

## Groovy In Action Second Edition

Summary Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle.

Starting with the basics, this practical, easy-to-read book discusses how to build a full-fledged, real-world project. Along the way, it touches on advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. About the Technology Gradle is a general-purpose build automation tool. It extends the usage patterns established by its forerunners, Ant and Maven, and allows builds that are expressive, maintainable, and easy to understand. Using a flexible Groovy-based DSL, Gradle provides declarative and extendable language elements that let you model your project's needs the way you want. About the Book Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to establish an effective build process for a full-fledged, real-world project. Along the way, it covers advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. The book assumes a basic background in Java, but no knowledge of Groovy. Purchase of the print book

includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Whats Inside A comprehensive guide to Gradle Practical, real-world examples Transitioning from Ant and Maven In-depth plugin development Continuous delivery with Gradle About the Author Benjamin Muschko is a member of the Gradleware engineering team and the author of several popular Gradle plugins. Table of Contents

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Contains approximately 800 alphabetical entries, prose essays on important topics, line illustrations, and black-and-white photographs.

Summary Java Testing with Spock teaches you how to use Spock for a wide range of testing use cases in Java. Readers new to Groovy will appreciate the succinct language tutorial that'll give you just enough Groovy to use Spock effectively. Purchase of the

print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Spock combines the features of tools like JUnit, Mockito, and JBehave into a single powerful Java testing library. With Spock, you use Groovy to write more readable and concise tests. Spock enables seamless integration testing, and with the intuitive Geb library, you can even handle functional testing of web applications. About the Book Java Testing with Spock teaches you how to use Spock for a wide range of testing use cases in Java. You'll start with a quick overview of Spock and work through writing unit tests using the Groovy language. You'll discover best practices for test design as you learn to write mocks, implement integration tests, use Spock's built-in BDD testing tools, and do functional web testing using Geb. Readers new to Groovy will appreciate the succinct language tutorial in chapter 2 that gives you just enough Groovy to use Spock effectively. What's Inside Testing with Spock from the ground up Write mocks without an external library BDD tests your business analyst can read Just enough Groovy to use Spock About the Reader Written for Java developers. Knowledge of Groovy and JUnit is helpful but not required. About the Author Konstantinos Kapelonis is a software engineer who works with Java daily. Table of Contents PART 1 FOUNDATIONS AND BRIEF TOUR OF SPOCK

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Summary PostGIS in Action, Second Edition teaches  
readers of all levels to write spatial queries that solve  
real-world problems. It first gives you a background  
in vector-, raster-, and topology-based GIS and then  
quickly moves into analyzing, viewing, and mapping  
data. This second edition covers PostGIS 2.0 and  
2.1 series, PostgreSQL 9.1, 9.2, and 9.3 features,  
and shows you how to integrate with other GIS tools.  
Purchase of the print book includes a free eBook in  
PDF, Kindle, and ePub formats from Manning  
Publications. About the Book Processing data tied to  
location and topology requires specialized know-  
how. PostGIS is a free spatial database extender for  
PostgreSQL, every bit as good as proprietary  
software. With it, you can easily create location-  
aware queries in just a few lines of SQL code and  
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routing application with minimal effort. PostGIS in  
Action, Second Edition teaches you to solve real-  
world geodata problems. It first gives you a  
background in vector-, raster-, and topology-based  
GIS and then quickly moves into analyzing, viewing,

and mapping data. You'll learn how to optimize queries for maximum speed, simplify geometries for greater efficiency, and create custom functions for your own applications. You'll also learn how to apply your existing GIS knowledge to PostGIS and integrate with other GIS tools. Familiarity with relational database and GIS concepts is helpful but not required.

**What's Inside** An introduction to spatial databases  
Geometry, geography, raster, and topology  
spatial types, functions, and queries  
Applying PostGIS to real-world problems  
Extending PostGIS to web and desktop applications  
Updated for PostGIS 2.x and PostgreSQL 9.x  
About the Authors Regina Obe and Leo Hsu are database consultants and authors. Regina is a member of the PostGIS core development team and the Project Steering Committee.

