

programming with Jython, the way to run Python code on the JVM Connect to Web services Yahoo! Finance to get stock quotes, or Yahoo! Mail, Gmail, and others to download or send e-mail Jump into the social media craze by learning how to connect to the Twitter and Google+ networks Core Python Applications Programming, Third Edition, delivers Broad coverage of a variety of areas of development used in real-world applications today Powerful insights into current and best practices for the intermediate Python programmer Dozens of code examples, from quick snippets to full-fledged applications A variety of exercises at the end of every chapter to help hammer the concepts home

This book presents a practical and concrete approach to the challenging topic of Automated Functional Testing of software, in particular for software developed using the Java-Swing framework. The test automation envisaged in this work is that required for project-based Quality Assurance, a particularly challenging context due to time pressures. The test automation theme is firstly placed firmly within the overall QA activity on a typical project, prior to describing some of the usual reasons why automation fails and how the presented pattern of solution addresses these failures. Along with copious illustrations, there is a wealth of "code" that is available for download (www.dexters-defect-dungeon.com). Also included are two custom applications illustrating real test automation challenges - and solutions.

This book provides a complete and comprehensive reference/guide to Pyomo (Python Optimization Modeling Objects) for both beginning and advanced modelers, including students at the undergraduate and graduate levels, academic researchers, and practitioners. The text illustrates the breadth of the modeling and analysis capabilities that are supported by the software and support of complex real-world applications. Pyomo is an open source software package for formulating and solving large-scale optimization and operations research problems. The text begins with a tutorial on simple linear and integer programming models. A detailed reference of Pyomo's modeling components is illustrated with extensive examples, including a discussion of how to load data from data sources like spreadsheets and databases. Chapters describing advanced modeling capabilities for nonlinear and stochastic optimization are also included. The Pyomo software provides familiar modeling features within Python, a powerful dynamic programming language that has a very clear, readable syntax and intuitive object orientation. Pyomo includes Python classes for defining sparse sets, parameters, and variables, which can be used to formulate algebraic expressions that define objectives and constraints. Moreover, Pyomo can be used from a command-line interface and within Python's interactive command environment, which makes it easy to create Pyomo models, apply a variety of optimizers, and examine solutions. The software supports a different modeling approach than commercial AML (Algebraic Modeling Languages) tools, and is designed for flexibility, extensibility, portability, and maintainability but also maintains the central ideas in modern AMLs.

Introduces the build tool for Java application development, covering both user defined and built-in tasks.

Jython is an implementation of the Python programming language written in 100% pure Java, so it runs under any compliant Java Virtual Machine. The secret to Jython's popularity lies in the combination of Java's libraries and tools with Python's rapid development capabilities. With Jython, you can write Python programs that integrate seamlessly with any Java code. And like Python, Jython can be used interactively, so you can get immediate results as you are programming. Jython Essentials provides a solid introduction to the Python language, offering a brief but thorough tour of the Python concepts you'll need to understand to use Jython effectively. The book makes frequent comparisons between Python and Java, with special emphasis on the different object-oriented semantics of the two languages, so Java programmers can quickly get up to speed with Jython. Jython Essentials also covers the various ways in which Jython and Java can interact. For example, Jython code can create instances of pre-existing Java classes and call methods in those instances. You can write Jython classes that are direct subclasses of existing Java classes and use introspection to discern the capabilities of JavaBeans components. This book provides examples of using Jython with existing Java libraries, including the Swing GUI toolkit, the JDBC database API, the Servlet API, and various XML tools. And finally, the book shows how Jython can be used as a scripting language within a Java program. With Jython Essentials, you have everything you need to start creating applications that mix the best of Python's interactivity and Java's robust libraries.

