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LEVY LOZANO

[Fourth International Conference on Intelligent Computing, ICIC 2008 Shanghai, China, September 15-18, 2008 Proceedings](#) Pearson Education
 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Building Web Apps with Spring 5 and Angular Springer Science & Business Media

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.

The Java Module System John Wiley & Sons

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, and 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.

[Java Cookbook](#) Apress

Summary Java's much-awaited "Project Jigsaw" is finally here! Java 11 includes a built-in modularity framework, and The Java Module System is your guide to discovering it. In this new book, you'll learn how the module system improves reliability and maintainability, and how it can be used to reduce tight coupling of system components. Foreword by Kevlin Henney. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. You'll find registration instructions inside the print book. About the Technology Packaging code into neat, well-defined units makes it easier to deliver safe and reliable applications. The Java Platform Module System is a language standard for creating these units. With modules, you can closely control how JARs interact and easily identify any missing dependencies at startup. This shift in design is so fundamental that starting with Java 9, all core Java APIs are distributed as modules, and libraries, frameworks, and applications will benefit from doing the same. About the Book The Java Module System is your in-depth guide to creating and using Java modules. With detailed examples and easy-to-understand diagrams, you'll learn the anatomy of a modular Java application. Along the way, you'll master best practices for designing with modules, debugging your modular app, and deploying to production. What's inside The anatomy of a modular Java app Building modules from source to JAR Migrating to modular Java Decoupling dependencies and refining APIs Handling reflection and versioning Customizing runtime images Updated for Java 11 About the Reader Perfect for developers with some Java experience. About the Author Nicolai Parlog is a developer, author, speaker, and trainer. His home is codefx.org. Table of Contents PART 1 - Hello, modules First piece of the puzzle Anatomy of a modular application Defining modules and their properties Building modules from source to JAR Running and debugging modular applications PART 2 - Adapting real-world projects Compatibility challenges when moving to Java 9 or later Recurring challenges when running on Java 9 or later Incremental modularization of existing projects Migration and modularization strategies PART 3 - Advanced module system features Using services to decouple modules Refining dependencies and APIs Reflection in a modular world Module versions: What's possible and what's not Customizing runtime images with Jlink Putting the pieces together

[Java Unit Testing with JUnit 5](#) "O'Reilly Media, Inc."

[Raspberry Pi 3 Projects for Java Programmers](#)

[Integrating and Extending BIRT](#) Packt Publishing Ltd

Covers today's most important aspects of Java development.

Learn the fundamentals of Java 11 programming by building industry grade practical projects, 2nd Edition Raspberry Pi 3 Projects for Java Programmers 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 its 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 Raspberry Pi with Java: Programming the Internet of Things (IoT) (Oracle Press)

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.

The Definitive Guide John Wiley & Sons

A new edition of this title is available, ISBN-10: 0137129394 ISBN-13: 9780137129393 Discover JBoss Seam: the Unified Framework for Simpler, More Powerful Web Development JBoss Seam integrates EJB 3.0 and JSF components under a unified framework that simplifies and accelerates Java EE web development. Now, JBoss Seam's project leader and technology evangelist take you inside this powerful new technology, showing exactly how to put it to work. Michael Yuan and Thomas Heute show how JBoss Seam enables you to create web applications that would have been difficult or impossible with previous Java frameworks. Through hands-on examples and a complete case study application, you'll learn how to leverage JBoss Seam's breakthrough state management capabilities; integrate business processes and rules; use AJAX with Seam; and deploy your application into production, one step at a time. Coverage includes How JBoss Seam builds on-and goes beyond-the Java EE platform • Using the "Stateful Framework": conversations, workspaces, concurrent conversations, and transactions • Integrating the web and data components: validation, clickable data tables, and bookmarkable web pages • Creating AJAX and custom UI components, enabling AJAX for existing JSF components, and JavaScript

integration via Seam Remoting • Managing business processes, defining stateful pageflows, and implementing rule-based security • Testing and optimizing JBoss Seam applications • Deploying in diverse environments: with Tomcat, with production databases, in clusters, without EJB 3, and more **Architecting and Developing Secure Web Services Using Java** Apress

The International Conference on Intelligent Computing (ICIC) was formed to provide 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 industry 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 Projects "O'Reilly Media, Inc."

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.

