

Core J2ee Patterns 2nd Edition Syntro

Core J2EE Patterns Best Practices and Design Strategies Prentice Hall Professional

Develop powerful, standards-based, back-end business logic with Beginning EJB 3, Java EE 7 Edition. Led by an author team with 20 years of combined Enterprise JavaBeans experience, you'll learn how to use the new EJB 3.2 APIs. You'll gain the knowledge and skills you'll need to create the complex enterprise applications that run today's transactions and more. Targeted at Java and Java EE developers, with and without prior EJB experience, Beginning EJB 3 is packed with practical insights, strategy tips, and code examples. As each chapter unfolds, you'll not only explore a new area of the spec; you'll also see how you can apply it to your own applications through specific examples. Beginning EJB 3 will serve not only as a reference, but it will also function as a how-to guide and repository of practical examples to which you can refer as you build your own applications. It will help you harness the power of EJBs and take your Java EE 7 development to the next level.

Definitive, Comprehensive SCEA Exam Prep—Straight from Sun's Exam Developers! This book delivers complete, focused review for Sun's new Sun Certified Enterprise Architect (SCEA) for Java EE certification exam—straight from two of the exam's creators! SCEA lead developer/assessor Mark Cade and SCEA lead developer/assessor Humphrey Sheil offer powerful insights, real-world architectural case studies, and challenging sample questions that systematically prepare you for the actual exam. For every question, the authors show why the right answers are right—and why the other answers are wrong. Cade and Sheil cover every SCEA exam topic, skill, and technique, including: Understanding system architecture and its goals Decomposing larger systems into components organized by tiers or layers Addressing requirements for scalability, maintainability, reliability, availability, extensibility, performance, and security Building effective web (presentation) tiers, and analyzing tradeoffs associated with using web frameworks Leveraging EJB 3's enhancements for business tier development Covering new enhancements in the JEE 5 platform Choosing and architecting the best integration and messaging components for your system Using the Java security model to enforce confidentiality, integrity, authorization, authentication, and non-repudiation Using the most powerful and useful Java EE architecture patterns Documenting Java EE architectures through visual models and narratives The authors also present detailed guidance for handling every element of the SCEA exam—including your development and defense of a complete real-world architectural solution. "With this book, Ted Neward helps you make the leap from being a good Java enterprise developer to a great developer!" --John Crupi, Sun Distinguished Engineer coauthor, Core J2EE Patterns If you want to build better Java enterprise applications and work more efficiently, look no further. Inside, you will find an accessible guide to the nuances of Java 2 Platform, Enterprise Edition (J2EE) development. Learn how to: Use in-process or local storage to avoid the network, see item 44 Set lower isolation levels for better transactional throughput, see item 35 Use Web services for open integration, see item 22 Consider your lookup carefully, see item 16 Pre-generate content to minimize processing, see item 55 Utilize role-based authorization, see item 63 Be robust in the face of failure, see item 7 Employ independent JREs for side-by-side versioning, see item 69 Ted Neward provides you with 75 easily digestible tips that will help you master J2EE development on a systemic and architectural level. His panoramic look at the good, the bad, and the ugly aspects of J2EE development will address your most pressing concerns. Learn how to design your enterprise systems so they adapt to future demands. Improve the efficiency of your code without compromising its correctness. Discover how to implement sophisticated functionality that is not directly supported by the language or platform. After reading Effective Enterprise Java , you will know how to design and implement better, more scalable enterprise-scope Java software systems.

