and advanced levels. Replete with numerous solved examples and practical problems, it offers a balanced treatment of theory and practice for developing desktop, enterprise, and web applications.

Apache Tomcat is the most popular open-source de-facto Java Web application server, standard for today's Web developers using JSP/Servlets. Apache Tomcat 7 covers details on installation and administration of Apache Tomcat 7. It explains key parts of the Tomcat architecture, and provides an introduction to Java Servlet and JSP APIs in the context of the Apache Tomcat server. In addition to basic concepts and administration tasks, Apache Tomcat 7 covers some of the most frequently used advanced features of Tomcat, including security, Apache web server integration, load balancing, and embedding Tomcat server in Java applications. Finally, through a practical primer, it shows how to integrate and use some of the most popular Java technologies with Apache Tomcat. In summary, Apache Tomcat 7 offers both novice and intermediate Apache Tomcat users a practical and comprehensive guide to this powerful software.

Need to move a relational database application to Hadoop? This comprehensive guide introduces you to Apache Hive, Hadoop's data warehouse infrastructure. You'll quickly learn how to use Hive's SQL dialect—HiveQL—to summarize, query, and analyze large datasets stored in Hadoop's distributed filesystem. This example-driven guide shows you how to set up and configure Hive in your environment, provides a detailed overview of Hadoop and

MapReduce, and demonstrates how Hive works within the Hadoop ecosystem. You'll also find real-world case studies that describe how companies have used Hive to solve unique problems involving petabytes of data. Use Hive to create, alter, and drop databases, tables, views, functions, and indexes Customize data formats and storage options, from files to external databases Load and extract data from tables—and use queries, grouping, filtering, joining, and other conventional query methods Gain best practices for creating user defined functions (UDFs) Learn Hive patterns you should use and anti-patterns you should avoid Integrate Hive with other data processing programs Use storage handlers for NoSQL databases and other datastores Learn the pros and cons of running Hive on Amazon's Elastic MapReduce PROGRAMMING HOME PROJECTS WITH JAVA teaches Java GUI (Graphical User Interface) programming concepts and provides detailed step-by-step instructions in building many fun and useful projects. To grasp the concepts presented in PROGRAMMING HOME PROJECTS WITH JAVA, you should possess a working knowledge of programming with Java and be acquainted with using the Swing control library. Our tutorial LEARN JAVA GUI APPLICATIONS can help you gain this needed exposure. PROGRAMMING HOME PROJECTS WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java GUI project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. The projects built include: Dual-Mode Stopwatch - Allows you to time tasks you may be doing. Consumer Loan Assistant - Helps you see just how much those credit cards will cost you. Flash Card Math Quiz - Lets you practice basic addition, subtraction, multiplication and division skills. Multiple Choice Exam - Quizzes a user on matching pairs of items, like countries/capitals, and words/meanings. Blackjack Card Game - Play the classic card game against the computer and learn why gambling is very risky. Weight Monitor - Track your weight each day and monitor your progress toward established goals. Home Inventory Manager - Helps you keep track of all your belongings - even includes photographs. Snowball Toss Game - Lets you throw snowballs at another player or against the computer. The tutorial includes over 850 pages of FULL-COLOR self-study notes. The Java source code and all needed multimedia files are available for download from the publisher's website: (www.KidwareSoftware.com) after book registration. PROGRAMMING HOME PROJECTS WITH JAVA requires a Microsoft Windows XP-SP2, Vista, or the Windows 7 operating system. You also need the Java Development Kit (a free download). This tutorial also uses JCreator(r) 5.0 as the IDE (Integrated Development Environment) for building and testing Java applications. "Programming Home Projects with Java guides students through building some fun, practical applications, while learning programming concepts and design flow. Students can extend and customize the project to make it their own, and share with friends - a great learning motivator " - Carly Orr, Computer Science Teacher, Vancouver B This is desktop application implemented in core java(swing)as a front end and database handled in mysql database server. using this application new java programmer can understands how to develop project and how it works. In this project we can insert new data into database,update existing data according to the need,search,delete,..etc operation very easily. It is 100% useful project for guidance in project developments. Learn the art of building enticing projects by unleashing the potential of Raspberry Pi 3 using JavaAbout This Book* Explore the small yet powerful mini computer in order to run java applications* Leverage Java libraries to build exciting projects on home automation, IoT, and Robotics by leveraging Java libraries* Get acquainted with connecting electronic sensors to your Raspberry Pi 3 using Java APIs.Who This Book Is ForThe book is aimed at Java programmers who are eager to get their hands-on Raspberry Pi and build interesting projects using java. They have a very basic knowledge of Raspberry Pi.What You Will Learn* Use presence detection using the integrated bluetooth chip* Automatic light switch using presence detection* Use a centralized IoT service to publish data using RPC* Control a robot by driving