This tutorial offers readers a thorough introduction to programming in Python 2.4, the portable, interpreted, object-oriented programming language that combines power with clear syntax Beginning programmers will quickly learn to develop robust, reliable, and reusable Python applications for Web development, scientific applications, and system tasks for users or administrators Discusses the basics of installing Python as well as the new features of Python release 2.4, which make it easier for users to create scientific and Web applications Features examples of various operating systems throughout the book, including Linux, Mac OS X/BSD, and Windows XP

Save Time and Money: Streamline WebSphere Application Server Management with Jython Scripting! Utilizing Jython scripting, you can dramatically reduce the effort, resources, and expense associated with managing WebSphere Application Server. WebSphere Application Server Administration Using Jython will show you how. The first start-to-finish guide to Jython scripting for WebSphere administration, this book's practical techniques and downloadable scripts can help you improve efficiency, repeatability, and automation in any WebSphere environment. This book's expert authors begin with practical introductions to both WebSphere Application Server administration and Jython, today's powerful, Java implementation of Python. Next, they cover a broad spectrum of WebSphere management tasks and techniques, presenting real, easy-to-adapt solutions for everything from server configuration and security to database management. These are powerful solutions you can begin using immediately—whether you're running WebSphere in production, development, or test environments. Coverage includes Mastering the Jython rules, characteristics, and properties that are most valuable in WebSphere scripting Viewing and manipulating WebSphere configuration and run-time details Making the most of the wsadmin scripting engine and objects—including rarely-used wsadmin parameters that can simplify administration Adjusting wsadmin properties to reflect your needs and environment Using the AdminApp scripting object to list, view, install, uninstall, and modify AppServer applications Using the AdminTask object to manipulate WebSphere Application Server at a high level Configuring the WebSphere Application Server with AdminConfig Manipulating active AppServer objects (MBeans) with AdminControl Controlling security, including aliases, roles, administrative and application security, and multiple security domains

Gain a fundamental understanding of Python's syntax and features with the second edition of Beginning Python, an up-to-date introduction and practical reference. Covering a wide array of Python-related programming topics, including addressing language internals, database integration, network programming, and web services, you'll be guided by sound development principles. Ten accompanying projects will ensure you can get your hands dirty in no time. Updated to reflect the latest in Python programming paradigms and several of the most crucial features found in Python 3.0 (otherwise known as Python 3000), advanced topics, such as extending Python and packaging/distributing Python applications, are also covered.

Guzdial introduces programming as a way of creating and manipulating media a context familiar and intriguing to today's readers. Starts readers with actual programming early on. Puts programming in a relevant context (Computing for Communications). Includes implementing Photoshop-like effects, reversing/splicing sounds, creating animations. Acknowledges that readers in this audience care about the Web; introduces HTML and covers writing programs that generate HTML. Uses the Web as a Data Source; shows readers how to read from files, but also how to write programs to directly read Web pages

and distill information from there for use in other calculations, other Web pages, etc. (examples include temperature from a weather page, stock prices from a financials page). A comprehensive guide for anyone interested in learning the basics of programming with one of the best web languages, Python.

Geometry Management, Event Handling, and more Key Features A Practical, guide to learn the application of Python and GUI programming with tkinter Create multiple cross-platform real-world projects by integrating host of third party libraries and tools Learn to build beautiful and highly interactive user interfaces, targeting multiple devices. Book Description Tkinter is the built-in GUI package that comes with standard Python distributions. It is a cross-platform package, which means you build once and deploy everywhere. It is simple to use and intuitive in nature, making it suitable for programmers and non-programmers alike. This book will help you master the art of GUI programming. It delivers the bigger picture of GUI programming by building real-world, productive, and fun applications such as a text editor, drum machine, game of chess, audio player, drawing application, piano tutor, chat application, screen saver, port scanner, and much more. In every project, you will build on the skills acquired in the previous project and gain more expertise. You will learn to write multithreaded programs, network programs, database-driven programs, asyncio based programming and more. You will also get to know the modern best practices involved in writing GUI apps. With its rich source of sample code, you can build upon the knowledge gained with this book and use it in your own projects in the discipline of your choice. What you will learn - A Practical, guide to help you learn the application of Python and GUI programming with Tkinter - Create multiple, cross-platform, real-world projects by integrating a host of third-party libraries and tools - Learn to build beautiful and highly interactive user interfaces, targeting multiple devices. Who this book is for This book is for a beginner to intermediate-level Pythonists who want to build modern, cross-platform GUI applications with the amazingly powerful Tkinter. Prior knowledge of Tkinter is required.