Hands-On Industrial Internet of Things Cambridge University Press

Learn how to build scalable, resilient, and effective applications in Java that suit your software requirements. Key Features Explore advanced technologies that Java 11 delivers such as web programming and parallel computing Discover modern programming paradigms such as microservices, cloud computing and enterprise structures Build highly responsive applications with this practical introduction to Reactive programming Book Description Java is one of the most commonly used software languages by programmers and developers. In this book, you'll learn the new features of Java 11 quickly and experience a simple and powerful approach to software development. You'll see how to use the Java runtime tools, understand the Java environment, and create a simple namesorting Java application. Further on, you'll learn about advanced technologies that Java delivers, such as web programming and parallel computing, and will develop a mastermind game. Moving on, we provide more simple examples, to build a foundation before diving into some complex data structure problems that will solidify your Java 11 skills. With a special focus on the features of new projects: Project Valhalla, Project Panama, Project Amber, and Project Loom, this book will help you get employed as a top-notch Java developer. By the end of the book, you'll have a firm foundation to continue your journey toward becoming a professional Java developer. What you will learn Compile, package, and run a program using a build management tool Get to know the principles of test-driven development Separate the wiring of multiple modules from application logic Use Java annotations for configuration Master the scripting API built into the Java language Understand static versus dynamic implementation of code Who this book is for This book is for anyone who wants to learn the Java programming language. No programming experience required. If you have prior experience, it will help you through the book more easily.

Build Modularized Applications in Java McGraw Hill Professional

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 For Java developers with basic development skills

Raspberry Pi 3 Projects for Java Programmers "O'Reilly Media, Inc."

The java projects book enables you to develop java applications using an easy and simple approach. The book is designed for the readers, who are familiar with java programming. The book provides numerous listings and figures for an affective understanding of java concepts. The book consists of a CD that includes source code for all the java applications. Table of contents: Chapter 1 Creating a calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application Chapter 9 Online banking applications

Seam in Action Apress

EMF: Eclipse Modeling Framework Dave Steinberg Frank Budinsky Marcelo Paternostro Ed Merks Series Editors: Erich Gamma • Lee Nackman • John Wiegand The Authoritative Guide to EMF Modeling and Code Generation The Eclipse Modeling Framework enables developers to rapidly construct robust applications based on surprisingly simple models. Now, in this thoroughly revised Second Edition, the project's developers offer expert guidance, insight, and examples for solving real-world problems with EMF, accelerating development processes, and improving software quality. This edition contains more than 40% new material, plus updates throughout to make it even more useful and practical. The authors illuminate the key concepts and techniques of EMF modeling, analyze EMF's most important framework classes and generator patterns, guide you through choosing optimal designs, and introduce powerful framework customizations and programming techniques. Coverage includes • Defining models with Java, UML, XML Schema, and Ecore • NEW: Using extended Ecore modeling to fully unify XML with UML and Java • Generating high-quality code to

implement models and editors • Understanding and customizing generated code • Complete documentation of @model Javadoc tags, generator model properties, and resource save and load options • NEW: Leveraging the latest EMF features, including extended metadata, feature maps, EStore, cross-reference adapters, copiers, and content types • NEW: Chapters on change recording, validation, and utilizing EMF in stand-alone and Eclipse RCP applications • NEW: Modeling generics with Ecore and generating Java 5 code About the Authors Dave Steinberg is a software developer in IBM Software Group. He has worked with Eclipse and modeling technologies since joining the company, and has been a committer on the EMF project since its debut in 2002. Frank Budinsky, a senior architect in IBM Software Group, is an original coinventor of EMF and a founding member of the EMF project at Eclipse. He is currently cochair of the Service Data Objects (SDO) specification technical committee at OASIS and lead SDO architect for IBM. Marcelo Paternostro is a software architect and engineer in IBM Software Group. He is an EMF committer and has been an active contributor to several other Eclipse projects. Before joining IBM, Marcelo managed, designed, and implemented numerous projects using Rational's tools and processes. Ed Merks is the project lead of EMF and a colead of the top-level Modeling project at Eclipse. He holds a Ph.D. in Computing Science and has many years of in-depth experience in the design and implementation of languages, frameworks, and application development environments. Ed works as a software consultant in partnership with itemis AG.

