Eclipse Ide User Guide

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A User Guide "O'Reilly Media, Inc." This IBM® Redbooks® publication documents and addresses topics to provide step-by-step customizable application and programming solutions to tune application and workloads to use IBM Power SystemsTM hardware architecture. This publication explores, tests, and documents the solution to use the architectural technologies and the software solutions that are available from IBM to help solve challenging technical and business problems. This publication also demonstrates and documents that the combination of IBM high-performance computing (HPC) solutions (hardware and software) delivers significant value to technical computing clients who are in need of cost-effective, highly scalable, and robust solutions. First, the book provides a high-level overview of the HPC solution, including all of the components that makes the HPC cluster: IBM Power System S822LC (8335-GTB), software components, interconnect switches, and the IBM SpectrumTM Scale parallel file system. Then, the publication is divided in three parts: Part 1 focuses on the developers, Part 2 focuses on the administrators, and Part 3 focuses on the evaluators and planners of the solution. The IBM Redbooks publication is targeted toward technical professionals (consultants, technical support staff, IT Architects, and IT Specialists) who are responsible for delivering cost-effective HPC solutions that help uncover insights from vast amounts of client's data so they can optimize business results, product development, and scientific discoveries.

Getting started with Java programming language:a hands-on guide to begin developing Java programs Controlled Capture Systems

Get writing tests and learn to design your own testing framework with Selenium WebDriver API Key Features Learn Selenium from the ground up Design your own testing framework Create reusable functionality in your framework Book Description Selenium WebDriver is a platform-independent API for automating the testing of both browser and mobile applications. It is also a core technology in many other browser automation tools, APIs, and frameworks. This book will guide you through the WebDriver APIs that are used in automation tests. Chapter by chapter, we will construct the building blocks of a page object model framework as you learn about the required Java and Selenium methods and terminology. The book starts with an introduction to the same-origin policy, cross-site scripting dangers, and the Document Object Model (DOM). Moving ahead, we'll learn about XPath, which allows us to select items on a page, and how to design a customized XPath. After that, we will be creating singleton patterns and drivers. Then you will learn about synchronization and handling pop-up windows. You will see how to create a factory for browsers and understand command design patterns applicable to this area. At the end of the book, we tie all this together by creating a framework and implementing multi-browser testing with Selenium Grid. What you will learn Understand what an XPath is and how to design a customized XPath Learn how to create a Maven project and build Create a Singleton driver Get to grips with Jenkins integration Create a factory for browsers Implement multi-browser testing with Selenium Grid Create a sample pop-up window and JavaScript alert Report using Extent Reports Who this book is for This book is for software testers or developers.

POWER 8 High-performance Computing Guide IBM Power System S822LC (8335-GTB) Edition Packt Publishing Ltd

Java programmers know how finicky Java can be to work with. An omitted semi-colon or the slightest typo will cause the Java command-line compiler to spew pages of annoying error messages across your screen. And it doesn't fix them--that's up to you: fix them, compile again, and hope that nothing goes wrong this time.Eclipse, the popular Java integrated development environment (IDE) provides an elegant and powerful remedy for this common, frustrating scenario. It doesn't just catch your errors before you compile, it also suggests solutions. All you need to do is point and click. And it's free--what could be better? Still, if you're like most programmers, mastering a new technology--no matter how productive it will make you in the long run--is going to take a chunk out of your productivity now. You want to get up to speed quickly without sacrificing efficiency.O'Reilly's new guide to the technology, Eclipse, provides exactly what you're looking for: a fast-track approach to mastery of Eclipse. This insightful, hands-on book delivers clear and concise coverage, with no fluff, that gets down to business immediately. The book is tightly focused, covering all aspects of Eclipse: the menus, preferences, views, perspectives, editors, team and debugging techniques, and how they're used every day by thousands of developers. Development of practical skills is emphasized with dozens of examples presented throughout the book.From cover-to-cover, the book is pure Eclipse, covering hundreds of techniques beginning with the most basic Java development through creating your own plug-in editors for the Eclipse environment. Some of the topics you'll learn about include: Using Eclipse to develop Java code Testing and debugging Working in teams using CVS Building Eclipse projects using Ant The Standard Widget Toolkit (SWT) Web development Developing Struts applications with Eclipse From basics to advanced topics, Eclipse takes you through the fundamentals of Eclipse and more. You may be an Eclipse novice when you pick up the book, but you'll be a pro by the time you've finished.

