

Read Book Beginning Java And Flex Migrating Java Spring Hibernate And Maven Developers To Adobe Flex Experts Voice In Web Development

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This IBM® Redbooks® publication helps you plan and execute the migration of J2EE applications developed for Oracle WebLogic Server, JBoss, GlassFish, and Apache Tomcat, so that they run on WebSphere® Application Server V7. This book provides detailed information to plan migrations, suggested approaches for developing portable applications, and migration working examples for each of the platforms from which we migrated. It is not our intention to provide a feature-by-feature comparison of these application servers versus WebSphere Application Server V7, or to argue the relative merits of the products, but to produce practical technical advice for developers who have to migrate applications from these vendors to WebSphere Application Server V7. The book is intended as a migration guide for IT specialists who are working on migrating applications written for other application servers to WebSphere Application Server V7.

Take full creative control of your web applications with Flask, the Python-based microframework. With this hands-on book, you'll learn Flask from the ground up by developing a complete social blogging application step-by-step. Author Miguel Grinberg walks you through the framework's core functionality, and shows you how to extend applications with advanced web techniques such as database migration and web service communication. Rather than impose development guidelines as other frameworks do, Flask leaves the business of extensions up to you. If you have Python

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experience, this book shows you how to take advantage of that creative freedom. Learn Flask's basic application structure and write an example app Work with must-have components—templates, databases, web forms, and email support Use packages and modules to structure a large application that scales Implement user authentication, roles, and profiles Build a blogging feature by reusing templates, paginating item lists, and working with rich text Use a Flask-based RESTful API to expose app functionality to smartphones, tablets, and other third-party clients Learn how to run unit tests and enhance application performance Explore options for deploying your web app to a production server

Practical Spring LDAP is your guide to developing Java-based enterprise applications using the Spring LDAP Framework. This book explains the purpose and fundamental concepts of LDAP before giving a comprehensive tour of the latest version, Spring LDAP 1.3.2. It provides a detailed treatment of LDAP controls and the new features of Spring LDAP 1.3.2 such as Object Directory Mapping and LDIF parsing. LDAP has become the de-facto standard for storing and accessing information in enterprises. Despite its widespread adoption, developers often struggle when it comes to using this technology effectively. The traditional JNDI approach has proven to be painful and has resulted in complex, less modular applications. The Spring LDAP Framework provides an ideal alternative. What you'll learnA simpler approach to developing enterprise applications with Spring LDAPClear, working code samples with unit/integration testsAdvanced features such as transactions and connection poolingA deeper look at LDAP search and out of the box filters supplied by the frameworkNew features such as Object Directory Mapping and LDIF parsingDetailed treatment of search controls and paged result

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implementation Helpful tips that can save time and frustration Who this book is for This book is ideal for anyone with Java and Spring development experience who wants to master the intricacies of Spring LDAP. Table of Contents 1. Introduction to LDAP 2. Java Support for LDAP 3. Introducing Spring LDAP 4. Testing LDAP Code 5. Advanced Spring LDAP 6. Searching LDAP 7. Sorting and Paging Results 8. Object-Directory Mapping 9. LDAP Transactions 10. Odds and Ends

Master Force.com, Today's Fastest, Most Flexible Cloud Development Platform With Salesforce.com's Force.com platform, you can build and deploy powerful cloud-based enterprise applications faster than ever before. Now, Jason Ouellette gives you all the practical, technical guidance you need to make the most of the newest Force.com releases in your own custom cloud applications. Throughout, he adds new code and updated best practices for rapidly prototyping, building, and testing production-quality Force.com solutions. This edition's extensive new coverage includes Developer Console, JSON, Streaming and Tooling APIs, Bulk API, Force.com Canvas, REST integration, support for Web MVC frameworks, Dynamic Apex and Visualforce, and an all-new chapter on mobile user interfaces. Ouellette covers the entire platform: UIs, database design, analytics, security, and many other topics. His code examples emphasize maintainability, flexibility, and seamless integration—and you can run and adapt all of them with a free Force.com Developer Edition account. Coverage includes: Leveraging Force.com's customizable infrastructure to deliver advanced Platform-as-a-Service (PaaS) solutions Understanding Force.com's unique processes, tools, and architecture Developing a complete application, from requirements and use cases through deployment Using the Force.com database as a framework for highly flexible, maintainable applications Applying