[Advanced Intelligent Computing Theories and Applications. With Aspects of Theoretical and Methodological Issues](#) Packt Publishing Ltd

Forget wizards, you need a slave--someone to do your repetitive, tedious and boring tasks, without complaint and without pay, so you'll have more time to design and write exciting code. Indeed, that's what computers are for. You can enlist your own computer to automate all of your project's repetitive tasks, ranging from individual builds and running unit tests through to full product release, customer deployment, and monitoring the system. Many teams try to do these tasks by hand. That's usually a really bad idea: people just aren't as good at repetitive tasks as machines. You run the risk of doing it differently the one time it matters, on one machine but not another, or doing it just plain wrong. But the computer can do these tasks for you the same way, time after time, without bothering you. You can transform these labor-intensive, boring and potentially risky chores into automatic, background processes that just work. In this eagerly anticipated book, you'll find a variety of popular, open-source tools to help automate your project. With this book, you will learn: How to make your build processes accurate, reliable, fast, and easy. How to build complex systems at the touch of a button. How to build, test, and release software automatically, with no human intervention. Technologies and tools available for automation: which to use and when. Tricks and tips from the masters (do you know how to have your cell phone tell you that your build just failed?) You'll find easy-to-implement recipes to automate your Java project, using the same popular style as the rest of our Jolt Productivity Award-winning Starter Kit books. Armed with plenty of examples and concrete, pragmatic advice, you'll find it's easy to get started and reap the benefits of modern software development. You can begin to enjoy pragmatic, automatic, unattended software production that's reliable and accurate every time.

[Java Projects](#) John Wiley & Sons

JBoss Seam is an exciting new application framework based on the Java EE platform that is used to build rich, web-based business applications. Seam is rapidly capturing the interest of Java enterprise developers because of its focus on simplicity, ease of use, transparent integration, and scalability. Seam in Action offers a practical and in-depth look at JBoss Seam. The book puts Seam head-to-head with the complexities in the Java EE architecture. The author presents an unbiased view of Seam from outside the walls of RedHat/JBoss, focusing on such topics as Spring integration and deployment to alternative application servers to steer clear of vendor lock-in. By the end of the book, you should expect to not only gain a deep understanding of Seam, but also come away with the confidence to teach the material to others. To start off, you will see a working Java EE-compliant application come together by the end of the second chapter. As you progress through the book, you will discover how Seam eliminates unnecessary layers and configurations, solves the most common JSF pain points, and establishes the missing link between JSF, EJB 3 and JavaBean components. The author also shows you how Seam opens doors for you to incorporate technologies you previously have not had time to learn, such as business processes and stateful page flows (JBPM), Ajax remoting, PDF generation, asynchronous tasks, and more. All too often, developers spend a majority of their time integrating disparate technologies, manually tracking state, struggling to understand JSF, wrestling with Hibernate exceptions, and constantly redeploying applications, rather than on the logic pertaining to the business at hand. Seam in Action dives deep into thorough explanations of how Seam eliminates these non-core tasks by leveraging configuration by exception, Java 5 annotations, and aspect-oriented programming. 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.

Addison-Wesley Professional

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

Test Driven Development with JUnit 5 Apress

This Java book will guide you through Java development and help you build the knowledge and confidence to progress from the basics to become a skilled Java developer. All the key tools that you'll need to solve real-world problems are clearly explained and demonstrated with engaging, practical examples.

Enterprise Java with UML "O'Reilly Media, 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.

[Exploring Java 9](#) Sams Publishing

Java programmers know how finicky Java can be to work with. An omitted semi-colon or the slightest typo will cause the Java command-line compiler to spew pages of annoying error messages across your screen. And it doesn't fix them--that's up to you: fix them, compile again, and hope that nothing goes wrong this time. Eclipse, the popular Java integrated development environment (IDE) provides an elegant and powerful remedy for this common, frustrating scenario. It doesn't just catch your errors before you compile, it also suggests solutions. All you need to do is point and click. And it's free--what could be better? Still, if you're like most programmers, mastering a new technology--no matter how productive it will make you in the long run--is going to take a chunk out of your productivity now. You want to get up to speed quickly without sacrificing efficiency. O'Reilly's new guide to the technology, Eclipse, provides exactly what you're looking for: a fast-track approach to mastery of Eclipse. This insightful, hands-on book delivers clear and concise coverage, with no fluff, that gets down to business immediately. The book is tightly focused, covering all aspects of Eclipse: the menus, preferences, views, perspectives, editors, team and debugging techniques, and how they're used every day by thousands of developers. Development of practical skills is emphasized with dozens of examples presented throughout the book. From cover-to-cover, the book is pure Eclipse, covering hundreds of techniques beginning with the most basic Java development through creating your own plug-in editors for the Eclipse environment. Some of the topics you'll learn about include: Using Eclipse to develop Java code Testing and debugging Working in teams using CVS Building Eclipse projects using Ant The Standard Widget Toolkit (SWT) Web development Developing Struts applications with Eclipse From basics to advanced topics, Eclipse takes you through the fundamentals of Eclipse and more. You may be an Eclipse novice when you pick up the book, but you'll be a pro by the time you've finished.

Best Sellers - Books :

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• [Icebreaker: A Novel \(the Maple Hills Series\)](#)

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