EMF Packt Publishing Ltd

Take advantage of the leading open

source integrated development environment to develop, organize, and debug your PHP web development projects.

AWS Lambda Quick Start Guide Addison-Wesley Professional

Java is now well-established as one of the world's major programming languages, used in everything from desktop applications to web-hosted applications, enterprise systems and mobile devices. Java applications cover cloud-based services, the Internet of Things, self-driving cars, animation, game development, big data analysis and many more domains. The second edition of Foundational Java: Key Elements and Practical Programming presents a detailed guide to the core features of Java – and some more recent innovations – enabling the reader to build their skills and confidence though tried-and-trusted stages, supported by exercises that reinforce the key learning points. All the most useful and commonly applied Java syntax and libraries are introduced, along with many example programs that can provide the basis for more substantial applications. Use of the Eclipse Integrated Development Environment (IDE) and the JUnit testing framework is integral to the book, ensuring maximum productivity and code quality when learning Java, although to ensure that skills are not confined to one environment the fundamentals of the Java compiler and run time are also explained. Additionally, coverage of the Ant tool will equip the reader with the skills to automatically build, test and deploy applications independent of an IDE. Topics and features: • Presents the most up-to-date information on Java, including Java 14 • Examines the key theme of unit testing, introducing the JUnit 5 testing framework to emphasize the importance of unit testing in modern software development • Describes the Eclipse IDE, the most popular open source Java IDE and explains how Java can be run from the command line • Includes coverage of the Ant build tool • Contains numerous code examples and exercises throughout • Provides downloadable source code, self-test questions, PowerPoint slides and other supplementary material at the website http://www.foundjava.com This hands-on, classroom-tested textbook/reference is ideal for undergraduate students on introductory and intermediate courses on programming with Java. Professional software developers will also find this an excellent self-study guide/refresher on the topic. Dr. David Parsons is National Postgraduate Director at The Mind Lab, Auckland, New Zealand. He has been teaching programming in both academia and industry since the 1980s and writing about it since the 1990s.

Key Elements and Practical Programming Packt Publishing Ltd

Create media-rich client applications using JavaFX 9 and the Java 9 platform. Learn to create GUI-based applications for mobile devices, desktop PCs, and even the web. Incorporate media such as audio and video into your applications. Interface with hardware devices such as Arduino and Leap Motion. Respond to gesture control through devices such as the Leap Motion Controller. Take advantage of the new HTTP2 API to make RESTful web requests and WebSockets calls. New to this edition are examples of creating stylized text and loading custom fonts, guidance for working with Scene Builder to create visual layouts, and new content on developing iOS and Android applications using Gluon mobile. The book also covers advanced topics such as custom controls, JavaFX 3D, gesture devices, printing, and animation. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Is your goal to develop visually exciting applications in the Java language? Then this is the book you want at your side. JavaFX 9 by Example is chock-full of engaging, fun-to-work examples that bring you up to speed on the major facets of JavaFX 9. You'll learn to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. The book: Has been updated with new content on modular development, new APIs, and an example using the Scene Builder tool Is filled with fun and practical code examples that you can modify and drop into your own projects Includes an example using Arduino and an accelerometer sensor to track motion in 3D Helps you create JavaFX applications for iOS and Android devices What You'll Learn Work with touch-based interfaces Interpret gesture-based events Use shapes, color, text, and UI controls to create a simple click and point game Add audio and video to your projects Utilize JavaFX 3D Create custom controls using CSS, SVG, and Canvas APIs Organize code into modules using Java Platform Module System (Project Jigsaw) Who This Book Is For Java developers developing visual and media-rich applications to run on PCs, phones, tablets, Arduino controllers, and more. This includes developers tasked with creating visualizations of data from statistical analysis and from sensor networks. Any developer wanting to develop a polished user-interface in Java will find much to like in this book.