Basic principles of image processing and programming explained without college-level mathematics. This book explores image processing from several perspectives: the creative, the theoretical (mainly mathematical), and the programmatical. It explains the basic principles of image processing, drawing on key concepts and techniques from mathematics, psychology of perception, computer science, and art, and introduces computer programming as a way to get more control over image processing operations. It does so without requiring college-level mathematics or prior programming experience. The content is supported by PixelMath, a freely available software program that helps the reader understand images as both visual and mathematical objects. The first part of the book covers such topics as digital image representation, sampling, brightness and contrast, color models, geometric transformations, synthesizing images, stereograms, photomosaics, and fractals. The second part of the book introduces computer programming using an open-source version of the easy-to-learn Python language. It covers the basics of image analysis and pattern recognition, including edge detection, convolution, thresholding, contour representation, and K-nearest-neighbor classification. A chapter on computational photography explores such subjects as high-dynamic-range imaging, autofocus, and methods for automatically inpainting to fill gaps or remove unwanted objects in a scene. Applications described include the design and implementation of an image-based game. The PixelMath software provides a "transparent" view of digital images by allowing the user to view the RGB values of pixels by zooming in on an image. PixelMath provides three interfaces: the pixel calculator; the formula page, an advanced extension of the calculator; and the Python window.

Master GUI programming in Tkinter as you design, implement, and deliver ten real-world applications from start to finish About This Book Conceptualize and build state-of-art GUI applications with Tkinter Tackle the complexity of just about any size GUI application with a structured and scalable approach A project-based, practical guide to get hands-on into Tkinter GUI development Who This Book Is For Software developers, scientists, researchers, engineers, students, or programming hobbyists with basic familiarity in Python will find this book interesting and informative. People familiar with basic programming constructs in other programming language can also catch up with some brief reading on Python. No GUI programming experience is expected. What You Will Learn Get to know the basic concepts of GUI programming, such as Tkinter top-level widgets, geometry management, event handling, using callbacks, custom styling, and dialogs Create apps that can be scaled in size or complexity without breaking down the core Write your own GUI framework for maximum code reuse Build apps using both procedural and OOP styles, understanding the strengths and limitations of both styles Learn to structure and build large GUI applications based on Model-View-Controller (MVC) architecture Build multithreaded and database-driven apps Create apps that leverage resources from the network Learn basics of 2D and 3D animation in GUI applications Develop apps that can persist application data with object serialization and tools such as configparser In Detail Tkinter is the built-in GUI package that comes with standard Python distributions. It is a cross-platform package, which means you build once and deploy everywhere. It is simple to use and intuitive in nature, making it suitable for programmers and non-programmers alike. This book will help you master the art of GUI programming. It delivers the bigger picture of GUI programming by building real-world, productive, and fun applications such as a text editor, drum machine, game of chess, media player, drawing application, chat application, screen saver, port scanner, and many more. In every project, you will build on the skills acquired in the previous project and gain more expertise. You will learn to write multithreaded programs, network programs, database driven programs and more. You will also get to know the modern best practices involved in writing GUI apps. With its rich source of sample code, you can build upon the knowledge gained with this book and use it in your own projects in the discipline of your choice. Style and approach An easy-to-follow guide, full of hands-on examples of real-world GUI programs. The first chapter is a must read as it explains most of the things you need to get started with writing GUI programs with Tkinter. Each subsequent chapter is a stand-alone project that discusses some aspects of GUI programming in detail. These chapters can be read sequentially or randomly depending upon the readers experience with Python.

