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Java EE Operator's Guide (Java EE 6 Edition) Preface Purpose of this Document This document introduces the environment builds and application operations for the development of Interstage Java EE 6 applications. This manual is intended for the following readers:

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When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You ' ll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API.

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Implementing SOA Using Java EE by B.V. Kumar, Prakash Narayan, and Tony Ng (Addison-Wesley Professional, 2010) This book provides step-by-step guidance on how to architect enterprise solutions and implement them using SOA and Java EE technologies. Beginning Java EE 6 Platform with GlassFish 3: From Novice to Professional by Antonio Goncalves (Apress, 2009) This book details the Java EE 6 specifications and reference implementations and uses GlassFish v3 to deploy and administer the code ...

~~Java Platform, Enterprise Edition (Java EE) | Oracle ...~~

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This handy guide provides an overview of Java Enterprise Edition 6 ' s main technologies and includes extensive, easy-to-understand code samples that demonstrate the platform ' s many improvements. You ' ll quickly understand how Java EE 6 simplifies the process of developing and deploying web and enterprise applications. Explore what ' s new in Java EE 6, including Contexts and Dependency Injection and the Java API for RESTful Web Services Discover how Java EE 6 features relate to design patterns in web and enterprise applications Get the specifications for making your application Java EE compliant Learn about revisions to Enterprise JavaBeans, JavaServer Faces, and other components Find out how Java EE 6 profiles change the platform ' s " one size fits all " approach Get started with Java EE 6 development and deployment, using NetBeans IDE and GlassFish

This handy guide provides an overview of Java Enterprise Edition 6's main technologies and includes extensive, easy-to-understand code samples that demonstrate the platform's many improvements. You'll quickly understand how Java EE 6 simplifies the process of developing and deploying web and enterprise applications. Explore what's new in Java EE 6, including Contexts and Dependency Injection and the Java API for RESTful Web Services Discover how Java EE 6 features relate to design patterns in web and enterprise applications Get the specifications for making your application Java EE compliant Learn about revisions to Enterprise JavaBeans, JavaServer Faces, and other components Find out how Java EE 6 profiles change the platform's one size fits all? approach Get started with Java EE 6 development and deployment, using NetBeans IDE and GlassFish.

Get up to speed on the principal technologies in the Java Platform, Enterprise Edition 7, and learn how the latest version embraces HTML5, focuses on higher productivity, and provides functionality to meet enterprise demands. Written by Arun Gupta, a key member of the Java EE team, this book provides a chapter-by-chapter survey of several Java EE 7 specifications, including WebSockets, Batch Processing, RESTful Web Services, and Java Message Service. You ' ll also get self-paced instructions for building an end-to-end application with many of the technologies described in the book, which will help you understand the design patterns vital to Java EE development. Understand the key components of the Java EE platform, with easy-to-understand explanations and extensive code samples Examine all the new components that have been added to Java EE 7 platform, such as WebSockets, JSON, Batch, and Concurrency Learn about RESTful Web Services, SOAP XML-based messaging protocol, and Java Message Service Explore Enterprise JavaBeans, Contexts and Dependency Injection, and the Java Persistence API Discover how different components were updated from Java EE 6 to Java EE 7

The Java EE 6 Tutorial: Advanced Topics, Fourth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 6 (Java EE 6). Written by members of the Java EE 6 documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide—which builds on the concepts introduced in The Java EE 6 Tutorial: Basic Concepts, Fourth Edition—contains advanced material, including detailed introductions to more complex platform features and instructions for using the latest version of the NetBeans IDE and the GlassFish Server, Open Source Edition. This book introduces the Java Message Service (JMS) API and Java EE Interceptors. It also describes advanced features of JavaServer Faces, Servlets, JAX-RS, Enterprise JavaBeans components, the Java Persistence API, Contexts and Dependency Injection for the Java EE Platform, web and enterprise application security, and Bean Validation. The book culminates with three new case studies that illustrate the use of multiple Java EE 6 APIs.

Any time you need quick answers for developing or debugging Java programs, this pocket guide is the ideal reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists fast—including Java 9 features such as modular source code and the new JShell interactive command-line REPL. It's a handy companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming. Get details on the Java SE platform, including development basics, memory management, concurrency, and generics. Use new features in Java 9, including modular source code and JShell. Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API. Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML).

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming. Get details on the Java SE platform, including development basics, memory management, concurrency, and generics. Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API. Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML).

This book guides you through the new features and enhancements in each of the technologies comprising the Java EE platform. It appeals to a large base of Java EE 6 programmers who are highly motivated to migrate to the newly-released, Java EE 7 platform.

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.

This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

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