Eclipse Pearson Education

Producing a commercial-quality plug-in means going above and beyond the minimal requirements needed to integrate with Eclipse. It means attending to all those details that contribute to the "fit and polish" of a commercial offering. This comprehensive guide covers the entire process of plug-in development, including all the extra steps needed to achieve the highest quality results. Building on two internationally best-selling previous editions, Eclipse Plug-ins, Third Edition, has been fully revised to reflect the powerful new capabilities of Eclipse 3.4. Leading Eclipse experts Eric Clayberg and Dan Rubel present detailed, practical coverage of every aspect of plug-in development, as well as specific, proven solutions for the challenges developers are most likely to encounter. All code examples, relevant API listings, diagrams, and screen captures have been thoroughly updated to reflect both the Eclipse 3.4 API and the latest Java syntax. In addition, Clayberg and Rubel have completely revamped their popular Favorites View case study, reworking much of its content and recreating its code from scratch. The authors carefully cover new functionality added to existing Eclipse features, such as views and editors, and fully explain brand-new features such as Commands, GEF, and PDE Build. This extensively revised edition Thoroughly covers Eclipse's new preferences Illuminates the powerful new Eclipse Command Framework, which replaces Eclipse's older Action Framework Presents extensive new discussions of using commands with views and editors Introduces Mylyn, the new task-focused interface that reduces information overload and simplifies multi-tasking Contains an all-new chapter on using the Graphical Editing Framework (GEF) to build dynamic, interactive graphical user interface elements Walks you step by step through the entire PDE Build process Shows how to create update sites with p2, which replaces Eclipse's old Update Manager This book is designed for every experienced developer interested in extending the Eclipse platform, the Rational Software Development Platform, or any other platform that supports Eclipse plug-ins.

The Ultimate AndroiDAQ Guide Packt Publishing Ltd

Discover techniques and tools for building serverless applications with AWS Lambda Key Features Learn to write, run, and deploy Lambda functions in the AWS cloud Make the most of AWS Lambda functions to build scalable and cost-efficient systems A practical guide to developing serverless services and applications in Node.js, Java, Python, and C# Book Description AWS Lambda is a part of AWS that lets you run your code without provisioning or managing servers. This enables you to deploy applications and backend services that operate with no upfront cost. This book gets you up to speed on how to build scalable systems and deploy serverless applications with AWS Lambda. The book starts with the fundamental concepts of AWS Lambda, and then teaches you how to combine your applications with other AWS services, such as AmazonAPI Gateway and DynamoDB. This book will also give a quick walk through on how to use the Serverless Framework to build larger applications that can structure code or autogenerate boilerplate code that can be used to get started quickly for increased productivity. Toward the end of the book, you will learn how to write, run, and test Lambda functions using Node.js, Java, Python, and C#. What you will learn Understand the fundamental concepts of AWS Lambda Get to grips with the Serverless Framework and how to create a serverless project Testing and debugging Lambda functions Create a stateful, serverless

backend with DynamoDB Program AWS Lambda with Java, Python, and C# Program a lambda function with Node.js Who this book is for This book is primarily for IT architects and developers who want to build scalable systems and deploy serverless applications with AWS Lambda. No prior knowledge of AWS is necessary.

