

## Ui Design Netbeans

Beginning Java 8 Games Development, written by Java expert and author Wallace Jackson, teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language. In this book, you'll employ open source software as tools to help you quickly and efficiently build your Java game applications. You'll learn how to utilize vector and bit-wise graphics; create sprites and sprite animations; handle events; process inputs; create and insert multimedia and audio files; and more. Furthermore, you'll learn about JavaFX 8, now integrated into Java 8 and which gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller foot-print; so, your game application can run on your PC, mobile and embedded devices. After reading and using this tutorial, you'll come away with a cool Java-based 2D game application template that you can re-use and apply to your own game making ambitions or for fun.

This book covers the full development life cycle for professional GUI design in Java, from cost estimation and design to coding and testing. Focuses on building high quality industrial strength software in Java Ready-to-use source code is given throughout the text based on industrial-strength projects undertaken by the author.

The open-source NetBeans Platform is an extraordinarily powerful framework for building "write once, run anywhere" rich client applications. Now, for the first time since the release of NetBeans IDE 5.0, there's a comprehensive guide to rich client development on the NetBeans Platform. Written for Java developers and architects who have discovered that basic Swing components are not enough for them, this book will help you get started with NetBeans module development, master NetBeans' key APIs, and learn proven techniques for building reliable desktop software. Each chapter is filled with practical, step-by-step instructions for creating complete rich client applications on top of the NetBeans Platform and plugins for NetBeans IDE. Rich Client Programming 's wide-ranging content covers Why modular development makes sense for small, medium, and large applications Using NetBeans to accelerate development and improve efficiency Leveraging NetBeans productivity features, from the Component Palette to Code Completion Leveraging NetBeans' modular architecture in your own applications Implementing loosely coupled communication to improve code maintainability and robustness Managing user- and system-configuration data Building reloadable components with solid threading models Constructing sophisticated multiwindow applications and presenting rich data structures to users Adding user-configurable options Integrating Web services with NetBeans desktop applications Automating module updates and providing user help Foreword by Jonathan Schwartz Foreword by Jan Chalupa Preface About the Authors and Contributors Acknowledgments Chapter 1: Getting Started with the NetBeans Platform Chapter 2: The Benefits of Modular Programming Chapter 3: Modular Architecture Chapter 4: Loosely Coupled Communication Chapter 5: Lookup Chapter 6: Filesystems Chapter 7: Threading, Listener Patterns, and MIME Lookup Chapter 8: The Window System Chapter 9: Nodes, Explorer Views, Actions, and Presenters Chapter 10: DataObjects and DataLoaders Chapter 11: Graphical User Interfaces Chapter 12: Multiview Editors Chapter 13: Syntax Highlighting Chapter 14: Code Completion Chapter 15: Component Palettes Chapter 16: Hyperlinks Chapter 17: Annotations Chapter 18: Options Windows Chapter 19: Web Frameworks Chapter 20: Web Services Chapter 21: JavaHelp Documentation Chapter 22 Update Centers Chapter 23: Use Case 1: NetBeans Module Development Chapter 24: Use Case 2: Rich Unger on Application Development Chapter A: Advanced Module System Techniques Chapter B: Common Idioms and Code Patterns in NetBeans Chapter C: Performance Index

The 13th International Conference on Human-Computer Interaction, HCI Inter- tional 2009, was held in San Diego, California, USA, July 19-24, 2009, jointly with the Symposium on Human Interface (Japan) 2009, the 8th International Conference on Engineering Psychology and Cognitive Ergonomics, the 5th International Conference on Universal Access in Human-Computer Interaction, the Third International Conference on Virtual and Mixed Reality, the Third International Conference on Internati- alization, Design and Global Development, the Third International Conference on Online Communities and Social Computing, the 5th International Conference on Augmented Cognition, the Second International Conference on Digital Human Mod- ing, and the First International Conference on Human Centered Design. A total of 4,348 individuals from academia, research institutes, industry and gove- mental agencies from 73 countries submitted contributions, and 1,397 papers that were judged to be of high scientific quality were included in the program. These papers - dress the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in the knowledge and effective use of computers in a variety of application areas.

Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life. These applications can be utilized across different technological platforms. Application Development and Design: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as software design, mobile applications, and web applications, this multi-volume book is ideally designed for researchers, academics, engineers, professionals, students, and practitioners interested in emerging technology applications.