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. Patterns of Enterprise Application Architecture is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include · Dividing an enterprise application into layers · The major approaches to organizing business logic · An in-depth treatment of mapping between objects and relational databases · Using Model-View-Controller to organize a Web presentation · Handling concurrency for data that spans multiple transactions · Designing distributed object interfaces

Job titles like "Technical Architect" and "Chief Architect" nowadays abound in software industry, yet many people suspect that "architecture" is one of the most overused and least understood terms in professional software development. Gorton's book tries to resolve this dilemma. It concisely describes the essential elements of knowledge and key skills required to be a software architect. The explanations encompass the essentials of architecture thinking, practices, and supporting technologies. They range from a general understanding of structure and quality attributes through technical issues like middleware components and service-oriented architectures to recent technologies like model-driven architecture, software product lines, aspect-oriented design, and the Semantic Web, which will presumably influence future software systems. This second edition contains new material covering enterprise architecture, agile development, enterprise service bus technologies, RESTful Web services, and a case study on how to use the MeDICi integration framework. All approaches are illustrated by an ongoing real-world example. So if you work as an architect or senior designer (or want to someday), or if you are a student in software engineering, here is a valuable and yet approachable knowledge

source for you.

Enterprise Integration Patterns provides an invaluable catalog of sixty-five patterns, with real-world solutions that demonstrate the formidable of messaging and help you to design effective messaging solutions for your enterprise. The authors also include examples covering a variety of different integration technologies, such as JMS, MSMQ, TIBCO ActiveEnterprise, Microsoft BizTalk, SOAP, and XSL. A case study describing a bond trading system illustrates the patterns in practice, and the book offers a look at emerging standards, as well as insights into what the future of enterprise integration might hold. This book provides a consistent vocabulary and visual notation framework to describe large-scale integration solutions across many technologies. It also explores in detail the advantages and limitations of asynchronous messaging architectures. The authors present practical advice on designing code that connects an application to a messaging system, and provide extensive information to help you determine when to send a message, how to route it to the proper destination, and how to monitor the health of a messaging system. If you want to know how to manage, monitor, and maintain a messaging system once it is in use, get this book.

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In *Java Concurrency in Practice*, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. *Java Concurrency in Practice* arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety Techniques for building and composing thread-safe classes Using the concurrency building blocks in `java.util.concurrent` Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

More than 300,000 developers have benefited from past editions of *UML Distilled*. This third edition is the best resource for quick, no-nonsense insights into understanding and using UML 2.0 and prior versions of the UML. Some readers will want to quickly get up to speed with the UML 2.0 and learn the essentials of the UML. Others will use this book as a handy, quick reference to the most common parts of the UML. The author delivers on both of these promises in a short, concise, and focused presentation. This book describes all the major UML diagram types, what they're used for, and the basic notation involved in creating and deciphering them. These diagrams include class, sequence, object, package, deployment, use case, state machine, activity, communication, composite structure, component, interaction overview, and timing diagrams. The examples are clear and the explanations cut to the fundamental design logic. Includes a quick reference to the most useful parts of the UML notation and a useful summary of diagram types that were added to the UML 2.0. If you are like most developers, you don't have time to keep up with all the new innovations in software engineering. This new edition of Fowler's classic work gets you acquainted with some of the best thinking about efficient object-oriented software design using the UML--in a convenient format that will be essential to anyone who designs software professionally.

Describes ways to incorporate domain modeling into software development.

The Spring Framework is a major open source application development framework that makes Java/J2EE(TM) development easier and more productive. This book shows you not only what Spring can do but why, explaining its functionality and motivation to help you use all parts of the framework to develop successful applications. You will be guided through all the Spring features and see how they form a coherent whole. In turn, this will help you understand the rationale for Spring's approach, when to use Spring, and how to follow best practices. All this is illustrated with a complete sample application. When you finish the book, you will be well equipped to use Spring effectively in everything from simple Web applications to complex enterprise applications. What you will learn from this book * The core Inversion of Control container and the concept of Dependency Injection * Spring's Aspect Oriented Programming (AOP) framework and why AOP is important in J2EE development * How to use Spring's programmatic and declarative transaction management services effectively * Ways to access data using Spring's JDBC functionality, iBATIS SQL Maps, Hibernate, and other O/R mapping frameworks * Spring services for accessing and implementing EJBs * Spring's remoting framework Who this book is for This book is for Java/J2EE architects and developers who want to gain a deeper knowledge of the Spring Framework and use it effectively. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.