Eclipse IBM Redbooks
Written for novice programmers who need to learn Eclipse, the new integrated, open-source development environment, this book covers three areas that are of crucial interest—Eclipse, IBM's Software Widget Toolkit (the SWT), and JDBC. Questions such as how to use the new Eclipse Integrated Development Environment; how to create a complete functioning application with Eclipse; and where to get the software, how to install it, and how to configure it are answered. Options that programmers would use in a real production to be instantly productive in Eclipse and the steps needed to take to create a program or modifying an existing program are addressed. Write clear, readable, and reliable tests with Selenium WebDriver 3 Apress
Everything you need to know—and then some! It's the fastest-growing, coolest Linux distribution out there, and now you can join the excitement with this information-packed guide. Want to edit graphics? Create a spreadsheet? Manage groups? Set up an NFS server? You'll learn it all and more with the expert guidance, tips, and techniques in this first-ever soup-to-nuts book on Ubuntu. From the basics for newcomers to enterprise management for system administrators, it's what you need to succeed with Ubuntu. Master the fundamentals for desktop and networks Send e-mail, share files, edit text, and print Download music, watch DVDs, and play games Use Ubuntu on laptops, go wireless, or synch it with your PDA Set up Web, mail, print, DNS, DHCP, and other servers Manage groups and secure your network What's on the CD-ROM? Test-drive Ubuntu on your computer without changing a thing using the bootable Ubuntu Desktop Live CD included with this book. If you decide to install it permanently, a simple, easy-to-use installer is provided. Also on the CD, you'll find: Popular open-source software for Microsoft(r) Windows(r), such as AbiWord, Firefox(r), GIMP, and more An easy-to-use application that simplifies installing these programs on your Microsoft Windows system System Requirements: Please see the "About the CD-ROM Appendix" for details and complete system requirements. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.
Building Commercial-Quality Plug-ins Springer Effortlessly ensure your application's code quality from day 1 About This Book Customize your

Moodle 3.x app. Leverage the new features of Moodle 3.x by diving deep into the Moodle development eco-system. Cater to heavy user traffic, customize learning requirements and create custom third party plugins. Who This Book Is For This book is for Moodle developers who are familiar with the basic Moodle functionality and have an understanding of the types of scenarios in which the Moodle platform can be usefully employed. You must have medium-level PHP programming knowledge. You should be familiar with HTML and XML protocols. You do not need to have prior knowledge of Moodle-specific terminology What You Will Learn Work with the different types of custom modules that can be written for Moodle 3.x Understand how to author custom modules so they conform to the agreed Moodle 3.x development guidelines Get familiar with the Moodle 3.x architecture—its internal and external APIs Customize Moodle 3.x so it can integrate seamlessly with third-party applications of any kind Build a new course format to specify the layout of a course Implement third-party graphics libraries in your plugins Build plugins that can be themed easily Provide custom APIs that will provide the means to automate Moodle 3 in real time In Detail The new and revamped Moodle is the top choice for developers to create cutting edge e-learning apps that cater to different user's segments and are visually appealing as well. This book explains how the Moodle 3.x platform provides a framework that allows developers to create a customized e-learning solution. It begins with an exploration of the different types of plugin.. We then continue with an investigation of creating new courses. You will create a custom plugin that pulls in resources from a third-party repository. Then you'll learn how users can be assigned to courses and granted the necessary permissions. Furthermore, you will develop a custom user home. At the end of the book, we'll discuss the Web Services API to fully automate Moodle 3.x in real time. Style and approach This book takes a step-by-step practical approach with every step explained in great detail using practical examples. You will create custom plugins from scratch with the examples shown and create new modules as well as extensions with the examples presented.
Eclipse Plug-ins John Wiley & Sons
Drive Even More Value from Virtualization: Write VMware® Applications that Automate Virtual Infrastructure Management Companies running VMware have already achieved enormous gains through virtualization. The next wave of benefits will come when they reduce the time and effort required to run and manage VMware platforms. The VMware Infrastructure Software Development Kit (VI SDK) includes application programming interfaces (APIs) that allow developers and administrators to do just that. Until now, there has been little documentation for the APIs. In VMware VI and vSphere SDK, software architect Steve Jin demystifies the entire VMware VI and new vSphere SDK and offers detailed, task-based coverage of using the APIs to manage VMware more efficiently and cost-effectively. Jin walks you through using the VI SDK and cloud-computing vSphere SDK to manage ESX servers, ESX clusters, and VirtualCenter servers in any environment– no matter how complex. Drawing on his extensive expertise working with VMware strategic partners and enterprise customers, he places the VI SDK in practical context, presenting realistic samples and proven best practices for building robust, effective solutions. Jin demonstrates