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Force.com's baked-in security, including user identity, data ownership, and fine-grained access control Constructing powerful business logic with Apex, SOQL, and SOSL Adopting asynchronous actions, Single Page Applications, and other advanced features in Web user interfaces Building intuitive user interfaces with Visualforce, and extending them to public-facing websites and mobile devices Creating smartphone/tablet-friendly apps with HTML5 and Visualforce Performing massive data-intensive tasks offline with Batch Apex Using Force.com integration options, including REST, SOAP, Canvas, and the Streaming, Bulk, Tooling, and Metadata APIs Developing internal social applications with Force.com's Chatter collaboration tools If you're already building Web or mobile applications, take your next giant step into enterprise cloud development—with *Development with the Force.com Platform, Third Edition*. All code examples in this book are available on Github at <http://goo.gl/fjRqMX>, and as a Force.com IDE project on Github at <https://github.com/jmouel/dev-with-force-3e>.

The definitive book and eBook guide to Oracle information integration and migration in a heterogeneous world. Accelerated Silverlight 3 teaches you how to get up to speed with the latest version of Silverlight quickly and efficiently. The book assumes you're already comfortable with the basics of .NET coding and with WPF and builds on your existing knowledge to make your journey to Silverlight 3 proficiency as quick and painless as possible. Where coding techniques are similar to other, more established, areas of .NET, the text says so. Likewise, where there's a syntax or conceptual "gotcha" that you're existing coding habits will walk you into, the text points that out, too. This book provides you with fast-track coverage of all the most important elements of the Silverlight 3 technology ranging from XAML to standard controls, from dealing with media to networking, from testing

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to deployment. It concludes with a pair of fully worked sample applications for you to follow through, because nothing reinforces your understanding of how concepts fit together as much as looking at finished code. It is assumed that readers are already be comfortable with the workings of the .NET framework. Knowledge of Expression Blend is useful, but not mandatory: you'll learn the Blend techniques that you need to know as you go through the book. By the end, you will have followed a sound, concise, path to mastery of Silverlight 3. Explores the open source framework for developing maintainable applications, covering topics such as modeling the domain, implementing the user interface, and advanced model and view development.

This work shows how you can use the Java Message Service (JMS) to create robust, asynchronous, loosely-coupled Java applications. It covers both the fundamental and advanced features of the latest 1.02 API, in both the Point-to-Point and Publish/Subscribe messaging domains. With JMS provision becoming mandatory in the next generation of J2EE 1.3 application servers, this book should prepare you for building portable, messaging-enabled web and middle tier solutions, including the use of the new message-driven EJBs. It also covers the emerging uses of messaging in the mobile domain, and the strong relationship that is building between new XML messaging standards, and small footprint JMS clients.

If you want to use Adobe Flex to build production-quality Rich Internet Applications for the enterprise, this groundbreaking book shows you exactly what's required. You'll learn efficient techniques and best practices, and compare several frameworks and tools available for RIA development -- well beyond anything you'll find in Flex tutorials and product documentation. Through many practical examples, the authors impart their considerable experience to help you

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overcome challenges during your project's life cycle.

Enterprise Development with Flex also suggests proper tools and methodologies, guidelines for determining the skill sets required for the project, and much more. Choose among several frameworks to build Flex applications, including Cairngorm, PureMVC, Mate, and Clear Toolkit Apply selected design patterns with Flex Learn how to extend the Flex framework and build your own component library Develop a sample AIR application that automatically synchronizes local and remote databases to support your sales force Get solutions for leveraging AMF protocol and synchronizing Flex client data modifications with BlazeDS-based servers Determine the actual performance of your application and improve its efficiency