Take control of your Facebook profile When you join Facebook, you're joining a community with over two billion people spread around the globe. It helps to have the insight on not only how to set up your profile and add content, but also how to make sure you control who sees—and doesn't see—your posts. *Facebook For Dummies* provides the trusted guidance you need to set up a profile, add content, and apply the many tools Facebook provides to give you control of your content. Primarily known as a way for individuals to share information, photos and videos, and calendar invitations, Facebook has gained prominence as a means to spread news, market products, and serve as a business platform. Whatever you're looking to use it for, this book shows you how to use all the features available to make it a more satisfying experience. Build your profile and start adding friends Use Facebook to send private messages and instant notes Discover ways to set privacy and avoid online nuisances Launch a promotion page Get ready to have a

whole lot of fun on the largest social network in the world.

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

Build robust, scalable, end-to-end business solutions with J2EE(TM) Web Services. This is the definitive practitioner's guide to building enterprise-class J2EE Web Services that integrate with any B2B application and interoperate with any legacy system. Sun senior architect Ray Lai introduces 25 vendor-independent architectural patterns and best practices for designing Web Services that deliver outstanding performance, scalability, and reliability. Lai takes you to the frontiers of emerging Web Services technologies, showing how to make the most of today's leading-edge tools, from Java Web Services Developer Pack to Apache Axis. Coverage includes: Web Services: making the business case, and overcoming the technical and business challenges Real-life examples and scenarios, and a start-to-finish application case study Expert guidance on reducing risk and avoiding implementation pitfalls Building complete business solutions with rich messaging and workflow collaboration Mainframe interoperability and B2B integration within and beyond the enterprise Framework and methodology to develop your Web Services patterns and best practices Up-to-the-minute coverage of Web Services security New applications: service consolidation, wireless, and more An extensive library of links to Web resources, reference material, and vendors Whether you're an architect, designer, project leader, or developer, these are the best practices, patterns, and techniques you need to succeed with Web services in your enterprise environment. Enterprises seeking to leverage Web Services to revolutionize the ways they deliver services to customers, partners, and employees will find the answers they need in this book. "Ray Lai's J2EETM Platform Web Services is a comprehensive look at J2EE platform architecture and should be a must read for any serious Web Services developer." --Larry Tabb, Senior Strategic Advisor, Tower Group "This is a book for true practitioners. It's for those interested in designing and implementing Web Services now-and preparing for new opportunities on the horizon." --Jonathan Schwartz, Executive Vice President, Sun Microsystems

Helps readers eliminate performance problems, covering topics including bottlenecks, profiling tools, strings, algorithms, distributed systems, and servlets.

Enterprise JavaBeans (EJB) are a container-based component architecture that allow you to easily create secure, scalable and transactional enterprise applications. Developed as session beans, entity beans, or message-driven beans, EJBs are the critical business objects in any J2EE application. Professional EJB shows how to develop and deploy EJB applications using both the 1.1 and the new 2.0 specification. The addition of container-provided services, such as container-managed persistence, and security and transaction management, are covered in detail. As well as implementation details, the book also provides a number of strategies and patterns that can be applied when designing your EJB applications. Subsequently, it also suggests steps for taking existing EJBs and improving their performance. Finally, the book recognizes that one of the most difficult areas of EJB development is the deployment process. Thus it demonstrates how to deploy your EJB applications to some of the leading EJB containers including, BEA WebLogic, IBM WebSphere and Sybase EAServer. Who is this book for? Professional EJB is for professional Java developers who wish to build secure, scalable and transactional components. No knowledge of EJB is required, but a good knowledge of the Java programming language, and some familiarity with its server side aspects would be an advantage. What does this book cover? The fundamentals of EJB development, including session beans, entity beans (BMP and CMP), and message-driven beans; EJB services such as resource management, transactions, and security; designing EJB applications using patterns, strategies, and UML; improving EJB design through testing and performance; integrating EJBs with J2EE, COM, and CORBA; deployment instructions for leading application servers.

