
Groovy In Action Dierk Konig

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Gradle in Action Manning Publications

Java professionals long for the productivity of a framework like Ruby on Rails provides without having to leave the Java platform. The new open source lightweight Grails Framework provides the missing link by using the best aspects of the Java-based Groovy scripting language as well as the Java platform itself. This Rails-like framework gives dynamic Java a boost; Java developers now have a viable Java-based solution instead of the non-Java-based Ruby on Rails, which can create more problems than it solves. Learn all about this in *The Definitive Guide to Grails*, written by the Grails project founder and lead. Grails is a fast-emerging area of much interest.

Programming Groovy 2 Simon and Schuster

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

[Programming Groovy 2](#) Simon and Schuster 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.

Sex, Drugs & Rock 'n Roll
Universit ä tsverlag Potsdam
The Spring framework is growing.
It has always been about choice.
Java EE focused on a few technologies, largely to the detriment of alternative, better solutions. When the Spring framework debuted, few would have agreed that Java EE represented the best-in-breed architectures of the day. Spring debuted to great fanfare, because it sought to simplify Java EE. Each release since marks the introduction of new features designed to both simplify and enable solutions. With version 2.0 and later, the Spring framework started targeting multiple platforms. The framework provided services on top of existing platforms, as always, but was decoupled from the underlying platform wherever possible. Java EE is a still a major reference point, but it ' s not the only target. OSGi (a promising technology for modular architectures) has been a big part of the SpringSource strategy here. Additionally, the Spring framework runs on Google App Engine. With the introduction of annotation-centric frameworks and XML schemas, SpringSource has built frameworks that effectively model the domain of a specific problem, in effect creating domain-specific languages (DSLs). Frameworks built on top of the Spring framework

have emerged supporting application integration, batch processing, Flex and Flash integration, GWT, OSGi, and much more.

Learning Groovy Simon and Schuster
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 Introducing the Spock testing framework Groovy knowledge for Spock testing A tour of Spock functionality PART 2 STRUCTURING SPOCK TESTS Writing unit tests with Spock Parameterized tests Mocking

and stubbing PART 3 SPOCK IN THE ENTERPRISE Integration and functional testing with Spock Spock features for enterprise testing

Groovy in Action Apress

The Spring framework is a widely adopted enterprise and general Java framework. The release of Spring Framework 3.0 has added many improvements and new features for Spring development. Written by Gary Mak, author of the bestseller *Spring Recipes*, and Josh Long, an expert Spring user and developer, *Spring Enterprise Recipes* is one of the first books on Spring 3.0. This key book focuses on Spring Framework 3.0, the latest version available, and a framework-related suite of tools, extensions, plug-ins, modules, and more—all of which you may want and need for building three-tier Java EE applications. Build Spring enterprise and Java EE applications from the ground up using recipes from this book as templates to get you started, fast. Employ Spring Integration, Spring Batch and jBPM with Spring to bring your application's architecture to the next level. Use Spring's remoting, and messaging support to distribute your application, or bring your application to the cloud with GridGain and Terracotta.

Proceedings of the 3rd Ph.D. Retreat of the HPI Research School on Service-oriented Systems Engineering Simon and Schuster Design and Implementation of service-oriented architectures imposes a huge number of research questions from the fields of software engineering, system analysis and modeling, adaptability, and application integration. Component orientation and web services are two approaches for design and realization of complex web-based system. Both approaches allow for dynamic application adaptation as well as integration of enterprise application. Commonly used technologies, such as J2EE and .NET, form de facto standards for the realization of complex distributed systems.

Evolution of component systems has lead to web services and service-based architectures. This has been manifested in a multitude of industry standards and initiatives such as XML, WSDL UDDI, SOAP, etc. All these achievements lead to a new and promising paradigm in IT systems engineering which proposes to design complex software solutions as collaboration of contractually defined software services. Service-Oriented Systems Engineering represents a symbiosis of best practices in object-orientation, component-based development, distributed computing, and business process management. It provides integration of business and IT concerns. The annual Ph.D. Retreat of the Research School provides each member the opportunity to present his/her current state of their research and to give an outline of a prospective Ph.D. thesis. Due to the interdisciplinary structure of the Research Scholl, this technical report covers a wide range of research topics. These include but are not limited to: Self-Adaptive Service-Oriented Systems, Operating System Support for Service-Oriented Systems, Architecture and Modeling of Service-Oriented Systems, Adaptive Process Management, Services Composition and Workflow Planning, Security Engineering of Service-Based IT Systems, Quantitative Analysis and Optimization of Service-Oriented Systems, Service-Oriented Systems in 3D Computer Graphics, as well as Service-Oriented Geoinformatics.

DSLs in Action Simon and Schuster 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

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Podcasting Pocket Guide Simon and Schuster

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

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Spring Enterprise Recipes Pragmatic Bookshelf

Your success—and sanity—are closer at hand when you work at a higher level of abstraction, allowing your attention to be on the business problem rather than the details of the programming platform. Domain Specific Languages—"little languages" implemented on top of conventional programming languages—give you a way to do this because they model the domain of your business

problem. DSLs in Action introduces the concepts and definitions a developer needs to build high-quality domain specific languages. It provides a solid foundation to the usage as well as implementation aspects of a DSL, focusing on the necessity of applications speaking the language of the domain. After reading this book, a programmer will be able to design APIs that make better domain models. For experienced developers, the book addresses the intricacies of domain language design without the pain of writing parsers by hand. The book discusses DSL usage and implementations in the real world based on a suite of JVM languages like Java, Ruby, Scala, and Groovy. It contains code snippets that implement real world DSL designs and discusses the pros and cons of each implementation. 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 Tested, real-world examples How to find the right level of abstraction Using language features to build internal DSLs Designing parser/combinator-based little languages

