

Developing Java Servlets James Goodwill

Learn how to use Tomcat to quickly build more sophisticated Web applications This comprehensive introduction to developing complex Web applications using Tomcat and related Apache Jakarta technologies examines everything you need to know about Tomcat 4—the popular, award-winning server for implementing and deploying servlets and JavaServer Pages. Tomcat helps developers create dynamic Web content without the problems associated with other methods, like CGI scripts. Author Peter Harrison has written the first book to cover Tomcat from a developer's perspective. He shows you how to use Tomcat by itself as well as with related Apache Jakarta technologies to develop dynamic Web applications, and you'll also learn techniques for improving your programming productivity. This practical, guide is packed with source code and examples of real-world Web applications. Plus, you'll discover other exciting features of Tomcat, including: A code-intensive guide to building Web applications that run on Tomcat Details on using other Apache Jakarta technologies-including Struts, Taglibs, Velocity, and CVS-with Tomcat to form a comprehensive Java Web development process Complete guidelines for installing, configuring, and administering Tomcat, including coverage of the new Manager application and Web application deployment process The companion Web site contains: All source code from the book Working demonstrations Links to additional resources

JSP developers encounter unique problems when building web applications that require intense database connectivity. MySQL and JSP Web Applications addresses the challenges of building data-driven applications based on the JavaServer Pages development model. MySQL and JSP Web Applications begins with an overview of the core technologies required for JSP database development--JavaServer Pages, JDBC, and the database schema. The book then outlines and presents an Internet commerce application that demonstrates concepts such as receiving and processing user input, designing and implementing business rules, and balancing the user load on the server. Through the JDBC (Java DataBase Connector), the developer can communicate with most commercial databases, such as Oracle. The solutions presented in MySQL and JSP Web Applications center on the open source tools MySQL and Tomcat, allowing the reader an affordable way to test applications and experiment with the book's examples.

A code-intensive guide for professional Java developers covers Java Servlet API architecture and client-server development concepts; explains HTTP, MIME, server-side includes, and other web-based client-server technologies; covers JDBC, RMI, CORBA, and other programs needed to build Java servlets; and more. Original. (Beginner).

The key to Java 2 Micro Edition (J2ME) Application Development is the clear, concise explanations of the J2ME technology in relation to the existing Java platform. This book assumes proficiency with Java and presents strategies for understanding and deploying J2ME applications. The book presents numerous real-world examples, including health care and financial sector examples from the authors' professional experience.

The early 2000s have seen a large growth of interest in distributed systems which address the business needs of companies, and which use network technology - primarily the technology employed in the Internet. This edition focuses on key topics taught in e-commerce.

This tutorial is a third generation Simple Object Access Protocol (SOAP) engine and an open-source Java framework for constructing and deploying interoperable XML transactions using SOAP. (Computer Books - General Information)

Offers an updated tutorial for beginners explaining how to use Java to incorporate games, animation, and special effects into Web pages.

Developed by the open source community to make writing JavaServer Pages (JSP) faster and easier, JSP custom tags give Java developers the ability to insert XML style tags, representing complex business logic, into a JSP. This code is reusable and can help to simplify and reduce the amount of original code that needs to be written. * James Goodwill is a well-respected authority and bestselling author of books on Java Web applications * Provides a hands-on, code-intensive guide for building and using custom tags to create enterprise-strength JSP applications and examines the concepts and techniques needed to build sophisticated Web applications * Companion Web site contains the JSP, servlet, and custom tag code found in the book

Get cookin' with Dreamweaver MX using this unique and compelling cookbook filled with ready-to-use Web solutions. Featuring a full menu of extensions, commands, and applications -- including ASP and ColdFusion -- this book will help you deploy dynamic and sophisticated Web applications instantly and expertly.

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

Java GUI Development covers the Java 2 AWT, JFC, and Swing Toolkit technologies for GUI programming. It provides professional developers and software engineers with 1) a clear understanding of the conceptual framework behind Java 2 GUI tools, 2) descriptions of Java GUI idioms, and 3) practical programming techniques proven to work with these tools. This approach enables developers to solve difficult GUI programming tasks faster, write tighter and faster code, and implement more sophisticated GUI designs.