Learn how to apply robust application design to your J2EE projects There are a number of best practices you need to consider to build highly effective J2EE components and integrate them into applications. These practices include evaluating and selecting the right set of software components and services to handle the job. In this book, Darren Broemmer supplies you with a set of best practices for J2EE development and then teaches you how to use them to construct an application architecture referred to as the reference architecture. The design and implementation of the reference architecture is based on a set of guiding principles that are used to optimize and automate J2EE development. In addition to the author's thorough discussions of the latest technologies for J2EE implementation-including EJB 2, Jakarta Struts, Servlets, Java Server Pages, UML, design patterns, Common Business Logic Foundation components, and XML-Broemmer addresses such topics as: Understanding J2EE application architecture Building business applications with J2EE, a business object architecture, and extensible components created with design patterns Designing and implementing a sample banking Web application Integrating proven performance-engineering and optimization practices in the development process Using metadata-driven, configurable foundation components to automate much of the development and processing of Web-based business applications The companion Web site contains the source code for a Common Business Logic Foundation and sample applications from the book, including a Jakarta Struts project and a banking application. Links to the Jakarta Struts frameworks and J2EE application servers such as BEA WebLogic and IBM WebSphere are also provided.

This book is a thorough introduction to Java Message Service (JMS), the standard Java application program interface (API) from Sun Microsystems that supports the formal communication known as "messaging" between computers in a network. JMS provides a common interface to standard messaging protocols and to special messaging services

in support of Java programs. The messages exchange crucial data between computers, rather than between users--information such as event notification and service requests. Messaging is often used to coordinate programs in dissimilar systems or written in different programming languages. Using the JMS interface, a programmer can invoke the messaging services of IBM's MQSeries, Progress Software's SonicMQ, and other popular messaging product vendors. In addition, JMS supports messages that contain serialized Java objects and messages that contain Extensible Markup Language (XML) pages. Messaging is a powerful new paradigm that makes it easier to uncouple different parts of an enterprise application. Messaging clients work by sending messages to a message server, which is responsible for delivering the messages to their destination. Message delivery is asynchronous, meaning that the client can continue working without waiting for the message to be delivered. The contents of the message can be anything from a simple text string to a serialized Java object or an XML document. Java Message Service shows how to build applications using the point-to-point and publish-and-subscribe models; how to use features like transactions and durable subscriptions to make an application reliable; and how to use messaging within Enterprise JavaBeans. It also introduces a new EJB type, the MessageDrivenBean, that is part of EJB 2.0, and discusses integration of messaging into J2EE.

Explains how to leverage Java's architecture and mechanisms to design enterprise applications and considers code modularity, nonduplication, network efficiency, maintainability, and reusability.

Object-oriented programming is the de facto programming paradigm for many programming languages. Object-Oriented Programming in C# Succinctly provides an introduction to OOP for C# developers. Author Sander Rossel provides overviews and numerous samples to guide readers towards OOP mastery.

Learn how to design and develop distributed web services in Java, using RESTful architectural principles and the JAX-RS 2.0 specification in Java EE 7. By focusing on implementation rather than theory, this hands-on reference demonstrates how easy it is to get started with services based on the REST architecture. With the book's technical guide, you'll learn how REST and JAX-RS work and when to use them. The RESTEasy workbook that follows provides step-by-step instructions for installing, configuring, and running several working JAX-RS examples, using the JBoss RESTEasy implementation of JAX-RS 2.0. Learn JAX-RS 2.0 features, including a client API, server-side asynchronous HTTP, and filters and interceptors Examine the design of a distributed RESTful interface for an e-commerce order entry system Use the JAX-RS Response object to return complex responses to your client (ResponseBuilder) Increase the performance of your services by leveraging HTTP caching protocols Deploy and integrate web services within Java EE7, servlet containers, EJB, Spring, and JPA Learn popular mechanisms to perform authentication on the Web, including client-side SSL and OAuth 2.0 Patterns, Domain-Driven Design (DDD), and Test-Driven Development (TDD) enable architects and developers to create systems that are powerful, robust, and maintainable. Now, there's a comprehensive, practical guide to leveraging all these techniques primarily in Microsoft .NET environments, but the discussions are just as useful for Java developers. Drawing on seminal work by Martin Fowler (Patterns of Enterprise Application Architecture) and Eric Evans (Domain-Driven Design), Jimmy Nilsson shows how to create real-world architectures for any .NET application. Nilsson illuminates each principle with clear, well-annotated code examples based on C# 1.1 and 2.0. His examples and discussions will be valuable both to C# developers and those working with other .NET languages and any databases—even with other platforms, such as J2EE. Coverage includes · Quick primers on patterns, TDD, and refactoring · Using architectural techniques to improve software quality · Using domain models to support business rules and validation · Applying enterprise patterns to provide persistence support via NHibernate · Planning effectively for the presentation layer and UI testing · Designing for Dependency Injection, Aspect Orientation, and other new paradigms