Portable, powerful, and a breeze to use, Python is the popular open source object-oriented programming language used for both standalone programs and scripting applications. It is now being used by an increasing number of major organizations, including NASA and Google. Updated for Python 2.4, The Python Cookbook, 2nd Edition offers a wealth of useful code for all Python programmers, not just advanced practitioners. Like its predecessor, the new edition provides solutions to problems that Python programmers face everyday. It now includes over 200 recipes that range from simple tasks, such as working with dictionaries and list comprehensions, to complex tasks, such as monitoring a network and building a templating system. This revised version also includes new chapters on topics such as time, money, and metaprogramming. Here's a list of additional topics covered: Manipulating text Searching and sorting Working with files and the filesystem Object-oriented programming Dealing with threads and processes System administration Interacting with databases Creating user interfaces Network and web programming Processing XML Distributed programming Debugging and testing Another advantage of The Python Cookbook, 2nd Edition is its trio of authors--three well-known Python programming experts, who are highly visible on email lists and in newsgroups, and speak often at Python conferences. With scores of practical examples and pertinent background information, The Python Cookbook, 2nd Edition is the one source you need if you're looking to build efficient, flexible, scalable, and well-integrated systems.

Build Java-based Web applications with increased speed and salability using Jython. This book helps Java developers increase application development and deployment. A brief introduction is provided that shows the differences between Java and Jython.

Focuses on the little-touched but critical parts of the Java programming language that the expert programmers use. Learn about extremely powerful and useful programming techniques such as reflection, advanced data modeling, advanced GUI design, and advanced aspects of JDO, EJB, and XML-based web clients. This unique book reveals the true wizardry behind the complex and often mysterious Java

environment--O'Reilly web site.

A synthesis of current approaches to adapting engineering tools to the study of neurobiological systems.

Scientific Data Analysis using Jython Scripting and Java presents practical approaches for data analysis using Java scripting based on Jython, a Java implementation of the Python language. The chapters essentially cover all aspects of data analysis, from arrays and histograms to clustering analysis, curve fitting, metadata and neural networks. A comprehensive coverage of data visualisation tools implemented in Java is also included. Written by the primary developer of the jHepWork data-analysis framework, the book provides a reliable and complete reference source laying the foundation for data-analysis applications using Java scripting. More than 250 code snippets (of around 10-20 lines each) written in Jython and Java, plus several real-life examples help the reader develop a genuine feeling for data analysis techniques and their programming implementation. This is the first data-analysis and data-mining book which is completely based on the Jython language, and opens doors to scripting using a fully multi-platform and multi-threaded approach. Graduate students and researchers will benefit from the information presented in this book.

Portable, powerful, and a breeze to use, Python is the popular open source object-oriented programming language used for both standalone programs and scripting applications. Python is considered easy to learn, but there's no quicker way to mastery of the language than learning from an expert teacher. This edition of Learning Python puts you in the hands of two expert teachers, Mark Lutz and David Ascher, whose friendly, well-structured prose has guided many a programmer to proficiency with the language. Learning Python, Second Edition, offers programmers a comprehensive learning tool for Python and object-oriented programming. Thoroughly updated for the numerous language and class presentation changes that have taken place since the release of the first edition in 1999, this guide introduces the basic elements of the latest release of Python 2.3 and covers new features, such as list comprehensions, nested scopes, and iterators/generators. Beyond language features, this edition of Learning Python also includes new context for less-experienced programmers, including fresh overviews of object-oriented programming and dynamic typing, new discussions of program launch and configuration options, new coverage of documentation sources, and more. There are also new use cases throughout to make the application of language features more concrete. The first part of Learning Python gives programmers all the information they'll need to understand and construct programs in the Python language, including types, operators, statements, classes, functions, modules and exceptions. The authors then present more advanced material, showing how Python performs common tasks by offering real applications and the libraries available for those applications. Each chapter ends with a series of exercises that will test your Python skills and measure your understanding. Learning Python, Second Edition is a self-paced book that allows readers to focus on the core Python language in depth. As you work through the book, you'll gain a deep and complete understanding of the Python language that will help you to understand the larger application-level examples that you'll encounter on your own. If you're interested in learning Python--and want to do so quickly and efficiently--then Learning Python, Second Edition is your best choice.