Virtualizing and Tuning Large-Scale Java Platforms Technical best practices and real-world tips for optimizing enterprise Java applications on VMware vSphere® Enterprises no longer ask, "Can Java be virtualized"? Today, they ask, "Just how large can we scale virtualized Java application platforms, and just how efficiently can we tune them?" Now, the leading expert on Java virtualization answers these questions, offering detailed technical information you can apply in any production or QA/test environment. Emad Benjamin has spent nine years virtualizing VMware's own enterprise Java applications and working with nearly 300 leading VMware customers on projects of all types and sizes—from 100 JVMs to 10,000+, with heaps from 1GB to 360GB, and including massive big-data applications built on clustered JVMs. Reflecting all this experience, he shows you how to successfully size and tune any Java workload. This reference and performance "cookbook" identifies high-value optimization opportunities that apply to physical environments, virtual environments, or both. You learn how to rationalize and scale existing Java infrastructure, modernize

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architecture for new applications, and systematically benchmark and improve every aspect of virtualized Java performance. Throughout, Benjamin offers real performance studies, specific advice, and “from-the-trenches” insights into monitoring and troubleshooting. Coverage includes

- Performance issues associated with large-scale Java platforms, including consolidation, elasticity, and flexibility
- Technical considerations arising from theoretical and practical limits of Java platforms
- Building horizontal in-memory databases with VMware vFabric SQLFire to improve scalability and response times
- Tuning large-scale Java using throughput/parallel GC and Concurrent Mark and Sweep (CMS) techniques
- Designing and sizing a new virtualized Java environment
- Designing and sizing new large-scale Java platforms when migrating from physical to virtualized deployments
- Designing and sizing large-scale Java platforms for latency-sensitive in-memory databases
- Real-world performance studies: SQLFire vs. RDBMS, Spring-based Java web apps, vFabric SpringTrader, application tiers, data tiers, and more
- Performance differences between ESXi3, 4.1, and 5
- Best-practice considerations for each type of workload: architecture, performance, design, sizing, and high availability
- Identifying bottlenecks in the load balancer, web server, Java application server, or DB Server tiers
- Advanced vSphere Java performance troubleshooting with esxtop
- Performance FAQs: answers to specific questions enterprise customers have asked

This book not only teaches the necessary skill set to become a proficient Ruby on Rails developer, it also explains the theory needed for the developer to explore and learn on their own. The reader will not be burdened by yet another set of "hello world" and other mundane examples. In this text they will learn Ruby on Rails by creating real world projects; a task

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manager, RSS aggregator, a community manager similar to MySpace.com, and an Amazon based store. While the book covers the basics for beginners, it also offers more advanced tools, including Ajax and a detailed discussion of ActiveRecord and ActionPack.

Beginning Java and Flex Migrating Java, Spring, Hibernate and Maven Developers to Adobe FlexPress

In this text, Smith and Nair take a new approach by examining virtual machines as a unified discipline and pulling together cross-cutting technologies. Topics include instruction set emulation, dynamic program translation and optimization, high level virtual machines (including Java and CLI), and system virtual machines for both single-user systems and servers.

With humor and insight, the author introduces the fundamental concepts of the Java programming language, from object development to design patterns, with the help of straightforward examples. By the author of Thinking in C+++. Original. (Beginner).

Over the past few years, the now-open source Adobe Flex framework has been adopted by the Java community as the preferred framework for Java rich Internet applications (RIAs) using Flash for the presentation layer. Flex helps Java developers to build and maintain expressive web/desktop applications that deploy consistently on all major browsers, desktops, and operating systems. Beginning Java and Flex describes new, simpler, and faster ways to develop enterprise RIAs. This book is not only for Java or Flex developers, but also for all web developers who want to increase their productivity and the quality of their development. The aim of the book is to teach the new frontier of web development using open source, agile, lightweight Java frameworks with Flex. Java lightweight framework programming helps Flex developers create dynamic-looking enterprise applications.

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Flex and Java are becoming very popular for both business and interactive applications.

The book constitutes the refereed proceedings of the 6th International Conference on Verification, Model Checking, and Abstract Interpretation, VMCAI 2005, held in Paris, France in January 2005. The 27 revised full papers presented together with an invited paper were carefully reviewed and selected from 92 submissions. The papers are organized in topical sections on numerical abstraction, verification, heap and shape analysis, abstract model checking, model checking, applied abstract interpretation, and bounded model checking.