This book constitutes the refereed proceedings of the IFIP WG 13.2/13.5 Joint Working Conferences: 6th International Conference on Human-Centered Software Engineering, HCSE 2016, and 8th International Conference on Human Error, Safety, and System Development, HESSD 2016, held in Stockholm, Sweden, in August 2016. The 11 full papers and 14 short papers presented were carefully reviewed and selected from 32 submissions. The papers cover various topics such as integration of software engineering and user-centered design; HCI models and model-driven engineering; incorporating guidelines and principles for designing usable products in the development process; usability engineering; methods for user interface design; patterns in HCI and HCSE; software architectures for user interfaces; user interfaces for special environments; representations for design in the development process; working with iterative and agile process models in HCSE; social and organizational aspects in the software development lifecycle; human-centric software development tools; user profiles and mental models; user requirements and design constraints; and user experience and software design.

This compact syntax reference covers syntax and parameters central to JSON object definitions. You'll learn the syntax used in the JSON object definition language, logically organized by topical chapters, and getting more advanced as chapters progress, covering structures and file formats which are best for use with HTML5. Furthermore, the JSON Quick Syntax Reference includes the key factors regarding the data footprint optimization work process, the in-lining of CSS and JS files, and why a data footprint optimization work process is important. What You'll Learn • Use the object definition syntax supported in JSON• Define a JSON content production workflow• Gain an understanding of the concepts and principles behind JSON object definitions• Use JSON code snippets and apply them in your web applications• Utilize the NetBeans, Android Studio, and Eclipse IDEs for your JSON coding Who This Book Is For Web developers, Android application developers, and user interface designers.

The NetBeans Platform is the world's only modular Swing application framework, used by very large organizations in mission-critical scenarios, such as at Boeing and Northrop Grumman, as well as in the financial sector and in the oil/gas industry. For these large customers in enterprises who are increasingly interested in Maven and OSGi, the book will have particular relevance. The Definitive Guide to NetBeans™ Platform 7 is a thorough and authoritative introduction to the open-source NetBeans Platform, covering all its major APIs in detail, with relevant code examples used throughout. Provides a completely updated definitive guide to the NetBeans Platform, using the latest APIs, coding patterns, and methodologies. Focuses strongly on business features in an application, since Oracle's customers are particularly interested in business-related aspects. For example, how to use OSGi, how to add authentication/security, how to monetize from a modular application. The original German book on which this

title is based was well received. The NetBeans Platform Community has put together this English translation, which covers the latest NetBeans Platform 7 APIs. With an introduction by known NetBeans Platform experts Jaroslav Tulach and Tim Boudreau, this is the most up-to-date book on this topic at the moment. All NetBeans Platform developers will gain something from this book, because several topics in the book have not been documented anywhere else.

Computer Architecture/Software Engineering

Programming is, above all, problem solving. This book will help students thoroughly understand real-world programming problems - and solve those problems quickly and efficiently, using Java's sophisticated design and coding facilities.

The concept of usability has become an increasingly important consideration in the design of all kinds of technology. As more products are aimed at global markets and developed through internationally distributed teams, usability design needs to be addressed in global terms. Interest in usability as a design issue and specialist area of research and education has developed steadily in North America and Europe since the 1980's. However, it is only over the last ten years that it has emerged as a global concern. Global Usability provides an introduction to the important issues in globalizing design and an insight into the development of usability expertise around the world. The book is divided into two sections. The first section deals with the general issues in cross-cultural design and the methods for conducting usability design and evaluation across geographical boundaries. The second section describes the state of usability development in fifteen countries. The descriptions include a history and review of activities and include some unique perspectives that have developed in relation to usability work. Researchers and practitioners from a variety of design-related disciplines will find the book a useful guide for understanding the issues and an excellent reference source for working in any of the countries covered.

This is the authoritative reference for understanding and using the NetBeans Integrated Development Environment for creating new software with Java. Contains a detailed tutorial.