Explores options for using J2EE technologies in the creation of scalable software, providing a case study on a database and focusing on selecting leading-edge technologies and implementing the sample system.

A multi-user game, web site, cloud application, or networked database can have thousands of users all interacting at the same time. You need a powerful, industrial-strength tool to handle the really hard problems inherent in parallel, concurrent environments. You need Erlang. In this second edition of the bestselling Programming Erlang, you'll learn how to write parallel programs that scale effortlessly on multicore systems. Using Erlang, you'll be surprised at how easy it becomes to deal with parallel problems, and how much faster and more efficiently your programs run. That's because Erlang uses sets of parallel processes—not a single sequential process, as found in most programming languages. Joe Armstrong, creator of Erlang, introduces this powerful language in small steps, giving you a complete overview of Erlang and how to use it in common scenarios. You'll start with sequential programming, move to parallel programming and handling errors in parallel programs, and learn to work confidently with distributed programming and the standard Erlang/Open Telecom Platform (OTP) frameworks. You need no previous knowledge of functional or parallel programming. The chapters are packed with hands-on, real-world tutorial examples and insider tips and advice, and finish with exercises for both beginning and advanced users. The second edition has been extensively rewritten. New to this edition are seven chapters covering the latest Erlang features: maps, the type system and the Dialyzer, WebSockets, programming idioms, and a new stand-alone execution environment. You'll write programs that dynamically detect and correct errors, and that can be upgraded without stopping the system. There's also coverage of rebar (the de facto Erlang build system), and information on how to share and use Erlang projects on github, illustrated with examples from cowboy and bitcask. Erlang will change your view of the world, and of how you program. What You Need The Erlang/OTP system. Download it from erlang.org.

"The flip-side of Patterns, AntiPatterns provide developers with formal descriptions of common development gaffes that can derail a project along with practical guidelines on how to avoid them. In this book,

the authors present dozens of Java AntiPatterns that tackle many of Java's biggest trouble spots for programming with EJB, JSP, Servlets, and more. Each AntiPattern is documented with real-world examples, code, and refactored (or escape-route) solutions, and the book uses UML (where appropriate) to diagram improved solutions. All code examples from the book are available to the reader on the book's companion Web site."

Provides example programs and their source code to explore concepts and technologies including Enterprise JavaBeans, JavaServer Pages, Java Message Service, and Java Naming and Directory Interface.

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

Describes the features and capabilities of servlets and JavaServer Pages in building enterprise-class applications.

Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB Timer Service and JMS as well as the latest open source Java solutions The book was developed as part of TheServerSide.com online EJB community, ensuring a built-in audience Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including transactions, persistence, clustering, integration, and performance optimization Offers practical guidance on when not to use EJB and how to use simpler, less costly open source technologies in place of or in conjunction with EJB

Summary Functional Programming in Java teaches Java developers how to incorporate the most powerful benefits of functional programming into new and existing Java code. You'll learn to think functionally about coding tasks in Java and use FP to make your applications easier to understand, optimize, maintain, and scale. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Here's a bold statement: learn functional programming and you'll be a better Java developer. Fortunately, you don't have to master every aspect of FP to get a big payoff. If you take in a few core principles, you'll see an immediate boost in the scalability, readability, and maintainability of your code. And did we mention that you'll have fewer bugs? Let's get started! About the Book Functional Programming in Java teaches you how to incorporate the powerful benefits of functional programming into new and existing Java code. This book uses easy-to-grasp examples, exercises, and illustrations to teach core FP principles such as referential transparency, immutability, persistence, and laziness. Along the way, you'll discover which of the new functionally inspired features of Java 8 will help you most. What's Inside Writing code that's easier to read and reason about Safer concurrent and parallel programming Handling errors without exceptions Java 8 features like lambdas, method references, and functional interfaces About the Reader Written for Java developers with no previous FP experience. About the Author Pierre-Yves Saumont is a seasoned Java developer with three decades of experience designing and building enterprise software. He is an R&D engineer at Alcatel-Lucent Submarine Networks. Table of Contents What is functional programming? Using functions in Java Making Java more functional Recursion, corecursion, and memoization Data handling with lists Dealing with optional data Handling errors and exceptions Advanced list handling Working with laziness More data handling with trees Solving real problems with advanced trees Handling state mutation in a functional way Functional input/output Sharing mutable state with actors Solving common problems functionally

"The Java landscape is littered with libraries, tools, and specifications. What's been lacking is the expertise to fuse them into solutions to real-world problems. These patterns are the intellectual mortar for J2EE software construction."--John Vlissides, co-author of Design Patterns, the "Gang of Four" book "The authors of Core J2EE Patterns have harvested a really useful set of patterns. They show how to apply these patterns and how to refactor your system to take advantage of them. It's just like having a team of experts sitting at your side." --Grady Booch, Chief Scientist, Rational Software Corporation "The authors do a great job describing useful patterns for application architectures. The section on refactoring is worth the price of the entire book!" --Craig McClanahan, Struts Lead Architect and Specification Lead for JavaServer Faces "Core J2EE Patterns is the gospel that should accompany every J2EE application server ... Built upon the in-the-trenches expertise of its veteran architect authors, this volume unites the platform's many technologies and APIs in a way that application architects can use, and provides insightful answers to the whys, whens, and hows of the J2EE platform." --Sean Neville, JRun Enterprise Architect, Macromedia Developers often confuse learning the technology with learning to design with the technology. In this book, senior architects from the Sun Java Center share their cumulative design experience on Java 2 Platform, Enterprise Edition (J2EE) technology. The primary focus of the book is on patterns, best practices, design strategies, and proven solutions using the key J2EE technologies including JavaServer Pages(TM) (JSP(TM)), Servlets, Enterprise JavaBeans(TM) (EJB(TM)), and Java(TM) Message Service (JMS) APIs. The J2EE Pattern Catalog with 21 patterns and numerous strategies is presented to document and promote best practices for these technologies. Core J2EE Patterns, Second Edition offers the following: J2EE Pattern Catalog with 21 patterns--fully revised and newly documented patterns providing proven solutions for enterprise applications Design strategies for the presentation tier, business tier, and integration tier Coverage of servlets, JSP, EJB, JMS, and Web Services J2EE technology bad practices Refactorings to improve existing designs using patterns Fully illustrated with UML diagrams Extensive sample code for patterns, strategies, and refactorings.