Written in an engaging, easy-to-follow style, this practical guide will teach you to create test suites and automated acceptance Tests with the Robot Framework. If you are an automation engineer, QA engineer, developer or tester who is looking to get started with Robot Framework, as well as find a standardized testing solution, this book is ideal for you. No prior knowledge of Robot Framework or acceptance testing is required, although a basic knowledge of Python is required for few sections of the book.

Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today. Masterminds of Programming includes individual interviews with: Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love: Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimsky: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and lead developer of C# If you're interested in the people whose vision and hard work helped shape the computer industry, you'll find Masterminds of Programming fascinating.

Already the industry standard for Python users, ProgrammingPython from O'Reilly just got even better. This third edition has been updated to reflect current best practices and the abundance of changes introduced by the latest version of the language, Python 2.5. Whether you're a novice or an advanced practitioner, you'll find this refreshed book more than lives up to its reputation. ProgrammingPython, 3rd Edition, teaches you the right way to code. It explains Python language syntax and programming techniques in a clear and concise manner, with numerous examples that illustrate both correct usage and common idioms. By reading this comprehensive guide, you'll learn how to apply Python in real-world problem domains such as: GUI programming Internet scripting Parallel processing Database management Networked applications Programming Python, Third Edition covers each of these target domains gradually, beginning with in-depth discussions of core concepts and then progressing toward complete programs. Large examples do appear, but only after you've learned enough to understand their techniques and code. Along the way, you'll also learn how to use the Python language in realistically scaled

programs--concepts such as Object-Oriented Programming (OOP) and code reuse are recurring side themes throughout this text. If you're interested in Python programming, then this O'Reilly classic needs to be within arm's reach. The wealth of practical advice, snippets of code, and patterns of program design can all be put into use on a daily basis--making your life easier and more productive. Reviews of the second edition: "...about as comprehensive as any book can be." --Dr. Dobb's Journal "If the language had manuals, they

would undoubtedly be the texts from O'Reilly... 'Learning Python' and 'Programming Python' are definitive treatments." --SD Times

Jython is an open source implementation of the high-level, dynamic, object-oriented scripting language Python seamlessly integrated with the Java platform. The predecessor to Jython, JPython, is certified as 100% Pure Java. Jython is freely available for both commercial and noncommercial use and is distributed with source code. Jython is complementary to Java. The Definitive Guide to Jython, written by the official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the basics to more advanced features. This book begins with a brief introduction to the language and then journeys through Jython's different features and uses. The Definitive Guide to Jython is organized for beginners as well as advanced users of the language. The book provides a general overview of the Jython language itself, but it also includes intermediate and advanced topics regarding database, web, and graphical user interface (GUI) applications; Web services/SOA; and integration, concurrency, and parallelism, to name a few.

Google and YouTube use Python because it's highly adaptable, easy to maintain, and allows for rapid development. If you want to write high-quality, efficient code that's easily integrated with other languages and tools, this hands-on book will help you be productive with Python quickly -- whether you're new to programming or just new to Python. It's an easy-to-follow self-paced tutorial, based on author and Python expert Mark Lutz's popular training course. Each chapter contains a stand-alone lesson on a key component of the language, and includes a unique Test Your Knowledge section with practical exercises and quizzes, so you can practice new skills and test your understanding as you go. You'll find lots of annotated examples and illustrations to help you get started with Python 3.0. Learn about Python's major built-in object types, such as numbers, lists, and dictionaries Create and process objects using Python statements, and learn Python's general syntax model Structure and reuse code using functions, Python's basic procedural tool Learn about Python modules: packages of statements, functions, and other tools, organized into larger components Discover Python's object-oriented programming tool for structuring code Learn about the exception-handling model, and development tools for writing larger programs Explore advanced Python tools including decorators, descriptors, metaclasses, and Unicode processing