The fourth edition of the Handbook of Human Factors and Ergonomics has been completely revised and updated. This includes all existing third edition chapters plus new chapters written to cover new areas. These include the following subjects: Managing low-back disorder risk in the workplace Online interactivity Neuroergonomics Office ergonomics Social networking HF&E in motor vehicle transportation User requirements Human factors and ergonomics in aviation Human factors in ambient intelligent environments As with the earlier editions, the main purpose of this handbook is to serve the needs of the human factors and ergonomics researchers, practitioners, and graduate students. Each chapter has a strong theory and scientific base, but is heavily focused on real world applications. As such, a significant number of case studies, examples, figures, and tables are included to aid in the understanding and application of the material covered. Netbeans is not only a great IDE and platform, it is also a community of programming enthusiasts. 100 NetBeans TM IDE Tips and Tricks is a collection of the best technical tips for the NetBeans IDE, collected from community blogs, forums, NetBeans evangelists, and the author's personal experience. It focuses on specific recipes that can make you more productive in your routine development tasks and provides answers to your most pressing questions. The default software version for these tips is NetBeans IDE 6.0, when a feature is specific to another version, it is called out. The default platform is Microsoft Windows; Mac OS keyboard shortcuts are noted in parentheses.

"This book focuses on Hybrid Learning as a way to compensate for the shortcomings of traditional face-to-face teaching, distance learning, and technology-mediated learning"--Provided by publisher.

Get your first Android apps up and running with the help of plain English and practical examples. If you have a great idea for an Android app, but have never programmed before, then this book is for you. Android Apps for Absolute Beginners cuts through the fog of jargon and mystery that surrounds Android app development, and gives you simple, step-by-step instructions to get you started. This book teaches Android application development in language anyone can understand, giving you the best possible start in Android development. It provides clean, straightforward examples that make learning easy, allowing you to pick up the concepts without fuss. It offers clear code descriptions and layout so that you can get your apps running as soon as possible. Although this book covers what's new in Android 7, it is also backwards compatible to cover some of the previous Android releases. What You'll Learn Download, install, and configure the latest software needed for Android app development Work efficiently using an integrated development environment (IDE) Build useful, attractive applications and get them working immediately Create apps with ease using XML markup and drag-and-drop graphical layout editors Use new media and graphics to skin your app so that it has maximum appeal Create advanced apps combining XML, Java and new media content Who This Book Is For If you have a great idea for an Android app, but have never programmed before, then this book is for you. You don't need to have any previous computer programming skills — as long as you have a desire to learn and you know which end of the mouse is which, the world of Android apps development awaits.

This book constitutes the refereed proceedings of the First International Conference on Hybrid Learning, ICHL 2008, held in Hong Kong, China, in August 2008. The 38 revised full papers presented together with 3 keynote lectures were carefully reviewed and selected from 142 submissions. The papers are organized in topical sections on hybrid education, model and pedagogies for hybrid learning, trends, pervasive learning, mobile and ubiquitous learning, hybrid learning experiences, hybrid learning systems, technologies, as well as contextual attitude and cultural effects.

The book is a guide for programmers creating applications for use on the internet. It gives them what they need to evaluate and choose the appropriate framework and component tools. It provides the knowledge required to understand these technologies and to assist them in choosing the right tools for their job. It is written in plain English in a practical, hands-on approach as opposed to a highly technical, theoretical treatise on the subject. These technologies are new and very valuable but not widely adopted yet due to being perceived as very complex. This book dispels the mystery.

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

Take a detailed look at the NetBeans IDE and new features in the NetBeans Platform. Learn about support for JShell, the Jigsaw Module System, and Local Variable Type Inference, focusing



on what this new version of NetBeans brings to developers who are working in Java and other supported languages. The book is a practical, hands-on guide providing a number of step-by-step recipes that help you take advantage of the power in the latest Java (and other) software platforms, and gives a good grounding on using NetBeans IDE for your projects. This book has been written by Apache community members who both use the IDE and actively contribute and develop Apache NetBeans as an open source project. Pro Apache NetBeans consists of three parts. The first part describes how to use the IDE as well as the new features that it brings to support the latest Java versions. The second part describes how you can extend NetBeans by creating plugins and writing your own applications using the Rich Client Platform. The third part describes how you can contribute to develop NetBeans IDE further, becoming part of the open source team that is driving future developments in the toolset. What You Will Learn Work faster and more effectively by applying expert tips and tricks Apply NetBeans' most cutting-edge features to your Java development Debug your applications using intuitive features built into the IDE Identify performance issues in your application by using the NetBeans profiler Develop using the latest API of the NetBeans Rich Client Platform Extend Apache NetBeans by creating plugins built on the Rich Client Platform Build NetBeans from source and understand the internals of NetBeans itself Contribute to the large community that supports and develops NetBeans Who This Book Is For Developers who want to know the latest features in NetBeans, as well as how the transition to Apache has affected the future of the NetBeans IDE. The book is also of interest to those desiring to become contributors to the NetBeans project and to influence its future development. Java developers who need to create a new desktop application from scratch also will benefit from this book.