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Start building powerful apps that take advantage of the dynamic scripting capabilities of the Groovy language. This book covers Groovy fundamentals, such as installing Groovy, using Groovy tools, and working with the Groovy Development Kit (GDK). You'll also learn more advanced aspects of Groovy, such as using Groovy design patterns, writing DSLs in Groovy, and taking advantage of Groovy's functional programming features. There is more to Groovy than the core language, so Learning Groovy covers the extended Groovy ecosystem. You'll see how to harness Gradle (Groovy's build system), Grails (Groovy's web application framework), Spock (Groovy's testing framework), and Ratpack (Groovy's reactive web library). What You'll Learn Grasp Groovy fundamentals, including the GDK or Groovy Development Kit Master advanced Groovy, such as writing Groovy DSLs Discover functional programming in Groovy Work with GPar, the built-in concurrency library Use Gradle, the build system Master Grails, the web application framework Work with Spock, the testing framework Harness Ratpack, the reactive web library Who This Book Is For Although this book is intended for those with a Java background, anyone with basic programming skills could benefit from it. This book is a data-filled, yet easy-to-digest tour of the Groovy language and ecosystem.

Docker is rapidly changing the way organizations deploy software at scale. However, understanding how Linux containers fit into your workflow—and getting the integration details right—is not a trivial task. With the updated edition of this practical guide, you'll learn how to use Docker to package your applications with all of their dependencies and then test, ship, scale, and support your containers in production. This edition includes significant updates to the examples and explanations that reflect the substantial changes that have occurred over the past couple of years. Sean Kane and Karl Matthias have added a complete chapter on Docker Compose, deeper coverage of Docker Swarm mode, introductions to both Kubernetes and AWS Fargate, examples on how to optimize your Docker images, and much more. Learn how Docker simplifies dependency management and deployment workflow for your applications

Start working with Docker images, containers, and command line tools Use practical techniques to deploy and test Docker containers in production Debug containers by understanding their composition and internal processes Deploy production containers at scale inside your data center or cloud environment Explore advanced Docker topics, including deployment tools, networking, orchestration, security, and configuration What if William Shakespeare were asked to generate the Fibonacci series or Jane Austen had to

write a factorial program? In *If Hemingway Wrote JavaScript*, author Angus Croll imagines short JavaScript programs as written by famous wordsmiths. The result is a peculiar and charming combination of prose, poetry, and programming. The best authors are those who obsess about language—and the same goes for JavaScript developers. To master either craft, you must experiment with language to develop your own style, your own idioms, and your own expressions. To that end, *If Hemingway Wrote JavaScript* playfully bridges the worlds of programming and literature for the literary geek in all of us. Featuring original artwork by Miran Lipovača.

With relevant examples, and careful explanations of Groovy's key concepts and features, this comprehensive book provides insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development. --

*Summary Mule in Action, Second Edition* is a totally-revised guide covering Mule 3 fundamentals and best practices. It starts with a quick ESB overview and then dives into rich examples covering core concepts like sending, receiving, routing, and transforming data. About the Technology An enterprise service bus is a way to integrate enterprise applications using a bus-like infrastructure. Mule is the leading open source Java ESB. It borrows from the Hohpe/Woolf patterns, is lightweight, can publish REST and SOAP services, integrates well with Spring, is customizable,

scales well, and is cloud-ready. About the Book Mule in Action, Second Edition is a totally revised guide covering Mule 3 fundamentals and best practices. It starts with a quick ESB overview and then dives into rich examples covering core concepts like sending, receiving, routing, and transforming data. You'll get a close look at Mule's standard components and how to roll out custom ones. You'll also pick up techniques for testing, performance tuning, and BPM orchestration, and explore cloud API integration for SaaS applications. Written for developers, architects, and IT managers, this book requires familiarity with Java but no previous exposure to Mule or other ESBs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Full coverage of Mule 3 Integration with cloud services Common transports, routers, and transformers Security, routing, orchestration, and transactions About the Authors David Dossot is a software architect and has created numerous modules and transports for Mule. John D'Emic is a principal solutions architect and Victor Romero a solutions architect, both at MuleSoft, Inc. Table of Contents PART 1 CORE MULE Discovering Mule Processing messages with Mule Working with connectors Transforming data with Mule Routing data with Mule Working with components and patterns PART 2 RUNNING MULE Integration architecture with Mule Deploying Mule Exception handling and transaction management with Mule Securing Mule Tuning Mule PART 3 TRAVELING FURTHER WITH MULE Developing with Mule Writing custom cloud connectors and processors Augmenting Mule with orthogonal technologies