how to manage every facet of a VMware environment, including inventory, host systems, virtual machines (VMs), snapshots, VMotion, clusters, resource pools, networking, storage, data stores, events, alarms, users, security, licenses, and scheduled tasks. Coverage includes Understanding how the VI SDK fits into your VMware VI and Cloud Ready vSphere Environment Discovering the VI and vSphere SDK from the bottom up Using the author's new VI Java API to write shorter, faster, and more maintainable code Managing VI and vSphere inventory and configurations Moving running VMs and storages across different physical platforms without disruption Optimizing system resources, hardening system securities, backing up VMs and other resources Leveraging events, alarms, and scheduled tasks to automate the system management Developing powerful applications that integrate multiple API features and run on top of or alongside VMware platforms Using the VI SDK to monitor performance Scripting with the VI SDK: building solutions with VI Perl, PowerShell, and Jython Avoiding the pitfalls that trip up VMware VI developers Integrating with and extending VMware platforms using VI SDK This book is an indispensable resource for all VMware developers and administrators who want to get more done in less time; for hardware vendors who want to integrate their products with VMware; for ISV developers building new VMware applications; and for every professional and student seeking a deeper mastery of virtualization.

The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash Elsevier Developments in technologies have evolved in a much wider use of technology throughout science, government, and business; resulting in the expansion of geographic information systems. GIS is the academic study and practice of presenting geographical data through a system designed to capture, store, analyze, and manage geographic information. Geographic Information Systems: Concepts, Methodologies, Tools, and Applications is a collection of knowledge on the latest advancements and research of geographic information systems. This book aims to be useful for academics and practitioners involved in geographical data.

A Bestselling Hands-On Java Tutorial Newnes
This book is free preview of an easy to understand yet thorough guide on using Eclipse for C/C++ Software Development. This book is not about a traditional introduction to Eclipse. This book gives a practical introduction to Eclipse. It introduces the features of Eclipse in the logical order in which any C/C++ programmer would need them; use them. The book is appeals to a wide range of audience: It can help a student/freshman who has just started programming It can help a full time programmer to be more productive with Eclipse It can help a seasoned programmer maintaining a huge software stack

VMware VI and vSphere SDK IBM Redbooks Eclipse IDE Pocket GuideUsing the Full-Featured IDE"O'Reilly Media, Inc."
Selenium WebDriver Quick Start Guide
Springer Science & Business Media
Eclipse has established itself as a dominant force in the application-development space. Key to the success of Eclipse is the ability of developers to extend its functionality using plug-ins. This new edition of Eclipse: Building Commercial-Quality

Plug-ins is the definitive, start-to-finish guide to building commercial-quality Eclipse plug-ins, with an emphasis on adding the sophistication and polish that paying customers demand. The book provides both a quick introduction to using Eclipse for new users and a reference for experienced Eclipse users wishing to expand their knowledge and improve the quality of their Eclipse-based products. Revised to take advantage of pure Eclipse 3.1 and 3.2 APIs, this widely praised bestseller presents detailed, practical coverage of every aspect of plug-in development and specific solutions for the challenges developers are most likely to encounter. All code examples, relevant API listings, diagrams, and screen captures have been updated. Some Eclipse concepts--such as actions, views, and editors--have not changed radically, but now have additional functionality and capabilities. Other areas, such as the Eclipse plug-in infrastructure, have changed drastically due to the Eclipse shift towards an OSGi-based infrastructure. This edition is fully updated to address these new advances for Eclipse developers. Includes a quick introduction to Eclipse for experienced Java programmers Serves as a systematic reference for experienced Eclipse users Introduces all the tools you need to build Eclipse and Rational plug-ins Explains the Eclipse architecture and the structure of plug-ins and extension points Offers practical guidance on building Eclipse user interfaces with SWT and JFace Shows how to use change tracking, perspectives, builders, markers, natures, and more Covers internationalization, help systems, features, and branding This book is designed for anyone who wants a deep understanding of Eclipse, and every experienced developer interested in extending Eclipse or the Rational Software Development Platform.
Android Apps with Eclipse Meera & Purnank Ghumalia
The Definitive Guide to Eclipse Rich Client Development In Eclipse Rich Client Platform, Second Edition, three Eclipse Rich Client Platform (RCP) project leaders show how to use Eclipse 3.5 ("Galileo") to rapidly deliver cross-platform applications with rich, native-feel GUIs. The authors fully reveal the power of Eclipse as a desktop application development platform; introduce important new improvements in Eclipse 3.5; and walk through developing a full-featured, branded RCP application for Windows, Linux, Mac, and other platforms—including handheld devices and kiosks. Drawing on their extensive experience, the authors cover building, refining, and refactoring prototypes; customizing user interfaces; adding help and software management features; and building branding, testing, and shipping finished software. They demonstrate current best practices for developing modular and dynamically extensible systems, using third-party code libraries, packaging applications for diverse environments, and much more. For Java programmers at all levels of experience, this book Introduces important new RCP features such as p2, Commands, and Databinding Thoroughly covers key RCP-related technologies such as Equinox, SWT, JFace, and OSGi Shows how to effectively brand and customize