Streamline software development with Jenkins, the popular Java-based open source tool that has revolutionized the way teams think about Continuous Integration (CI). This complete guide shows you how to automate your build, integration, release, and deployment processes with Jenkins—and demonstrates how CI can save you time, money, and many headaches. Ideal for developers, software architects, and project managers, Jenkins: The Definitive Guide is both a CI tutorial and a comprehensive Jenkins reference. Through its wealth of best practices and real-world tips, you'll discover how easy it is to set up a CI service with Jenkins. Learn how to install, configure, and secure your Jenkins server Organize and monitor general-purpose build jobs Integrate automated tests to verify builds, and set up code quality reporting Establish effective team notification strategies and techniques Configure build pipelines, parameterized jobs, matrix builds, and other advanced jobs Manage a farm of Jenkins servers to run distributed builds Implement automated deployment and continuous delivery

Praise for Core Python Programming The Complete Developer's Guide to Python New to Python? The definitive guide to Python development for experienced programmers Covers core language features thoroughly, including those found in the latest Python releases—learn more than just the syntax! Learn advanced topics such as regular expressions, networking, multithreading, GUI, Web/CGI, and Python extensions Includes brand-new material on databases, Internet clients, Java/Jython, and Microsoft Office, plus Python 2.6 and 3 Presents hundreds of code snippets, interactive examples, and practical exercises to strengthen your Python skills Python is an agile, robust, expressive, fully object-oriented, extensible, and scalable programming language. It combines the power of compiled languages with the simplicity and rapid development of scripting languages. In Core Python Programming, Second Edition , leading Python developer and trainer Wesley Chun helps you learn Python quickly and comprehensively so that you can immediately succeed with any Python project. Using practical code examples, Chun introduces all the fundamentals of Python programming: syntax, objects and memory management, data types, operators, files and I/O, functions, generators, error handling and exceptions, loops, iterators, functional programming, object-oriented programming and more. After you learn the core fundamentals of Python, he shows you what you can do with your new skills, delving into advanced topics, such as regular expressions, networking programming with sockets, multithreading, GUI development, Web/CGI programming and extending Python in C. This edition reflects major enhancements in the Python 2.x series, including 2.6 and tips for migrating to 3. It contains new chapters on database and Internet client programming, plus coverage of many new topics, including new-style classes, Java and Jython, Microsoft Office (Win32 COM Client) programming, and much more. Learn professional Python style, best practices, and good programming habits Gain a deep understanding of Python's objects and memory model as well as its OOP features, including those found in Python's new-style classes Build more effective Web, CGI, Internet, and network and other client/server applications Learn how to develop your own GUI applications using Tkinter and other toolkits available for Python Improve the performance of your Python applications by writing extensions in C and other languages, or enhance I/O-bound applications by using multithreading Learn about Python's database API and how to use a variety of database systems with Python, including MySQL, Postgres, and SQLite Features appendices on Python 2.6 & 3, including tips on migrating to the next generation!

Numerical computation, knowledge discovery and statistical data analysis integrated with powerful 2D and 3D graphics for visualization are the key topics of this book. The Python code examples powered by the Java platform can easily be transformed to other programming languages, such as Java, Groovy, Ruby and BeanShell. This book equips the reader with a computational platform which, unlike other statistical programs, is not limited by a single programming language. The author focuses on practical programming aspects and covers a broad range of topics, from basic introduction to the Python language on the Java platform (Jython), to descriptive statistics, symbolic calculations, neural networks, non-linear regression analysis and many other data-mining topics. He discusses how to find regularities in real-world data, how to classify data, and how to process data for knowledge discoveries. The code snippets are so short that they easily fit into single pages. Numeric Computation and Statistical Data Analysis on the Java Platform is a great choice for those who want to learn how statistical data analysis can be done using popular programming languages, who want to integrate data analysis algorithms in full-scale applications, and deploy such calculations on the web pages or computational

servers regardless of their operating system. It is an excellent reference for scientific computations to solve real-world problems using a comprehensive stack of open-source Java libraries included in the DataMelt (DMelt) project and will be appreciated by many data-analysis scientists, engineers and students.