Summary Grails in Action, Second Edition is a comprehensive introduction to Grails 2 focused on making you super-productive fast. In this totally revised new edition, you'll master Grails 2.3 core skills as you apply TDD

techniques to developing a full-scale Twitter clone. Along the way you'll learn the latest single-page web app UI techniques, work with NoSQL backends, integrate with enterprise messaging, and implement a complete RESTful API for your services. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology It may be time for you to stop reconfiguring, rewriting, and recompiling your Java web apps. Grails, a Groovy-powered web framework, hides all that busy work so you can concentrate on what your applications do, not how they're built. In addition to its famously intuitive dev environment and seamless integration with Spring and Hibernate, the new Grails 2.3 adds improved REST support, better protection against attacks from the web, and better dependency resolution.

About the Book *Grails in Action, Second Edition* is a comprehensive introduction to Grails 2. In this totally revised edition you'll master Grails as you apply TDD techniques to a full-scale example (a Twitter clone). Along the way you'll learn single-page web app techniques, work with NoSQL back ends, integrate with enterprise messaging, implement a RESTful API ... and more. No Java or Groovy knowledge is required. Some web development and OOP experience is helpful.

What's Inside Covers Grails 2.3 from the ground up Agile delivery and testing using Spock How to use and manage plugins Tips and tricks from the trenches About the Authors There's no substitute for experience: Glen Smith and Peter Ledbrook have been fixtures in the Grails community, contributing code, blogging, and speaking at conferences worldwide, since Grails 0.2.

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EVERYDAY GRAILS Building reliable applications Using plugins: just add water Protecting your application Exposing your app to other programs Single-page web applications (and other UI stuff) Understanding Spring and transactions PART 4 ADVANCED GRAILS Understanding events, messaging, and scheduling NoSQL and Grails Beyond compile, test, run Grails in the cloud BONUS ONLINE CHAPTERS Advanced GORM kung fu Developing plugins 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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Hibernate continues to be the most popular out-of-the-box framework solution for Java Persistence and data/database accessibility techniques and patterns. It is used for e-commerce-based web applications as well as heavy-duty transactional systems for the enterprise. Gary Mak, the author of the best-selling *Spring Recipes*, now brings you *Hibernate Recipes*. This book contains a collection of code recipes and templates for learning and building Hibernate solutions for you and your clients. This book is your pragmatic day-to-day reference and guide for doing all things involving Hibernate. There are many books focused on learning Hibernate, but this book takes you further and shows how you can apply it practically in your daily work.

Developers looking to enhance Web and other applications with dynamic PDF document generation and/or manipulation will find this book unique in content and readability.

Readers can discover all the foul facts about the GROOVY GREEKS, including why girls ran about naked pretending to be bears, who had the world's first flushing toilet and why dedicated doctors tasted their patients' ear wax! With a bold new look, these bestselling titles are sure to be a huge hit with yet another generation of Terry Deary fans.

Summary Elasticsearch in Action teaches you how to build scalable search applications using Elasticsearch. You'll ramp up fast, with an informative overview and an engaging introductory example. Within the first few chapters, you'll pick up the core concepts you need to implement basic searches

and efficient indexing. With the fundamentals well in hand, you'll go on to gain an organized view of how to optimize your design. Perfect for developers and administrators building and managing search-oriented applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern search seems like magic—you type a few words and the search engine appears to know what you want. With the Elasticsearch real-time search and analytics engine, you can give your users this magical experience without having to do complex low-level programming or understand advanced data science algorithms. You just install it, tweak it, and get on with your work. About the Book Elasticsearch in Action teaches you how to write applications that deliver professional quality search. As you read, you'll learn to add basic search features to any application, enhance search results with predictive analysis and relevancy ranking, and use saved data from prior searches to give users a custom experience. This practical book focuses on Elasticsearch's REST API via HTTP. Code snippets are written mostly in bash using cURL, so they're easily translatable to other languages. What's Inside What is a great search application? Building scalable search solutions Using Elasticsearch with any language Configuration and tuning About the Reader For developers and administrators building and managing search-oriented applications. About the Authors Radu Gheorghe is a search consultant and software engineer. Matthew Lee Hinman develops highly available, cloud-based systems. Roy Russo is a specialist in predictive analytics. Table of Contents PART 1 CORE ELASTICSEARCH FUNCTIONALITY Introducing Elasticsearch Diving into the functionality Indexing, updating, and deleting data Searching your data Analyzing your data Searching with relevancy Exploring your data with aggregations Relations among documents PART 2