Agile Software Development in the Large Apress

Web frameworks are playing a major role in the creation of today's most compelling web applications, because they automate many of the tedious tasks, allowing developers to instead focus on providing users with creative and powerful features. Java developers have been particularly fortunate in this area, having been able to take advantage of Grails, an open source framework that supercharges productivity when building Java-driven web sites. Grails is based on Groovy, which is a very popular and growing dynamic scripting language for Java developers and was inspired by Python, Ruby, and Smalltalk. *Beginning Groovy and Grails* is the first introductory book

on the Groovy language and its primary web framework, Grails. This book gets you started with Groovy and Grails and culminates in the example and possible application of some real-world projects. You follow along with the development of each project, implementing and running each application while learning new features along the way.

Go in Action Manning Publications

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 PART 1 INTRODUCING GRADLE Introduction to project automation Next-generation builds with Gradle Building a Gradle project by example PART 2 MASTERING THE FUNDAMENTALS Build script essentials Dependency management Multiproject builds Testing with Gradle Extending Gradle Integration and migration PART 3 FROM BUILD TO DEPLOYMENT IDE support and tooling Building polyglot projects Code quality management and monitoring Continuous integration Artifact assembly and publishing Infrastructure provisioning and deployment

Making Java Groovy Dreamtech Press Groovy in Action introduces Groovy by example, presenting lots of reusable code while explaining the underlying concepts. Java developers new to Groovy find a smooth transition into the dynamic programming world. Groovy experts gain a solid reference that challenges them to explore Groovy deeply and creatively. Groovy in Action is a fast-paced tutorial covering the Groovy language and how and when to apply it. Java developers will master Groovy's enhancements to Java such as builders, template engines and support for regular expressions and database programming. The book includes dozens of practical examples. It provides tips and tricks for daily work, unit testing; build support and even scripting Windows.

JavaFX 8: Introduction by Example

Pragmatic Programmers

*ONLY Beginning-level book that introduces

major Open Source Java tools and frameworks from scratch *Covers the most successful and prevalent open source and some lightweight tools and frameworks, like Spring, JBoss, Hibernate, Tapestry, Ant, and more *Shows how to build an enterprise application, end-to-end, integrating the different open source frameworks, including rapid enterprise Java application development

Gradle Essentials Apress

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.

Python Testing with Pytest Simon and Schuster

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

Spring 5 Recipes Elsevier

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.

Learning Groovy 3 Addison-Wesley Professional

Functional programming languages like F#, Erlang, and Scala are attracting attention as an efficient way to handle the new requirements for programming multi-processor and high-availability applications. Microsoft's new F# is a true functional language and C# uses functional language features for LINQ and other recent advances. Real-World Functional Programming is a unique tutorial that explores the functional programming model through the F# and C# languages. The clearly presented ideas and examples teach readers how functional programming differs from other approaches. It explains how ideas look in F#-a functional language-as well as how they can be successfully used to solve programming problems in C#. Readers build on what they know about .NET and learn where a functional approach makes the most sense and how to apply it effectively in those cases. The reader should have a good working knowledge of C#. No prior exposure to F# or functional programming 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.

Groovy in Action Simon and Schuster

An account of a major international art movement originating in the former Yugoslavia in the 1960s, which anticipated key aspects of information aesthetics.

The Definitive Guide to Grails 2 MIT Press

Understanding Java from the JVM up gives you a solid foundation to grow your expertise and take on advanced techniques for performance, concurrency, containerization, and more. In The Well-Founded Java

Developer, Second Edition you will learn: The new Java module system and why you should use it Bytecode for the JVM, including operations and classloading Performance tuning the JVM Working with Java's built-in concurrency and expanded options Programming in Kotlin and Clojure on the JVM Maximizing the benefits from your build/CI tooling with Maven and Gradle Running the JVM in containers Planning for future JVM releases The Well-Grounded Java Developer, Second Edition introduces both the modern innovations and timeless fundamentals you need to know to become a Java master. Authors Ben Evans, Martijn Verburg, and Jason Clark distill their decades of experience as Java Champions, veteran developers, and key contributors to the Java ecosystem into this clear and practical guide. You'll discover how Java works under the hood and learn design secrets from Java's long history. Each concept is illustrated with hands-on examples, including a fully modularized application/library and creating your own multithreaded application. Foreword by Heinz Kabutz. About the technology Java is the beating heart of enterprise software engineering. Developers who really know Java can expect easy job hunting and interesting work. Written by experts with years of boots-on-the-ground experience, this book upgrades your Java skills. It dives into powerful features like modules and concurrency models and even reveals some of Java's deep secrets. About the book With The Well-Grounded Java Developer, Second Edition you will go beyond feature descriptions and learn how Java operates at the bytecode level. Master high-value techniques for concurrency and performance optimization, along with must-know practices for build, test, and deployment. You'll even look at alternate JVM languages like Kotlin and Clojure. Digest this book and stand out from the pack. What's inside The new Java module system Performance tuning the JVM Maximizing CI/CD with Maven and Gradle Running the JVM in containers Planning for future JVM releases About the reader For intermediate Java developers.

About the author Benjamin J. Evans is a senior principal engineer at Red Hat. Martijn Verburg is the principal SWE manager for Microsoft's Java Engineering Group. Both Benjamin and Martijn are Java Champions. Jason Clark is a principal engineer and architect at New Relic.

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