Discover how to develop full-scale J2EE?TM applications quickly and efficiently using the best Open Source tools Written by leading authorities in the field, this book shows you how to leverage a suite of best-of-breed Open Source development tools to take the pain out of J2EE and build a complete Web-based application. You'll combine these tools to actually reduce the points of failure in your application, while increasing overall system stability and robustness. Along with the tools introduced here, you'll develop the PetSoar application, which follows the PetStore application used by Sun Microsystems to demonstrate features of J2EE. With PetSoar, the authors focus on developing a maintainable and flexible application, rather than showcasing the end result, so that you can apply the material in your own projects. In addition, the authors provide methods for utilizing Open Source software components for each stage of the development process. The Open Source products covered include: * Hibernate to aid with simple,flexible, and speedy transparent object persistence * OpenSymphony WebWork to allow for pluggable view technologies and extensible configuration * JUnit and Mock Objects to assist with rapid

and robust unit testing * XDoclet to assist with generating code and configuration files automatically * Jakarta Lucene to add Google-style smart search capabilities to data stores * OpenSymphony SiteMesh to aid in the creation of large sites with a common look and feel * OpenSymphony OSCache to easily cache slow dynamic sections of Web sites resulting in faster-loading pages

JBuilder 3 Unleashed is designed to help intermediate to advanced level Java developers obtain the information and techniques needed to create mission critical JBuilder applications. The book picks up where most JBuilder books leave off and provides the information needed by developers to create robust and maintainable JBuilder Client/Server and multi-tier applications. Topics covered include: Advanced object-oriented design and programming techniques in Java, Enterprise JavaBeans, Serialization, Threading, NMI, Multi-tier development: implementation of applications and applets, RMI, CORBA, Enprise's MIDAS technology, N-tier, Application Development, Source code control, Deployment.

Servlets are an exciting and important technology that ties Java to the Web, allowing programmers to write Java programs that create dynamic web content. Java Servlet Programming covers everything Java developers need to know to write effective servlets. It explains the servlet lifecycle, showing how to use servlets to maintain state information effortlessly. It also describes how to serve dynamic web content, including both HTML pages and multimedia data, and explores more advanced topics like integrated session tracking, efficient database connectivity using JDBC, applet-servlet communication, interservlet communication, and internationalization. Readers can use the book's numerous real-world examples as the basis for their own servlets. The second edition has been completely updated to cover the new features of Version 2.2 of the Java Servlet API. It introduces chapters on servlet security and advanced communication, and also introduces several popular tools for easier integration of servlet technology with dynamic web pages. These tools include JavaServer Pages (JSP), Tea, XMLC, and the Element Construction Set. In addition to complete coverage of 2.2 specification, Java Servlet programming, 2nd Edition, also contains coverage of the new 2.3 final draft specification.

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.

"JavaServer Pages Developer's Handbook" gives practical, in-depth implementation advice on building robust JSP applications. Learn how to use JSP within enterprise Java applications, and when working with databases and Enterprise JavaBeans. Incorporate JSP tag libraries and frameworks, including Struts, to simplify page construction. This book covers JSP 2.0 and Servlets 2.4 including the expression language, filters, and expanded support for XML in JSP applications. Create custom tags to automate common functions, interact with Enterprise JavaBeans, and ensure security and reliability in JSP applications. The authors demonstrate transforming and presenting XML data, building Web Service applications, and deploying JSP applications using Jakarta Tomcat. At the end of the book, you'll build a complete working Web application incorporating many of the topics discussed.

The Complete E-Commerce Book offers a wealth of information on how to design, build and maintain a successful web-based business.... Many of the chapters are filled with advice and information on how to incorporate current e-business principles o

Learn the fundamental elements of the new Swift 3 programming language as applied to game development for new iOS 10. In Part 1 of this book, you'll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as you add new functionality to the game. By the end of the book, you'll have experience with all the important SpriteKit topics and have a fully functional game as a result. In Part 2, you'll learn 3D game development using Apple's SceneKit framework and the Swift programming language, following the same pattern used for Part 1. Game apps are one of the most popular categories in the Apple iTunes App Store. In response, James Goodwill and Wesley Matlock bring you Beginning Swift Games Development for iOS, Third Edition an update to their best-selling work. After reading and using this book, you'll have the skills and the code to build your first 2D and then 3D game app that you can run on any iOS-enabled device. What you'll learn Discover what's in the new Swift 3 programming language Apply Swift 3 to iOS 10 and 9 game development Build a 2D game app using SpriteKit and Swift Build a 3D game from 2D using SceneKit and Swift Who this book is for iOS app developers new to Swift or for those thinking of trying iOS game app development for the very first time.