motors using PWM* Create a small web service capable of performing actions on the Raspberry Pi and supply readings* Image capture using Java together with the OpenCV frameworkIn DetailRaspberry Pi is a small, low cost and yet very powerful development platform. It is used to interact with attached electronics by the use of it's GPIO pins for multiple use cases, mainly Home Automation and Robotics.Our book is a project-based guide that will show you how to utilize the Raspberry Pi's GPIO with Java and how you can leverage this utilization with your knowledge of Java. You will start with installing and setting up the necessary hardware to create a seamless development platform. You will then straightaway start by building a project that will utilize light for presence detection. Next, you will program the application, capable of handling real time data using MQTT and utilize RPC to publish data to adafruit.io. Further, you will build a wireless robot on top of the zuma chassis with the Raspberry Pi as the main controller. Lastly, you will end the book with advanced projects that will help you to create a multi-purpose IoT controller along with building a security camera that will perform image capture and recognize faces with the help of notifications.By the end of the book, you will be able to build your own real world usable projects not limited to Home Automation, IoT and/or Robotics utilizing logic, user and web interfaces.Style and approachThe book will contain projects that ensure a java programmer gets started with building interesting projects using the small yet powerful Raspberry Pi 3. We will start with brushing up your Raspberry Pi skills followed by building 5-6 projects

Explore the new way of building and maintaining test cases with Java test driven development (TDD) using JUnit 5. This book doesn't just talk about the new concepts, it shows you ways of applying them in TDD and Java 8 to continuously deliver code that excels in all metrics. Unit testing and test driven development have now become part of every developer's skill set. For Java developers, the most popular testing tool has been JUnit, and JUnit 5 is built using the latest features of Java. With Java Unit Testing with JUnit 5, you'll master these new features, including method parameters, extensions, assertions and assumptions, and dynamic tests. You'll also see how to write clean tests with less code. This book is a departure from using older practices and presents new ways of performing tests, building assertions, and injecting dependencies. What You Will Learn Write tests the JUnit 5 way Run your tests from within your IDE Integrate tests with your build and static analysis tools Migrate from JUnit 4 to JUnit 5 Who This Book Is For Java developers both with and without any prior unit testing experience. Discover all the new features and changes in Java 9, including module systems—JPMS or Project Jigsaw. This book covers the whole Java application development life cycle. You'll review all the important concepts, including module descriptor, unnamed module, automatic module, and command line tools. Exploring Java 9 also serves as a practical guide for migration to module systems. Code samples from real-world scenarios solidify a foundation for learning and development and allow you to apply best practices in actual development. Additionally, you'll learn about concurrency, ECMAScript 6 features in Nashorn and Parser API, stack-walking API, Stream and Optional, utilities classes, and I/O. And it's now possible to build modularized applications in Java. You'll see how JPMS affects not only the JDK itself, but also applications that are developed upon it. What You'll Learn • Build modularized applications in Java • Migrate to module systems • Master enhanced method handles Who This Book Is ForJava developers with basic development skills

The official Eclipse Series programmer's guide to integrating and extending BIRT, by its creators at Actuate: fully updated for BIRT 2.6 • •Shows how to develop custom reports in Java using BIRT's APIs. •Fully explains all org.eclipse.birt package classes. •The complete programmer and reporting professional's companion to THE BIRT Field Guide: the definitive technical resource for a worldwide community of users that has downloaded 10 million copies of BIRT. The second of a two-book series on business intelligence and reporting technology, Integrating and Extending BIRT, Third Edition thoroughly introduces BIRT 2.6's architecture,

reporting framework, and most powerful improvements. The authors - all members of BIRT's extended development team at Actuate - demonstrate how to create powerful customized reports using scripting and the latest BIRT APIs. Then, using many downloadable code examples, they also demonstrate how to extend the BIRT Framework with new plug-ins built using the Eclipse Plug-in Development Environment. Writing for programmers and experienced report developers, they cover all facets of BIRT integration and extensibility, including: • •Deploying BIRT reports to an application server. •Understanding BIRT architecture. •Utilizing scripting in BIRT report designs. •Making the most of the org.eclipse.birt package classes. •Integrating BIRT functionality into applications. •Working with the BIRT Extension Framework

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