Keep ahead of the game and get up to speed with Flex 3, Flex Builder 3, and ActionScript 3.0, with this comprehensive guide. Expert Flash trainer Charles Brown first takes you through the basics of installation and the Flex Builder environment. He then teaches you all the essentials of MXML and ActionScript 3.0, such as containers, states, and events, before moving on to more advanced topics like interfacing Flex with ColdFusion and .NET, creating Flex components with Flash, and much more. No matter what level you were to start with, by the end of the book you'll be creating powerful Flex applications.

Wrox's Professional Flex 2 is one of the first guides to Adobe's (Macromedia's) new web application development platform. Flex experts Simon Barber, Rich Tretola and John Bennett share their experience with Flex 2, and teach readers how to leverage the platform to build rich internet applications. Professional Flex 2 relies heavy on practical examples, making this a hands-on guide that will get readers up and running with Flex 2

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quickly. Topics include: Building applications with Flex Builder Flex programming model Using Actionscript 3.0 Developing applications in MXML Creating UIs with Flex controls and containers Data access and interconnectivity Creating custom flex components Charting Testing, debugging and deploying Flex applications and more

- * The JSF book that will take developers to the next level – delivers cutting edge cross browser platform solutions using Best of Breed technologies. * Will be only book on market compliant with the J2EE 5(JSF 1.2) specification.
- * Authors are respected experts in the field as are the tech review team (which includes Adam Winder from the JSF Expert Group –who provides a foreword – and Kito Mann who runs JSFCentral.com and wrote the highly respected JavaServer Faces in Action.

Unlike many Flex books that presume readers want to develop applications from scratch, Flex on Java is for developers in the real world-where Flex is one more technology being added to existing systems developed in Java, and where integration is the key indicator of success. Written for Java developers beginning to use Flex, Flex on Java shows how to use Flex alongside existing Java applications, and how to integrate Flex using familiar server-side technologies such as Spring, EJBs, JMS, and more. The authors, both Agile development experts, focus on Agile and test-driven development to enable readers to redesign applications that deliver more value and with zero defects. Throughout the book, readers will apply these techniques to refactoring a single application into a rich

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internet application using Flex and the BlazeDS framework. 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.

Summary Angular Development with TypeScript, Second Edition is an intermediate-level tutorial that introduces Angular and TypeScript to developers comfortable with building web applications using other frameworks and tools. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology Whether you're building lightweight web clients or full-featured SPAs, Angular is a clear choice. The Angular framework is fast, efficient, and widely adopted. Add the benefits of developing in the statically typed, fully integrated TypeScript language, and you get a programming experience other JavaScript frameworks just can't match.

About the Book Angular Development with TypeScript, Second Edition teaches you how to build web applications with Angular and TypeScript. Written in an accessible, lively style, this illuminating guide covers core concerns like state management, data, forms, and server communication as you build a full-featured online auction app. You'll get the skills you need to write type-aware classes, interfaces, and generics with TypeScript, and discover time-saving best practices to use in your own work. What's inside Code samples for Angular 5, 6, and 7 Dependency injection Reactive programming The Angular Forms API About the Reader Written for intermediate web developers familiar with HTML, CSS, and JavaScript. About the Author Yakov Fain and Anton

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Moiseev are experienced trainers and web application developers. They have coauthored several books on software development. Table of Contents Introducing Angular The main artifacts of an Angular app Router basics Router advanced Dependency injection in Angular Reactive programming in Angular Laying out pages with Flex Layout Implementing component communications Change detection and component lifecycle Introducing the Forms API Validating forms Interacting with servers using HTTP Interacting with servers using the WebSocket protocol Testing Angular applications Maintaining app state with ngrx