* Allen Holub is a highly regarded instructor for the University of California, Berkeley, Extension. He has taught since 1982 on various topics, including Object-Oriented Analysis and Design, Java, C++, C. Holub will use this book in his Berkeley Extension classes. * Holub is a regular presenter at the Software Development conferences and is Contributing Editor for the online magazine JavaWorld, for whom he writes the Java Toolbox. He also wrote the OO Design Process column for IBM DeveloperWorks. * This book is not time-sensitive. It is an extremely well-thought out approach to learning design patterns, with Java as the example platform, but the concepts presented are not limited to just Java programmers. This is a complement to the Addison-Wesley seminal "Design Patterns" book by the "Gang of Four". Beginning Cryptography with Java While cryptography can still be a controversial topic in the programming community, Java has weathered that storm and provides a rich set of APIs that allow you, the developer, to effectively include cryptography in applications-if you know how. This book teaches you how. Chapters one through five cover the architecture of the JCE and JCA, symmetric and asymmetric key encryption in Java, message authentication codes, and how to create Java implementations with the API provided by the Bouncy Castle ASN.1 packages, all with plenty of examples. Building on that foundation, the second half of the book takes you into higher-level topics, enabling you to create and implement secure Java applications and make use of standard protocols such as CMS, SSL, and S/MIME. What you will learn from this book How to understand and use JCE, JCA, and the JSSE for encryption and authentication The ways in which padding mechanisms work in ciphers and how to spot and fix typical errors An understanding of how authentication mechanisms are implemented in Java and why they are used Methods for describing cryptographic objects with ASN.1 How to create certificate revocation lists and use the Online Certificate Status Protocol (OCSP) Real-world Web solutions using Bouncy Castle APIs Who this book is for This book is for Java developers who want to use cryptography in their applications or to understand how cryptography is being used in Java applications. Knowledge

of the Java language is necessary, but you need not be familiar with any of the APIs discussed. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

Get the deep insights you need to master efficient architectural design considerations and solve common design problems in your enterprise applications. Key Features The benefits and applicability of using different design patterns in JAVA EE Learn best practices to solve common design and architectural challenges Choose the right patterns to improve the efficiency of your programs Book Description Patterns are essential design tools for Java developers. Java EE Design Patterns and Best Practices helps developers attain better code quality and progress to higher levels of architectural creativity by examining the purpose of each available pattern and demonstrating its implementation with various code examples. This book will take you through a number of patterns and their Java EE-specific implementations. In the beginning, you will learn the foundation for, and importance of, design patterns in Java EE, and then will move on to implement various patterns on the presentation tier, business tier, and integration tier. Further, you will explore the patterns involved in Aspect-Oriented Programming (AOP) and take a closer look at reactive patterns. Moving on, you will be introduced to modern architectural patterns involved in composing microservices and cloud-native applications. You will get acquainted with security patterns and operational patterns involved in scaling and monitoring, along with some patterns involved in deployment. By the end of the book, you will be able to efficiently address common problems faced when developing applications and will be comfortable working on scalable and maintainable projects of any size. What you will learn Implement presentation layers, such as the front controller pattern Understand the business tier and implement the business delegate pattern Master the implementation of AOP Get involved with asynchronous EJB methods and REST services Involve key patterns in the adoption of microservices architecture Manage performance and scalability for enterprise-level applications Who this book is for Java developers who are comfortable with programming in Java and now want to learn how to implement design patterns to create robust, reusable and easily maintainable apps.

Following her widely acclaimed Autobiography of Red ("A spellbinding achievement" --Susan Sontag), a new collection of poetry and prose that displays Anne Carson's signature mixture of opposites--the classic and the modern, cinema and print, narrative and verse. In Men in the Off Hours, Carson reinvents figures as diverse as Oedipus, Emily Dickinson, and Audubon. She views the writings of Sappho, St. Augustine, and Catullus through a modern lens. She sets up startling juxtapositions (Lazarus among video paraphernalia; Virginia Woolf and Thucydides discussing war). And in a final prose poem, she meditates on the recent death of her mother. With its quiet, acute spirituality, its fearless wit and sensuality, and its joyful understanding that "the fact of the matter for humans is imperfection," Men in the Off Hours shows us "the most exciting poet writing in English today" (Michael Ondaatje) at her best. From the Hardcover edition. Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included

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.