ADVANCED ELASTICSEARCH FUNCTIONALITY Scaling out Improving performance Administering your cluster Summary Building on the bestselling first edition, EJB 3 in Action, Second Edition tackles EJB 3.2 head-on, through numerous code samples, real-life scenarios, and illustrations. This book is a fast-paced tutorial for Java EE 6 business component development using EJB 3.2, JPA 2, and CDI. Besides covering the basics of EJB 3.2, this book includes in-depth EJB 3.2 internal implementation details, best practices, design patterns, and performance tuning tips. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The EJB 3 framework provides a standard way to capture business logic in manageable server-side modules, making it easier to write, maintain, and extend Java EE applications. EJB 3.2 provides more enhancements and intelligent defaults and integrates more fully with other Java technologies, such as CDI, to make development even easier. EJB 3 in Action, Second Edition is a fast-paced tutorial for Java EE business component developers using EJB 3.2, JPA, and CDI. It tackles EJB head-on through numerous code samples, real-life scenarios, and illustrations. Beyond the basics, this book includes internal implementation details, best practices, design patterns, performance tuning tips, and various means of access including Web Services, REST Services, and WebSockets. Readers need to know Java. No prior experience with EJB or Java EE is assumed. What's Inside Fully revised for EJB 3.2 POJO persistence with JPA 2.1 Dependency injection and bean management with CDI 1.1 Interactive application with WebSocket 1.0 About the Authors Debu Panda, Reza Rahman, Ryan Cuprak, and Michael Remijan are seasoned Java architects, developers, authors, and community leaders. Debu and Reza coauthored the first edition of EJB 3 in Action. Table of Contents PART 1

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Geared to experienced C++ developers who may not be  
familiar with the more advanced features of the language,  
and therefore are not using it to its full capabilities Teaches  
programmers how to think in C++-that is, how to design  
effective solutions that maximize the power of the language  
The authors drill down into this notoriously complex language,  
explaining poorly understood elements of the C++ feature set  
as well as common pitfalls to avoid Contains several in-depth  
case studies with working code that's been tested on  
Windows, Linux, and Solaris platforms

Groovy Programming is an introduction to the Java-based  
scripting language Groovy. Groovy has much in common with  
popular scripting languages such as Perl, Python, and Ruby,  
but is written in a Java-like syntax. And, unlike these other  
languages, Groovy is sanctioned by the Java community for  
use on the Java platform. Since it is based on Java,  
applications written in Groovy can make full use of the Java  
Application Programmer Interfaces (APIs). This means  
Groovy can integrate seamlessly with applications written in  
Java, while avoiding the complexities of the full Java  
language. This bare-bones structure also means Groovy can  
be used as an introduction to Java and to programming in  
general. Its simpler constructions and modern origins make it  
ideal as a first language and for introducing principles such as

object-oriented programming. This book introduces all the major aspects of Groovy development and emphasizes Groovy's potential as a learning tool. Case studies and exercises are included, along with numerous programming examples. The book begins assuming only a general familiarity with Java programming, and progresses to discuss advanced topics such as GUI builders, Groovlets, Unit Testing, and Groovy SQL. The first comprehensive book on Groovy programming that shows how writing applications and scripts for the Java platform is fast and easy. Written by leading software engineers and acclaimed computing instructors. Offers numerous programming examples, code samples, detailed case studies, exercises for self-study, and a companion website with a Windows-based Groovy editor. 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

This book is a practical tutorial, walking the reader through examples of building DSLs with Groovy covering meta-programming with Groovy. Some complex concepts are covered in the book but we go through these in a clear and methodically way so that readers will gain a good working knowledge of the techniques involved. This book is for Java software developers who have an interest in building domain scripting into their Java applications. No knowledge of Groovy is required, although it will be helpful. The book does not teach Groovy, but quickly introduces the basic ideas of Groovy. An experienced Java developer should have no problems with these and move quickly on to the more involved aspects of creating DSLs with Groovy. No experience of creating a DSL is required. The book should also be useful for experienced Groovy developers who have so far only used Groovy DSLs such as Groovy builders and would like to start building their own Groovy-based DSLs.