Drawing on human rights discourse and a study of the difficulties faced by religious minority groups (using the Ahmadiyya minority group as a case study), this book presents three interconnected challenges to human rights culture in Indonesia. First, it presents a normative challenge, describing the gap between philosophical and normative principles of human rights on one side and the overall problems and critical issues of human rights at national and local levels on the other. Second, it considers the political problems in developing and strengthening human rights culture. The political challenge addresses the ability (or inability) of the state to guarantee the rights of certain individuals and minority groups. Third, it examines the sociological challenge of majority-minority group relationships in human rights discourse and practices. This book describes the background of human rights in Indonesia and reviews the previous literature on the issue. It also presents a comprehensive review of the discourses about human rights and political changes in contemporary Indonesia. The analysis focuses on how human rights challenges affect the situation of religious minorities, looking in particular at the Ahmadiyya as a minority group that experiences human rights violations such as discrimination, persecution, and violence. The study fills out its treatment of these issues by examining the involvement of actors both from the state and society, addressing also the politics of human rights protection.

Game apps are one of the most popular categories in the Apple iTunes App Store. Well, the introduction of the new Swift programming language will make game development even more appealing and easier to existing and future iOS app developers. In response, James Goodwill, Wesley Matlock and Apress introduce you to this book, Beginning Swift Games Development for iOS. In this book, you'll learn the fundamental elements of the new Swift language as applied to game development for iOS. In part 1, you'll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as we add new functionality to the game. By the end of the book, you'll have experience with all the important SpriteKit topics and have a fully functional game as a result. In part 2 of this book,

you'll learn 3D game development using Apple's SceneKit framework and the Swift programming language. And, you'll follow the same pattern we used for part 1. After reading and using this book, you'll have the skills and the code to build your first 2D and then 3D game app that you can run on any iOS enabled device and perhaps sell in the Apple iTunes App Store.

This title is a comprehensive resource for Java developers seeking to understand and utilize J2ME when building mobile applications and services.

The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New "synthesis" chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. "Extension" chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics. Interviews SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter

A detailed workbook that includes coverage of the latest specifications for XHTML, CSS, and JavaScript, as well as a comprehensive overview of server-side Web programming technologies, this edition was written by a team of experienced Web development practitioners, led by the author of "JavaScript Unleashed" and "Pure JavaScript."

"Pure JSP" is a professional reference for experienced Java and Java Servlets developers. It delivers a conceptual overview of JavaServer Pages technology and its related components and provides thousands of lines of commercial-quality JSP code.

Apache Jakarta-Tomcat, the official reference implementation for the Java servlet and JavaServer Pages technologies, has long been heralded as an excellent platform for the development and deployment of powerful Web applications. Version 4.0 offers not only numerous enhancements in flexibility and stability, but also an array of features that expand upon the Tomcat developer's already wealthy toolset. In this namesake title, best-selling author James Goodwill provides readers with a thorough introduction to Jakarta-Tomcat, offering instruction on topics ranging from the basic installation and configuration process and Web application deployment to advanced concepts of integration with other popular Apache Foundation projects such as the Apache Web server, Struts, Log4J, and the Apache XML SOAP Project. In addition to an already comprehensive introduction to core Tomcat functionality, readers also benefit from a valuable primer of what is offered in version 4.0, as Goodwill takes care to thoroughly discuss new features such as valves, security realms, persistent sessions, and the Tomcat Manager Application. In summary, Apache Jakarta-Tomcat offers both novice and advanced Jakarta-Tomcat users a practical and comprehensive guide to this powerful software.

Professional Java developers can turn to this reference for an accelerated introduction to JFC 2D to quickly understand the concepts and begin developing their own JFC applications. This book contains hundreds of programming techniques, complete with well-commented code examples.

What is this book about? The Apache Software Foundation's Jakarta Struts remains the most popular Java framework for building enterprise-level Web applications. In the first book to cover the extensive new features of the final release of Struts 1.1, the authors present the technical and conceptual information you need to design, build, and deploy sophisticated Struts 1.1 applications. What does this book cover? This book covers everything you need to know about Struts and its supporting technologies, including JSPs, servlets, Web applications, the Jakarta-Tomcat JSP/servlet container, and much more. Here are just a few of the things you'll find in this book: The Jakarta Struts Model 2 architecture and its supporting components How to get started with Struts and build your own components How to work with the Commons Validator, ActionForms, and DynaActionForms Techniques for customizing the Controlle Ways to maximize your presentation pages with Tiles How to internationalize your Struts applications Tips for managing errors and debugging Struts applications Who is this book for? This book is for Java developers who want to build sophisticated, enterprise-level Web applications using the final production release of Struts 1.1.