Looking to study up for the new J2EE 1.5 Sun Certified Web Component Developer (SCWCD) exam? This book will get you way up to speed on the technology you'll know it so well, in fact, that you can pass the brand new J2EE 1.5 exam. If that's what you want to do, that is. Maybe you don't care about the exam, but need to use servlets and JSPs in your next project. You're working on a deadline. You're over the legal limit for caffeine. You can't waste your time with a book that makes sense only AFTER you're an expert (or worse, one that puts you to sleep). Learn how to write servlets and JSPs, what makes a web container tick (and what ticks it off), how to use JSP's Expression Language (EL for short), and how to write deployment descriptors for your web applications. Master the c:out tag, and get a handle on exactly what's changed since the older J2EE 1.4 exam. You don't just pass the new J2EE 1.5 SCWCD exam, you'll understand this stuff and put it to work immediately. Head First Servlets and JSP doesn't just give you a bunch of facts to memorize; it drives knowledge straight into your brain. You'll interact with servlets and JSPs in ways that help you learn quickly and deeply. And when you're through with the book, you can take a brand-new mock exam, created specifically to simulate the real test-taking experience.

Architects of buildings and architects of software have more in common than most people think. Both professions require attention to detail, and both practitioners will see their work collapse around them if they make too many mistakes. It's impossible to imagine a world in which buildings get built without blueprints, but it's still common for software applications to be designed and built without blueprints, or in this case, design patterns. A software design pattern can be identified as "a recurring solution to a recurring problem." Using design patterns for software development makes sense in the same way that architectural design patterns make sense--if it works well in one place, why not use it in another? But developers have had enough of books that simply catalog design patterns without extending into new areas, and books that are so theoretical that you can't actually do anything better after reading them than you could before you started. Crawford and Kaplan's J2EE Design Patterns approaches the subject in a unique, highly practical and pragmatic way. Rather than simply present another catalog of design patterns, the authors broaden the scope by discussing ways to choose design patterns when building an enterprise application from scratch, looking closely at the real world tradeoffs that Java developers must weigh when architecting their applications. Then they go on to show how to apply the patterns when writing realworld software. They also extend design patterns into areas not covered in other books, presenting original patterns for data modeling, transaction / process modeling, and interoperability. J2EE Design Patterns offers extensive coverage of the five problem areas enterprise developers face: Maintenance (Extensibility) Performance (System Scalability) Data Modeling (Business Object Modeling) Transactions (process Modeling)

Messaging (Interoperability) And with its careful balance between theory and practice, J2EE Design Patterns will give developers new to the Java enterprise development arena a solid understanding of how to approach a wide variety of architectural and procedural problems, and will give experienced J2EE pros an opportunity to extend and improve on their existing experience.

What is this book about? Expert One-on-One J2EE Development without EJB shows Javadevelopers and architects how to build robust J2EE applicationswithout having to use Enterprise JavaBeans (EJB). This practical,code-intensive guide provides best practices for using simpler andmore effective methods and tools, including JavaServer pages,servlets, and lightweight frameworks. What does this book cover? The book begins by examining the limits of EJB technology— what it does well and not so well. Then the authors guideyou through alternatives to EJB that you can use to create higherquality applications faster and at lower cost — both agilemethods as well as new classes of tools that have evolved over thepast few years. They then dive into the details, showing solutions based on thelightweight framework they pioneered on SourceForge — one ofthe most innovative open source communities. They demonstrate howto leverage practical techniques and tools, including the popularopen source Spring Framework and Hibernate. This book also guidesyou through productive solutions to core problems, such astransaction management, persistence, remoting, and Web tier design.You will examine how these alternatives affect testing,performance, and scalability, and discover how lightweightarchitectures can slash time and effort on many projects. What will you learn from this book? Here are some details on what you'll find in this book: How to find the simplest and most maintainable architecture foryour application Effective transaction management without EJB How to solve common problems in enterprise software developmentusing AOP and Inversion of Control Web tier design and the place of the Web tier in awell-designed J2EE application Effective data access techniques for J2EE applications withJDBC, Hibernate, and JDO How to leverage open source products to improve productivityand reduce custom coding How to design for optimal performance and scalability

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