Summary Making Java Groovy is a practical handbook for developers who want to blend Groovy into their day-to-day work with Java. It starts by introducing the key differences between Java and Groovy—and how you can use them to your advantage. Then, it guides you step-by-step through realistic development challenges, from web applications to web services to desktop applications, and shows how Groovy makes them easier to put into production.

About this Book You don't need the full force of Java when you're writing a

build script, a simple system utility, or a lightweight web app—but that's where Groovy shines brightest. This elegant JVM-based dynamic language extends and simplifies Java so you can concentrate on the task at hand instead of managing minute details and unnecessary complexity. Making Java Groovy is a practical guide for developers who want to benefit from Groovy in their work with Java. It starts by introducing the key differences between Java and Groovy and how to use them to your advantage. Then, you'll focus on the situations you face every day, like consuming and creating RESTful web services, working with databases, and using the Spring framework. You'll also explore the great Groovy tools for build processes, testing, and deployment and learn how to write Groovy-based domain-specific languages that simplify Java development. Written for developers familiar with Java. No Groovy experience required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Easier Java Closures, builders, and metaprogramming Gradle for builds, Spock for testing Groovy frameworks like Grails and Griffon About the Author Ken Kousen is an independent consultant and trainer specializing in Spring, Hibernate, Groovy, and Grails. Table of Contents PART 1: UP TO SPEED WITH GROOVY Why add Groovy to Java? Groovy by example Code-level integration Using Groovy features in Java PART 2: GROOVY TOOLS Build processes Testing Groovy and Java projects PART 3: GROOVY IN THE REAL WORLD The Spring framework Database access RESTful web services Building and testing web applications

Summary Scala in Action is a comprehensive tutorial that introduces Scala through clear explanations and numerous hands-on examples. Because Scala is a rich and deep language, it can be daunting to absorb all the new concepts at once. This book takes a "how-to" approach, explaining

language concepts as you explore familiar programming challenges that you face in your day-to-day work. About the Technology Scala runs on the JVM and combines object-orientation with functional programming. It's designed to produce succinct, type-safe code, which is crucial for enterprise applications. Scala implements Actor-based concurrency through the amazing Akka framework, so you can avoid Java's messy threading while interacting seamlessly with Java. About this Book Scala in Action is a comprehensive tutorial that introduces the language through clear explanations and numerous hands-on examples. It takes a "how to" approach, explaining language concepts as you explore familiar programming tasks. You'll tackle concurrent programming in Akka, learn to work with Scala and Spring, and learn how to build DSLs and other productivity tools. You'll learn both the language and how to use it. Experience with Java is helpful but not required. Ruby and Python programmers will also find this book accessible. What's Inside A Scala tutorial How to use Java and Scala open source libraries How to use SBT Test-driven development Debugging Updated for Scala 2.10 Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Author Nilanjan Raychaudhuri is a skilled developer, speaker, and an avid polyglot programmer who works with Scala on production systems. Table of Contents PART 1 SCALA: THE BASICS Why Scala? Getting started OOP in Scala Having fun with functional data structures Functional programming PART 2 WORKING WITH SCALA Building web applications in functional style Connecting to a database Building scalable and extensible components Concurrency programming in Scala Building confidence with testing PART 3 ADVANCED STEPS Interoperability between Scala and Java Scalable and distributed applications using Akka

A guide to the Groovy programming language covers such topics as shell scripting, dynamic programming, Grails, GDK, and XML.

Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King,

Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GPars Domain-specific languages The Groovy ecosystem

Groovy brings you the best of both worlds: a flexible, highly productive, agile, dynamic language that runs on the rich framework of the Java Platform. Groovy preserves the Java semantics and extends the JDK to give you true dynamic language capabilities.