RCP application look-and-feel Walks through user interface testing for RCP applications with SWTBot Illuminates key similarities and differences between RCP and conventional plug-in development Hands-on, pragmatic, and comprehensive, this book offers all the real-world, nontrivial code examples working developers need—as well as "deep dives" into key technical areas that are essential to your success.
Third IFIP TC 2 Central and East-European Conference, CEE-SET 2008, Brno, Czech Republic, October 13-15, 2008, Revised Selected Papers "O'Reilly Media, Inc."
The Eclipse environment solves the problem of having to maintain your own Integrated Development Environment (IDE), which is time consuming and costly. Embedded tools can also be easily integrated into Eclipse. The C/C++ CDT is ideal for the embedded community with more than 70% of embedded developers using this language to write embedded code. Eclipse simplifies embedded system development and then eases its integration into larger platforms and frameworks. In this book, Doug Abbott examines Eclipse, an IDE, which can be vital in saving money and time in the design and development of an embedded system. Eclipse was created by IBM in 2001 and then became an open-source project in 2004. Since then it has become the de-facto IDE for embedded developers. Virtually all of the major Linux vendors have adopted this platform, including MontVista, LynuxWorks, and Wind River. *Details the Eclipse Integrated Development Environment (IDE) essential to streamlining your embedded development process *Overview of the latest C/C++ Developer's Toolkit (CDT) *Includes case studies of Eclipse use including Monta Vista, LynuxWorks, and Wind River
JavaFX 9 by Example Sams Publishing
This book provides a thorough guide to using Eclipse features and plugins effectively in the context of real-world Java development. Realistic examples demonstrate how to use Eclipse effectively to build, test and debug applications using the tools provided by Eclipse and other third-party open source plugins. The reader will learn how to use plugin tools for using Eclipse in a team environment, including using Ant for more sophisticated build processes and CVS for source control. Plugin-ins for building web applications, using J2EE technologies, such as JSP/Servlets and EJB, are also discussed.
Android Wireless Application Development Pearson Education
This book constitutes the refereed proceedings of the 23rd International Conference on Computer Aided Verification, CAV 2011, held in Snowbird, UT, USA, in July 2011. The 35 revised full papers presented together with 20 tool papers were carefully reviewed and selected from 161 submissions. The papers are organized in topical sections on the following workshops: 4th International Workshop on Numerical Software Verification (NSV 2011), 10th International Workshop on Parallel and Distributed Methods in Verifications

(PDMC 2011), 4th International Workshop on Exploiting Concurrency Efficiently and Correctly (EC 2 2011), Frontiers in Analog Circuit Synthesis and Verification (FAC 2011), International Workshop on Satisfiability Modulo Theories, including SMTCOMP (SMT 2011), 18th International SPIN Workshop on Model Checking of Software (SPIN 2011), Formal Methods for Robotics and Automation (FM-R 2011), and Practical Synthesis for Concurrent Systems (PSY 2011).