Jakarta Struts Project provides an open source framework for creating Web applications that leverage both the Java Servlets and JavaServer Pages technologies. Struts has received developers support and is quickly becoming a dominant actor in the open source community. James Goodwill is a well-respected authority and bestselling author of books on Java Web applications Provides a hands-on, code-intensive tutorial on building JavaWeb applications using the Jakarta Struts Framework Companion Web site provides electronic versions of all code examples in the book

Developing Java Servlets Sams Publishing

As one of the most popular software languages for building Web applications, Java is often the first programming language developers learn. Completely revised and packed with updates for new versions of Java, the Java Programming 24-Hour Trainer, Second Edition self-paced book + video package provides everything beginners need to get started programming Java with no prior programming experience needed. As with the first edition, Java Programming 24-Hour Trainer features easy-to-follow lessons, reinforced by step-by-step instructions, screencasts, and supplemental exercises, all of which allow readers of all learning styles to master Java programming quickly and painlessly. The more than 10 hours of popular Java programming screencasts from the first edition are completely updated and revised to be more watchable than ever. This edition includes updates for Java SE 8 and Java EE 7 but continues to be useful whatever recent version of Java you choose to learn with. Lessons include: Object-Oriented Programming with Java Class

Methods and Constructors Java Syntax: Bits and Pieces Packages, Interfaces, and Encapsulation Programming with Abstract Classes and Interfaces Error handling GUI Basics with Swing Event Handling in Swing GUI GUI Basics with JavaFX - NEW! Developing a game with JavaFX - NEW! Collections Generics Lambda Expressions - NEW! Working with Streams Java Serialization Network Programming Basics Streaming API - NEW! Introduction to Multi-Threading More on Concurrency Working with Databases Using JDBC Rendering Table Data to GUI Annotations and Reflection Remote Method Invocation Java EE 7 Overview - NEW! Programming with Servlets JavaServer Pages Web Applications with WebSockets - NEW! Java Messaging Service Java Naming and Directory Interface Enterprise JavaBeans Java Persistence API RESTful Web Services With JAX-RS Introduction to Spring MVC Framework Introduction to Spring Security - NEW! Build Automation with Gradle - NEW! Java Technical Interviews strong style="color: Provides advice for deploying and administering JBoss and J2EE applications, covering topics such as infrastructure, messaging, mail, transactions, security, and connectivity. This second edition of this bestselling guide is updated to reflect the Servlet API 2.2, how to effectively deploy a servlet-based application, security and user authentication, and explain the new JSP technology and new information on databases and JDBC. The CD-ROM includes an updated sample servlet code.

"This book provides a practical reference that you will return to again and again in an ever-changing corporate environment where the demands on IT continue to increase. Make your first 100 days really count with the fundamental principles and core concepts critical to your success as a new IT Manager outlined in this valuable resource. The book also discusses how to work with your customers, manage your budget, develop an overall IT strategy and demonstrate the value of IT to the company"--

Oracle Developer Forms Techniques describes the concepts and techniques needed to build Web-enabled applications with Forms. The book covers advanced topics in great detail, including understanding and overcoming error handling limitations in Forms, such as errors which cannot be tracked through normal FORM_SUCCESS or FORM_FAILURE, ordering by items based on FK look-ups, obtaining Query Count without actually executing a query, and performing an exclusive server-side commit from Forms. The book also covers object-oriented methods in Forms, and Intelligence in Forms. Code segments are provided to help developers implement these techniques, thus easing application development time and effort.

* Explains current Extreme Programming practices now that .NET 1.1 has matured; also explains how new features of .NET 2.0 impact Extreme Programming techniques. * Provides real-world examples of Extreme Programming practice, by examining the complete release of an example project, so developers can learn practical details and principles. * Shows developers how to use test-first development techniques for web-based applications using the NUnit testing framework within the Visual Studio .NET IDE, plus critical coverage of Nant, Net Mock and CruiseControl.NET.

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