Programming Groovy 2 will help you, the experienced Java developer, learn and take advantage of the latest version of this rich dynamic language. You'll go from the basics of Groovy to the latest advances in the language, including options for type checking, tail-call and memoization optimizations, compile time metaprogramming, and fluent interfaces to create DSLs. You don't have to leave the rich Java Platform to take advantage of Groovy. Groovy preserves Java's semantics and extends the JDK, so programming in Groovy feels like the Java language has been

augmented; it's like working with a lighter, more elegant Java. If you're an experienced Java developer who wants to learn how Groovy works, you'll find exactly what you need in this book. You'll start with the fundamentals of programming in Groovy and how it works with Java, and then you'll explore advanced concepts such as unit testing with mock objects, using Builders, working with databases and XML, and creating DSLs. You'll master Groovy's powerful yet complex run-time and compile-time metaprogramming features. Much has evolved in the Groovy language since the publication of the first edition of Programming Groovy. Programming Groovy 2 will help you learn and apply Groovy's new features. Creating DSLs is easier now, and Groovy's already-powerful metaprogramming facilities have improved even more. You'll see how to work with closures, including tail call optimization and memoization. The book also covers Groovy's new static compilation feature. Whether you're learning the basics of the language or interested in getting proficient with the new features, Programming Groovy 2 has you covered. What You Need To work on the examples in the book you need Groovy 2.0.5 and Java JDK 5 or higher.

Get the most out of your Qlik Sense investment with the latest insight and guidance direct from the Qlik Sense team About This Book Updated with new coverage on Qlik Cloud, Qlik Sense Modeling, and Extending the Qlik Analytic Platform. Get insider insight on Qlik Sense and its new approach to business intelligence Explore practical demonstrations for utilizing Qlik Sense to discover data for sales, human resources, and more

Who This Book Is For Learning Qlik Sense®: The Official Guide Second Edition is for anyone seeking to understand and utilize the revolutionary new approach to business intelligence offered by Qlik Sense. Familiarity with the basics of business intelligence will be helpful when picking up this book, but not essential. What You Will Learn Understand the vision behind the creation of Qlik Sense, and the promise that data discovery offers to you and your organization Get to grips with the life cycle of a Qlik Sense application Load and manage your data for app creation Visualize your data with Qlik Sense's engaging and informative graphing Administer your Qlik Sense system and monitor its security Build efficient and responsive Associative Models Extend the Qlik Analytic Platform with the Dev Hub Optimize Qlik Sense for sales, human resources, and demographic data discovery In Detail The intuitive and powerful Qlik Sense visual analytics software allows anyone to engage in data discovery, to explore your data, and find meaningful insights to empower your business. Qlik Sense lets you easily create personalized reports and visualizations and reveal essential connections to show new opportunities from every angle. Written by members of the Qlik Sense team, this book is the official guide from Qlik to understanding and using their powerful new product with fully updated coverage to the latest features of the most modern edition of Qlik Sense. Benefit from the vision behind the development of Qlik Sense and get to grips with how Qlik Sense can empower you as a data discovery consumer. Learn how to create your own applications for Qlik Sense to customize it to meet your

personal needs for business intelligence, and how to oversee and administer the Qlik Sense data architecture. Finally, explore utilizing Qlik Sense to uncover essential data, with practical examples on finding and visualizing intelligence for sales figures, human resources information, travel expense tracking, and demographic data discovery. Style and approach This book is a practical guide to understand what Qlik Sense is and how to implement it. This is an example-rich, step-by-step book to implement and optimize Qlik Sense for sales, human resources, and demographic data discovery.