If you're interested in JRuby, you probably don't need a tutorial on Ruby, Rails, or Java -- you just need to know how to get things done. This Cookbook offers practical solutions for using the Java implementation of the Ruby language, with targeted recipes for deploying Rails web applications on Java servers, integrating JRuby code with Java technologies, developing JRuby desktop applications with Java toolkits, and more. Using numerous reusable code samples, JRuby Cookbook shows you how to: Install and update JRuby on Windows, Mac OS X, and Linux, and IDEs such as NetBeans and Eclipse Package and deploy Rails apps on Java Servlet containers and Java EE application servers, including JBoss, Tomcat, and GlassFish Integrate Ruby and Rails applications with popular Java EE technologies such as JMS, JMX, JPA, Spring, and Hibernate Develop desktop and client applications with cross-platform Java UI technologies and toolkits such as Swing, SWT, and Java 2D Maximize the flexibility of your testing and build environment, using both existing Java-based tools such as Ant and Maven and newer Ruby-based tools such as Rake, Raven, and Buildr The JRuby interpreter combines Ruby's simplicity and ease of use with Java's extensive libraries and technologies, a potent blend that opens new possibilities for Ruby, Rails, and Java. This Cookbook helps you take full advantage of JRuby's potential. "The JRuby Cookbook is an excellent book for any polyglot who is trying to bridge the gap between Java and Ruby. It provides solutions to specific problems developers face in both their development and testing environments, along with the applications they're building."-- Bob McWhirter, Research & Prototyping, Red Hat Middleware

* Totalling 900 pages and covering all of the topics important to new and intermediate users, Beginning Python is intended to be the most comprehensive book on the Python ever written. * The 15 sample projects in Beginning Python are attractive to novice programmers interested in learning by creating applications of timely interest, such as a P2P file-sharing application, Web-based bulletin-board, and an arcade game similar to the classic Space Invaders. * The author Magnus Lie Hetland, PhD, is author of Apress' well-received 2002 title, Practical Python, ISBN: 1-59059-006-6. He's also author of the popular online guide, Instant Python Hacking (<http://www.hetland.org>), from which both Practical Python and Beginning Python are based.

Swing is a fully-featured user interface development kit for Java applications. Building on the foundations of the Abstract Window Toolkit (AWT), Swing enables cross-platform applications to use any of several pluggable look-and-feels. Swing developers can take advantage of its rich, flexible features and modular components, building elegant user interfaces with very little code. This second edition of Java Swing thoroughly covers all the features available in Java 2 SDK 1.3 and 1.4. More than simply a reference, this new edition takes a practical approach. It is a book by developers for developers, with hundreds of useful examples, from beginning level to advanced, covering every component available in Swing. All these features mean that there's a lot to learn. Even setting aside its platform flexibility, Swing compares favorably with any widely available user interface toolkit--it has great depth. Swing makes it easy to do simple things but is powerful enough to create complex, intricate interfaces. Java Swing, 2nd edition includes : A new chapter on Drag and Drop Accessibility features for creating a user interface meeting the needs of all users Coverage of the improved key binding infrastructure introduced in SDK 1.3 A new chapter on JFormattedTextField and input validation Mac OS X coverage and examples Coverage of the improved focus system introduced in SDK 1.4 Pluggable Look-and-Feel coverage Coverage of the new layout manager, SpringLayout, from SDK 1.4 Properties tables that summarize important features of each component Coverage of the 1.4 Spinner component Details about using HTML in components A new appendix listing bound actions for each component A supporting web site with utilities, examples, and supplemental materials Whether you're a seasoned Java developer or just trying to find out what Java can do, you'll find Java Swing, 2nd edition an indispensable guide.

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