If you create, manage, operate, or configure systems running in the cloud, you're a cloud engineer--even if you work as a system administrator, software developer, data scientist, or site reliability engineer. With this book, professionals from around the world provide valuable insight into today's cloud engineering role. These concise articles explore the entire cloud computing experience, including fundamentals, architecture, and migration. You'll delve into security and compliance, operations and reliability, and software development. And examine networking, organizational culture, and more. You're sure to find 1, 2, or 97 things that inspire you to dig deeper and expand your own career. "Three Keys to Making the Right Multicloud Decisions," Brendan O'Leary "Serverless Bad Practices," Manases Jesus Galindo Bello "Failing a Cloud Migration," Lee Atchison "Treat Your Cloud Environment as If It Were On Premises," Iyana Garry "What Is Toil, and Why Are SREs Obsessed with It?", Zachary Nickens "Lean QA:

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"The QA Evolving in the DevOps World," Theresa Neate
"How Economies of Scale Work in the Cloud," Jon Moore
"The Cloud Is Not About the Cloud," Ken Corless
"Data Gravity: The Importance of Data Management in the Cloud," Geoff Hughes
"Even in the Cloud, the Network Is the Foundation," David Murray
"Cloud Engineering Is About Culture, Not Containers," Holly Cummins

Flex is the quickest and most effective technology for the creation of Rich Internet Applications for the Web. Its extensive library of components and totally customizable framework, combined with the ubiquity of Flash Player, has guaranteed its success. The ecosystem of products that rotate around Flex 2 and Flex 3 is really broad. Flex Builder, Flex SDK, and Charting Components are all essential parts of the technology that fit the different requirements of web development. This enormous set of possibilities can easily lead to information overload for developers like you. There's just too much to learn and too many potential places to go when you hit a brick wall. Wouldn't it be nice to have a library of solutions to solve these problems quickly and easily? This book provides just that, with more than 100 solutions to common problems in one handy volume. Flex Solutions: Essential Techniques for Flex 2 and Flex 3 Developers faces problems and provides solutions that can be applied to any project, from the most simple to the most complex. The solutions range from customizing Flex components with ActionScript 3.0, using the data models and the ActionScript classes as Value objects, validating and formatting data, using RPC classes to access remote

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data, to optimizing data-exchange performance using AMF3. Solutions are also provided for enhancing the security of Flex applications, and techniques are offered for optimizing the actual work environment by increasing the performance of Flex Builder, adding video content, and creating an AIR project to bring your web application onto the desktop. If you want to learn about and start to develop rich Internet applications in a short time, being immediately productive and mastering the Flex development techniques, *Flex Solutions: Essential Techniques for Flex 2 and 3 Developers* is the book you need. Discover real-world solutions for everyday Flex development, saving hours of development time Learn how to customize and extend the Flex Components Model and design and program the look and feel of your Flex applications Learn best practices and tips from a Flex expert for structuring the architecture of Flex applications Use the Flex Remote Procedure Classes to connect to remote data with HTTPServices and the Java Platform, PHP, ColdFusion, WebServices, and RemoteObject Use Flex 3 features such as the AdvancedDataGrid component and the Charting Enhancements feature Port your rich Internet applications onto the desktop with Adobe AIR What you'll learn Tips on using Flex components How to validate and format data How to manage complex data Filtering, sorting and using cursors on data with collection classes How to consume Web Services using RPC components How to display data using list-based controls How to effectively compile and deploy Flex applications How to customize the look and feel of your

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applications How to make your applications more secure How to become more efficient in using the Flex Builder IDE Unique tricks such as calculating memory usage, making your Flex application into an active desktop, and customizing states How to use the ColdFusion Extensions for Flex Builder How to interface your Flex applications with server-side code written in PHP, Java, Rails, and ColdFusion Working with Flex in enterprise environment using the Flex Data Services, Java Remote Object and AMFPHP Who this book is for This book is for any Flex 2 or Flex 3 developer who is comfortable with the basics and wants to take their knowledge further with quick fire solutions to common problems. Please note that some of the solutions contained in this book require the Flex Builder 3 Professional release of the software.