"The definitive guide, not just for JUnit, but unit testing in general."---Tyson S. Maxwell, Raytheon --

Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more natural and productive coding experience. Developed at Google, Go powers

nimble startups as well as big enterprises—companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with other programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking Demonstrates how developers working with small- to mid-sized companies can take advantage of Amazon Web Services (AWS) such as the Simple Storage Service (S3), Elastic Compute Cloud (EC2), Simple Queue Service (SQS), Flexible Payments Service (FPS), and SimpleDB to build web-scale business applications. Summary GWT in Action, Second Edition is a completely

revised edition of the best-selling GWT book. It covers the new features introduced in GWT 2.4 and 2.5, as well as the best development practices that have emerged in the GWT community. It begins with a rapid-fire introduction to GWT and Ajax to get you up to speed with GWT concepts and tools. Then, you'll explore key concepts like managing events, interacting with the server, creating UI components, building your user interface declaratively using UiBinder ... and more. About the Technology Google Web Toolkit works on a simple idea. Write your web application in Java, and GWT crosscompiles it into JavaScript. It is open source, supported by Google, and version 2.5 now includes a library of high-quality interface components and productivity tools that make using GWT a snap. The JavaScript it produces is really good. About this Book GWT in Action, Second Edition is a revised edition of the best-selling GWT book. In it, you'll explore key concepts like managing events, interacting with the server, and creating UI components. As you move through its engaging examples, you'll absorb the latest thinking in application design and industry-grade best practices, such as implementing MVP, using dependency injection, and code optimization. Written for Java developers, the book requires no prior knowledge of GWT. 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 Covers GWT 2.4 and up Efficient use of large data sets Optimizing with client bundles, deferred binding, and code splitting Using generators and dependency injection About the Authors

Adam Tacy and Robert Hanson coauthored the first edition of GWT in Action. Jason Essington is a Java developer and an active contributor to the GWT mailing list and the GWT IRC channel. Anna Tökke is a programmer and solutions architect working with GWT on a daily basis.

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This book follows a Cookbook style and is packed with intermediate and advanced level recipes. This book is for Java developers who have an interest in discovering new ways to quickly get the job done using a new language that shares many similarities with Java. The book's recipes start simple, therefore no previous Groovy experience is required to understand the code and the explanations accompanying the examples.

Summary

Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a

free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside

- Functional programming on the JVM
- Writing clean and idiomatic code
- Combining Kotlin and Java Domain-specific languages
- About the Reader This book is for experienced Java developers.
- About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains.

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Generics Annotations and reflection DSL construction  
Summary A developer-focused guide to writing applications using Spring Boot. You'll learn how to bypass the tedious configuration steps so that you can concentrate on your application's behavior. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Spring Framework simplifies enterprise Java development, but it does require lots of tedious configuration work. Spring Boot radically streamlines spinning up a Spring application. You get automatic configuration and a model with established conventions for build-time and runtime dependencies. You also get a handy command-line interface you can use to write scripts in Groovy. Developers who use Spring Boot often say that they can't imagine going back to hand configuring their applications. About the Book Spring Boot in Action is a developer-focused guide to writing applications using Spring Boot. In it, you'll learn how to bypass configuration steps so you can focus on your application's behavior. Spring expert Craig Walls uses interesting and practical examples to teach you both how to use the default settings effectively and how to override and customize Spring Boot for your unique environment. Along the way, you'll pick up insights from Craig's years of Spring development experience. What's Inside Develop Spring apps more efficiently Minimal to no configuration Runtime metrics with the Actuator Covers Spring Boot 1.3 About the Reader Written for readers familiar with the Spring Framework. About the Author Craig Walls is a software developer, author of the

popular book *Spring in Action*, Fourth Edition, and a frequent speaker at conferences. Table of Contents  
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Dig deeper into Grails architecture and discover how this application framework works its magic. Written by a core developer on the Grails team, this practical guide takes you behind the curtain to reveal the inner workings of its 2.0 feature set. You'll learn best practices for building and deploying Grails applications, including performance, security, scaling, tuning, debugging, and monitoring. Understand how Grails integrates with Groovy, Spring, Hibernate, and other JVM technologies, and learn how to create and use plugins to augment your application's functionality. Once you know how Grails adds behavior by convention, you can solve problems more easily and develop applications more intuitively. Write simpler, more powerful code with the Groovy language Manage persistence in Grails, using Hibernate or a NoSQL datastore Learn how Grails uses Spring's functionality and optional modules Discover how Hibernate handles details for storing and retrieving data Integrate technologies for messaging, mail, creating web services, and other JEE technologies Bypass convention and configure Grails manually Learn a general approach

to upgrading applications and plugins Use Grails to develop and deploy IaaS and PaaS applications

Summary The Well-Grounded Java Developer offers a fresh and practical look at new Java 7 features, new JVM languages, and the array of supporting technologies you need for the next generation of Java-based software.