This book is a hands-on Beginner's Guide for developers who are new to Vaadin and/or Vaadin UI components. The book will teach readers through examples to use each of the exciting components to build and add various aspects of the user interface to their web apps. If you have experience with the Java language and want to create web applications that look good without having to deal with HTML, XML, and JavaScript, this book is for you. Basic Java programming skills are required, but no web development knowledge is needed at all.

The Best Fully Integrated Study System Available With hundreds of practice questions and hands-on exercises, NetBeans IDE Programmer Certified Expert Exam Guide covers what you need to know--and shows you how to prepare--for this challenging exam. 100% complete coverage of all official objectives for exam 310-045 Exam Readiness checklist at the front of the book--you're ready for the exam when all objectives on the list are checked off Inside the Exam sections in every chapter highlight key exam topics covered Two-Minute Drills for quick review at the end of every chapter Simulated exam questions match the format, tone, topics, and difficulty of the real exam Covers all the exam topics, including: General Configurations / Builds and Controls / Java SE Desktop Applications / Java EE Web Applications / Database Connectivity / Source Editor / Refactoring Support / HTTP Server-Side Monitor / Local and Remote Debugging / Testing and Profiling CD-ROM includes: Complete MasterExam practice testing engine, featuring: --One full practice exam --Detailed answers with explanations --Score Report performance assessment tool Electronic book for studying on the go Plus NetBeans sample projects, resources, and more with free online registration: --Bonus downloadable MasterExam practice test

\* This is the only up-to-date book on the market that covers Flash mobile application development. \* Evidence of demand – large companies such as Nokia and Samsung are Flash-enabling their phones. \* The book will support the new FlashLite version available with the next version of Flash, released later on this year.

Pro Java 8 Programming covers the core Java development kit. It takes advantage of the finer points of the core standard edition (SE) and development kit version 8. You'll discover the particulars of working with the Java language and APIs to develop applications in many different contexts. You will also delve into more advanced topics like lambda expressions, closures, new i/o (NIO.2), enums, generics, XML, metadata and the Swing APIs for GUI design and development. By the end of the book, you'll be fully prepared to take advantage of Java's ease of development, and able to create powerful, sophisticated Java applications.

A unique book-and-video package presented by Java guru Yakov Fain As one of the most popular software languages for building Web applications, Java is often the first programming language developers learn. The latest version includes numerous updates that both novice and experienced developers need to know. With this invaluable book-and-video package, Java authority Yakov Fain fully covers Java's new features as well as its language extensions, classes and class methods, and the Swing Application Framework. For each lesson that he discusses in the book, there is an accompanying instructional video to reinforce your learning experience. Lessons include: Introducing Java Eclipse IDE Object-Oriented Programming Class Methods Back to Java Basics Packages, Interfaces, and Encapsulation Programming with Abstract Classes and Interfaces Introducing the Graphic User Interface Event Handling in UI Introduction to Java Applets Developing a Tic-Tac-Toe Applet Developing a Ping-Pong Game Error Handling Introduction to Collections Introduction to Generics Working with Streams Java Serialization Network Programming Processing E-Mails with Java Introduction to Multi-Threading Digging Deeper into Concurrent Execution Working with Databases Using JDBC Swing with JTable Annotations and Reflection Remote Method Invocation Java EE 6 Overview Programming with Servlets JavaServer Pages Developing Web Applications with JSF Introducing JMS and MOM Introducing JNDI Introduction to Enterprise JavaBeans Introduction to the Java Persistence API Working with RESTful Web Services Introduction to Spring MVC Framework Introduction to Hibernate Framework Bringing JavaFX to the Mix Java Technical Interviews Note: As part of the print version of this title, video lessons are included on DVD. For e-book versions, video lessons can be accessed at wrox.com using a link provided in the interior of the e-book.

Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices. Written by open source gaming expert Wallace Jackson, this book uses Java 9 and NetBeans 9 to add leading-edge features, such as 3D, textures, animation, digital audio, and digital image compositing to your games. Along the way you'll learn about game design, including game design concepts, genres, engines, and UI design techniques. To completely master Java 3D game creation, you will combine this knowledge with a number of JavaFX 9 topics, such as scene graph hierarchy; 3D scene configuration; 3D model design and primitives; model shader creation; and 3D game animation creation. With these skills you will be able to take your 3D Java games to the next level. The final section of Pro Java 9 Games Development puts the final polish on your abilities. You'll see how to add AI logic for random content selection methods; harness a professional scoring engine; and player-proof your event handling. After reading Pro Java 9 Games Development, you will come away with enough 3D expertise to design, develop, and build your own professional Java 9 games, using JavaFX 9 and the latest new media assets. What You'll Learn Design and build professional 3D Java 9 games, using NetBeans 9, Java 9, and JavaFX 9 Integrate new media assets, such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game, modeled, textured,

and animated using JavaFX Optimize game assets for distribution, and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience. This book can be for experienced game developers new to Java programming.

Information systems (IS) are the backbone of any organization today, supporting all major business processes. This book deals with the question: how do these systems come into existence? It gives a comprehensive coverage of managerial, methodological and technological aspects including: Management decisions before and during IS development, acquisition and implementation Project management Requirements engineering and design using UML Implementation, testing and customization Software architecture and platforms Tool support (CASE tools, IDEs, collaboration tools) The book takes into account that for most organizations today, inhouse development is only one of several options to obtain an IS. A good deal of IS development has moved to software vendors – be it domestic, offshore or multinational software firms. Since an increasing share of this work is done in Asia, Eastern Europe, Latin America and Africa, the making of information systems is discussed within a global context.

You might think more than enough design books exist in the programming world already. In fact, there are so many that it makes sense to ask why you would read yet another. Is there really a need for yet another design book? In fact, there is a greater need than ever before, and Practical API Design: Confessions of a Java Framework Architect fills that need! Teaches you how to write an API that will stand the test of time Written by the designer of the NetBeans API at Sun Technologies Based on best practices, scalability, and API design patterns

Develop professional enterprise Java EE applications quickly and easily with this popular IDE

This book constitutes the thoroughly refereed post-proceedings of the 10th International Workshop on Design, Specification, and Verification of Interactive Systems, DSV-IS 2003, held in Funchal, Madeira Island, Portugal, in June 2003. The 26 revised full papers and 5 revised short papers presented together with an invited paper have passed through two rounds of reviewing, selection, and improvement. The papers are organized in topical sections on test and evaluation, Web and groupware, tools and technologies, task modeling, model-based design, mobile and multiple devices, UML, and specification languages.

JavaFX is a state-of-the-art graphics toolkit that is now built into Java and can be easily integrated with the NetBeans Platform. With JavaFX, you can create advanced user interfaces, manipulate media, generate graphical effects and animations, and much more. The NetBeans Platform provides a framework for building robust, modular applications with long life expectancies. Together, JavaFX and the NetBeans Platform provide the basis for creating visually appealing, industrial-strength applications. Focusing on JavaFX as the front end for rich client applications, this guide's examples cover JavaFX 8 with the NetBeans Platform, NetBeans IDE, and Java 8. Gail and Paul Anderson fully explain JavaFX and its relationship with the NetBeans Platform architecture, and systematically show Java developers how to use them together effectively. Each concept and technique is supported by clearly written code examples, proven through extensive classroom teaching. Coverage includes Background basics with Java, JavaFX, and UI events Building loosely coupled applications NetBeans Platform Modules and Lookup NetBeans Platform Nodes, Explorer Views, and Actions Building CRUD-based applications Integrating JavaFX with a Swing-based framework Using JavaFX Charts with the NetBeans Platform Using the NetBeans Platform File System and Data System Keeping the UI responsive