The Java EE platform supports various infrastructural concerns for implementing enterprise applications but it turns out to be heavyweight, hard to control and inconvenient during the development cycle. While Spring is a multi-tier open-source lightweight application framework which addresses most of these infrastructural concerns of enterprise applications, Hibernate is one of the efficient ORM implementations in Java which helps in quick implementation of reliable data access layer. This thoroughly revised Second Edition updates the book to Spring Framework latest version 3.2 M2 and the annotation style of configuring object relational mappings in Hibernate. Covering the core concepts of Spring and Hibernate along with Spring Web MVC framework, Hibernate Query Language (HQL), implementing

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Hibernate, data access layer, Web tier, remoting with Spring, this book also discusses the integration of Spring with other Web frameworks. The theoretical concepts are supported by codes and program-snippets which will facilitate self-learning and developing Java enterprise applications with Spring Framework. With solutions for the FAQs for each chapter and two Appendices (Spring Framework's Form Tags and Hibernate Configurations) specially provided for interested readers and freely accessible through the Online Learning Center (<http://highered.mcgraw-hill.com/sites/1259063720>), Spring and Hibernate will prove invaluable for Java professionals, trainers and students. Highlights of the Second Edition: Covers Spring Framework latest version 3.2 M2 Discusses configuring Hibernate Mappings using JPA annotations New chapter on configuring Spring Web MVC using annotations Covers JSR 303 bean validation annotations with examples Includes FAQs in each chapter? ?

Web applications have extended the reach of enterprises to customers, offering anywhere and anytime access, but at the expense of the overall user experience, which is diminished by delivery through the Web browser. Rich Internet applications address this problem by coupling the ubiquity, small footprint, and interactive capabilities of the Flash Player with server-side technologies such as J2EE and .NET, to deliver highly effective and intuitive applications. What has been missing so far, though, is a way for developers of traditional enterprise software to deliver these rich Internet applications using familiar technologies that fit within their existing development workflow. Enter Macromedia Flex: a presentation server solution that provides an XML-based

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language MXML, for integrating rich-client interfaces with new and existing infrastructures. If you've ever developed dynamic enterprise Web applications with technologies such as JSP or ASP, you can transfer those skills immediately to developing rich-client solutions with Flex.

Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

Flutter is a revolutionary mobile framework that makes it easy to create cross-platform native-style apps for iOS, Android, and the web. This book covers the full range of topics involved in creating and releasing your first Flutter app - from the essentials of Dart programming and the Flutter framework and plugins to releasing apps on the app ...

This book provides a practical guide to planning and building a professional Flex 2 application from start to finish. Written by a team of expert developers, the book details, step-by-step, how the authors built the popular Rich Media X (RMX) application for Adobe user groups, step by step. Coverage provides all the information needed to implement several killer web 2.0 features in Flex, including a blog, wiki, events calendar, and more. It is packed with essential practical techniques in use at a professional production environment, which you can learn from and use in your own Flex applications.

If you've been using PHP for sometime now and would like to start using a web framework, you'll want to try CakePHP, which is an open source rapid development web framework built on PHP. PHP experts Kai Chan and John Omokore guide you through a variety of practical CakePHP applications. You will work on projects such as a video gallery, unit testing application, an e-commerce app, a blog

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site, and much more. Practical CakePHP Projects covers the key architectural concepts as well as including mini projects that you can use to enhance your own applications. A friendly introduction for any web programmer looking to choose a PHP framework Real-world projects based on current and future trends Practical CakePHP techniques that you can use right away

Whether you're a Flex 3 beginner or intermediate user, this book provides the necessary information to help you develop into an expert. Using a practical hands-on approach, it illustrates exactly how to create robust and scalable enterprise-grade rich Internet applications (RIAs). The book is divided into three parts. The first part discusses the architectural and design aspects of Flex 3 application development. It explains the internals of a Flex 3 application and advocates a few best practices to fine-tune your application to ensure maximum performance. It includes tutorials on creating custom components, data binding, and creating AIR-powered desktop applications. The second part concentrates on effectively integrating Flex 3 with server- and client-side technologies. Techniques for integration with Java and PHP are covered in detail, and content covering interaction with client-side technologies is also included. After reading the chapter on JavaScript integration, you will be ready to create applications that can use Ajax and Flex 3 together. The third and final part of the book is a unique and eclectic mix of some advanced topics like mash-ups, collaborative applications, 3D rendering, highly interactive visualization, and audio and video streaming. In summary, through reading this book, you will benefit from the wealth of information and years of experience the authors hold, and will then be ready to cruise with comfort in the world of Flex 3 application development on your own.