About the Book The Well-Grounded Java Developer starts with thorough coverage of Java 7 features like try-with-resources and NIO.2. You'll then explore a cross-section of emerging JVM-based languages, including Groovy, Scala, and Clojure. You will find clear examples that are practical and that help you dig into dozens of valuable development techniques showcasing modern approaches to the dev process, concurrency, performance, and much more. Written for readers familiar with Java. No experience with Java 7 or new JVM languages 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 New Java 7 features Tutorials on Groovy, Scala, and Clojure Discovering multicore processing and concurrency Functional programming with new JVM languages Modern approaches to testing, build, and CI Table of Contents

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**PART**

4 CRAFTING THE POLYGLOT PROJECT Test-driven development Build and continuous integration Rapid web development Staying well-grounded

Take the guesswork out of using regular expressions. With more than 140 practical recipes, this cookbook provides everything you need to solve a wide range of real-world problems. Novices will learn basic skills and tools, and programmers and experienced users will find a wealth of detail. Each recipe provides samples you can use right away. This revised edition covers the regular expression flavors used by C#, Java, JavaScript, Perl, PHP, Python, Ruby, and VB.NET. You'll learn powerful new tricks, avoid flavor-specific gotchas, and save valuable time with this huge library of practical solutions. Learn regular expressions basics through a detailed tutorial Use code listings to implement regular expressions with your language of choice Understand how regular expressions differ from language to language Handle common user input with recipes for validation and formatting Find and manipulate words, special characters, and lines of text Detect integers, floating-point numbers, and other numerical formats Parse source code and process log files Use regular expressions in URLs, paths, and IP addresses Manipulate HTML, XML, and data exchange formats Discover little-known regular expression tricks and techniques

Grails is an open-source, rapid web application development framework that provides a super-productive full-stack programming model based on the Groovy scripting language and built on top of Spring, Hibernate,

and other standard Java frameworks. Ruby on Rails pioneered the innovative coupling of a powerful programming language and an opinionated framework that favors sensible defaults over complex configuration, but many organizations aren't yet ready to stray from the safety of Java or forgo their current Java investments. Grails makes it possible to achieve equivalent productivity in a Java-centric environment. Over the course of this book, the reader will explore the various aspects of Grails and also experience Grails by building a Grails app.

Written in Packt's tutorial format the hands on examples and real life applications that will guide you through Gradle and give you the knowledge to use it every day. If you are a Java developer who wants to automate compiling, packaging and deploying your application this book is for you.

Start building powerful apps that take advantage of the dynamic scripting capabilities of the Groovy language, including what's new in Groovy version 3.0. This book covers Groovy fundamentals, such as installing Groovy, using Groovy tools, and working with the Groovy Development Kit (GDK). You'll also learn more advanced aspects of Groovy, such as using Groovy design patterns, writing DSLs in Groovy, and taking advantage of Groovy's functional programming features. Also, Learning Groovy 3 has been updated to Groovy 3.0 to include the new Parrot parser which was extended to support additional syntax options and language features. It also includes coverage of Groovydoc, which allows you to embed Groovydoc comments in various ways. And,

this book covers how Groovy supports Java type annotations and more. There is more to Groovy than the core language, so Learning Groovy 3, Second Edition covers the extended Groovy ecosystem. You'll see how to harness Gradle (Groovy's build system), Grails (Groovy's web application framework), Spock (Groovy's testing framework), and Ratpack (Groovy's reactive web library). What You Will Learn Grasp Groovy fundamentals, including the GDK Master advanced Groovy, such as writing Groovy DSLs Discover functional programming in Groovy Work with GPar, the built-in concurrency library Use Gradle, the build system Master Grails, the web application framework Work with Spock, the testing framework Harness Ratpack, the reactive web library Who This Book Is For Those with a Java background, though anyone with basic programming skills can benefit from it. This book is a data-filled, yet easy-to-digest tour of the Groovy language and ecosystem.

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