Annotation NetBeans has several features that greatly simplify Java EE development, but with many features and great flexibility, Java developers can become overwhelmed by the options available in NetBeans. This book provides step-by-step recipes that show you how to take control of the environment and make use of these features to make your enterprise Java application development more efficient and productive than ever before, so that you can concentrate on the important parts of your application. Java EE 6 Development with NetBeans 7 takes you through the most important parts of Java EE programming and shows you how to use the features of NetBeans that will improve your development experience with clear, careful instructions and screenshots. It will show you how to use NetBeans functionality to automate many of the tedious or repetitive tasks frequently encountered when developing enterprise Java applications, freeing you up to focus on the business logic specific parts of the application. As well as showing you time-saving tricks, keyboard shortcuts, and other productivity enhancements possible with NetBeans, it will take you through the major Java EE APIs and how to get them working in the NetBeans environment. While focusing on NetBeans features, you will learn about developing applications using the servlet API and JSPs, including taking advantage of JSTL and developing custom JSP tags. Developing applications that take advantage of JavaServer Faces is also covered in detail, including how to generate standard JSF applications from an existing database schema. The book also covers how to easily develop elegant JSF applications by taking advantage of the PrimeFaces JSF 2.0 component library that is bundled with NetBeans. A practical guide covering how to leverage NetBeans 7 functionality to develop enterprise applications compliant with the Java EE 6 standard What you will learn from this book : Develop Java web applications by leveraging NetBeans functionality Build standard JSF applications by taking advantage of NetBeans features Integrate NetBeans with third-party RDBMS Develop JavaServer Pages (JSPs) to display both static and dynamic content in a web browser Develop aesthetically pleasing JSF web applications by leveraging the PrimeFaces JSF 2.0 component library Quickly and easily develop applications taking advantage of the Java Persistence API Implement the Model-View-Controller design pattern by using JavaBeans as the model component Take advantage of NetBeans functionality to easily develop Enterprise JavaBeans, including configuring transaction management via annotations Use static and dynamic navigation to define navigation between pages Utilize NetBeans to easily add messaging functionality to enterprise applications, through the Java Messaging Service API and through message-driven EJBs Develop SOAP-based and RESTful web services using NetBeans, including exposing EJB functionality as web services Approach The book is a practical guide explaining the various features of the NetBeans IDE related to enterprise application development. Who this book is written for The book is aimed at Java developers who wish to develop Java EE applications while taking advantage of NetBeans functionality to automate repetitive tasks and to ease their software development efforts. Familiarity with NetBeans or Java EE is not assumed.

A step-by-step guide.This book is for all game developers, designers, and hobbyists who want to create assets for mobile games

Pro Apache NetBeansBuilding Applications on the Rich Client PlatformApress

This three-volume set LNCS 5614-5616 constitutes the refereed proceedings of the 5th International Conference on Universal Access in Human-Computer Interaction - Addressing Diversity, UAHCI 2009,

held as Part of HCI International 2009, in San Diego, CA, USA, in July 2009, jointly with 8 other thematically similar conferences. The revised papers presented were carefully reviewed and selected from numerous submissions. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in universal access namely interaction and support for people with sensory impairments, older users and technology interaction and support for people with cognitive impairments, design knowledge and approaches for accessibility and universal access. Summary Griffon in Action is a comprehensive tutorial written for Java developers who want a more productive approach to UI development. After a quick Groovy tutorial, you'll immediately dive into Griffon and start building examples that explore its high productivity approach to Swing development. About the Technology You can think of Griffon as Grails for the desktop. It is a Groovy-driven UI framework for the JVM that wraps and radically simplifies Swing. Its declarative style and approachable abstractions are instantly familiar to developers using Grails or JavaFX. About the Book Griffon in Action gets you going quickly. Griffon's convention-over-configuration approach requires minimal code to get an app off the ground, so you can start seeing results immediately. You'll learn how SwingBuilder and other Griffon "builders" provide a coherent DSL-driven development experience. Along the way, you'll explore best practices for structure, architecture, and lifecycle of a Java desktop application. Written for Java developers—no experience with Groovy, Grails, or Swing is required. 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. What's Inside Griffon from the ground up Full compatibility with Griffon 1.0 Using SwingBuilder and the other "builders" Practical, real-world examples Just enough Groovy

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Table of Contents PART 1 GETTING STARTED Welcome to the Griffon revolution A closer look at Griffon PART 2 ESSENTIAL GRIFFON Models and binding Creating a view Understanding controllers and services Understanding MVC groups Multithreaded applications Listening to notifications Testing your application Ship it! Working with plugins Enhanced looks Griffon in front, Grails in the back Productivity tools

We are very pleased to introduce Open Source Development, Communities and Quality. The International Conference on Open Source Systems has come to its fourth edition – OSS 2008. Now, Free, Libre, and Open Source software is by all means now one of the most relevant subjects of study in several disciplines, ranging from information technology to social sciences and including also law, business, and political sciences. There are several conference tracks devoted to open source software with several publications appearing in high quality journals and magazines. OSS 2008 has been organized with the purpose of being the reference venue for those working in this area, being the most prominent conference in this area. For this th reason OSS 2008 has been located within the frameworks of the 20 World Computer Congress, WCC 2008, in Milan, the largest event of IFIP in 2008. We believe that this conference series, and the IFIP working group it represents, can play an important role in meeting these challenges, and hope that this book will become a valuable contribution to the open source body of research.

From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

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