An overview of the programming language's fundamentals

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covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

AdvancED Flex 4 makes advanced Flex 4 concepts and techniques easy. Ajax, RIA, Web 2.0, mashups, mobile applications, the most sophisticated web tools, and the coolest interactive web applications are all covered with practical, visually oriented recipes. Completely updated for tools new to Flex 4 Demonstrates how to use Flex 4 to create robust and scalable enterprise-grade rich Internet applications Teaches you to build high-performance web applications with interactivity that really engages your users

Get started with the Hibernate 5 persistence layer and gain a clear introduction to the current standard for object-relational persistence in Java. This updated edition includes the new Hibernate 5.0 framework as well as coverage of NoSQL, MongoDB, and other related technologies, ranging from applications to big data. Beginning Hibernate is ideal if you're experienced in Java with databases (the traditional, or connected, approach), but new to open-source, lightweight Hibernate. The book keeps its focus on Hibernate without wasting time on nonessential third-party tools, so you'll be able to immediately start building transaction-based engines and applications. Experienced authors Joseph Ottinger with Dave Minter and Jeff Linwood provide more in-depth examples than any other book for Hibernate beginners. They present their material in a lively, example-based manner—not a dry, theoretical, hard-to-read fashion. What You'll Learn Build enterprise Java-based transaction-type applications that access complex data with Hibernate Work with Hibernate 5

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using a present-day build process Use Java 8 features with Hibernate Integrate into the persistence life cycle Map using Java's annotations Search and query with the new version of Hibernate Integrate with MongoDB using NoSQL Keep track of versioned data with Hibernate Envers Who This Book Is For Experienced Java developers interested in learning how to use and apply object-relational persistence in Java and who are new to the Hibernate persistence framework.

This book discusses the advanced databases for the cloud-based application known as NoSQL. It will explore the recent advancements in NoSQL database technology. Chapters on structured, unstructured and hybrid databases will be included to explore bigdata analytics, bigdata storage and processing. The book is likely to cover a wide range of topics such as cloud computing, social computing, bigdata and advanced databases processing techniques.

If you're ready to take advantage of Adobe Integrated Runtime (AIR) to build desktop-based Rich Internet Applications, then this is the book for you. After introducing you to AIR, Adobe expert Rich Tretola discusses the different programming languages and tools you can use for development. He presents multiple methods for storing data, including within the file system and embedded database as well as storage on remote servers. This guide is a perfect mix of tutorials and hands-on coding, and provides the resources you need to build AIR applications quickly.

Continuous delivery adds enormous value to the business and the entire software delivery lifecycle, but

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adopting this practice means mastering new skills typically outside of a developer's comfort zone. In this practical book, Daniel Bryant and Abraham Marín-Pérez provide guidance to help experienced Java developers master skills such as architectural design, automated quality assurance, and application packaging and deployment on a variety of platforms. Not only will you learn how to create a comprehensive build pipeline for continually delivering effective software, but you'll also explore how Java application architecture and deployment platforms have affected the way we rapidly and safely deliver new software to production environments. Get advice for beginning or completing your migration to continuous delivery Design architecture to enable the continuous delivery of Java applications Build application artifacts including fat JARs, virtual machine images, and operating system container (Docker) images Use continuous integration tooling like Jenkins, PMD, and find-sec-bugs to automate code quality checks Create a comprehensive build pipeline and design software to separate the deploy and release processes Explore why functional and system quality attribute testing is vital from development to delivery Learn how to effectively build and test applications locally and observe your system while it runs in production

This is the first book covering the use of the Spring Framework and integrating the Flex Framework so that enterprise Java developers can now add a Rich Internet Application front end to their "back end."

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