

Groovy In Action Dierk Konig

Eventually, you will enormously discover a additional experience and talent by spending more cash. nevertheless when? complete you resign yourself to that you require to acquire those every needs in imitation of having significantly cash? Why dont you attempt to get something basic in the beginning? Thats something that will guide you to understand even more something like the globe, experience, some places, with history, amusement, and a lot more?

It is your categorically own times to put it on reviewing habit. along with guides you could enjoy now is Groovy In Action Dierk Konig below.



Software Mistakes and Tradeoffs Addison-Wesley Professional
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
Podcasting Pocket Guide Simon and Schuster
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.

The Complete Yurt Handbook Packt Publishing Ltd
What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." – Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" – Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would

worry about it being lost." – Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies–tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." – John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." – Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." – Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." – Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." – Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm

putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." – Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

The Definitive Guide to Grails 2 Apress

The yurt or ger is a low-impact structure that causes no permanent damage to the land on which it is pitched. It is easy to erect and can be taken down in an hour. It is cool in summer and, with a stove, warm in winter. For

centuries, people throughout central Asia have made yurts their homes. Robust and versatile, the yurt has evolved into the ultimate portable dwelling. Yurts are perfect for offices, summer houses, meditation spaces, spare rooms, or just beautifully satisfying spaces to be in! Join the thousands of North Americans who are discovering the many virtues of the yurt. Part One of the book delves into the history of the yurt and the principles behind its construction, and explores modern life in a Mongolian ger and the culture and etiquette of ger living. Part Two gives fully illustrated and detailed instructions on how to make several of the most popular types of yurt, including the "weekend yurt." With a few common wood-working tools, even an absolute beginner could build the frame for this simple, elegant structure.

Spring Recipes 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 DSLsDiscover functional programming in GroovyWork with GPar, the built-in concurrency libraryUse Gradle, the build systemMaster Grails, the web application frameworkWork with Spock, the testing frameworkHarness 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.

The Pragmatic Programmer Simon and Schuster

Summary The Well-Grounded Java Developer offers a fresh and practical look at new Java 7 features, new JVM languages, and the array of supporting technologies you need for the next generation of Java-based software. About the Book The Well-Grounded Java Developer starts with thorough coverage of Java 7 features like try-with-resources and NIO.2. You'll then explore a cross-section of emerging JVM-based

languages, including Groovy, Scala, and Clojure. You will find clear examples that are practical and that help you dig into dozens of valuable development techniques showcasing modern approaches to the dev process, concurrency, performance, and much more. Written for readers familiar with Java. No experience with Java 7 or new JVM languages required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside New Java 7 features Tutorials on Groovy, Scala, and Clojure Discovering multicore processing and concurrency Functional programming with new JVM languages Modern approaches to testing, build, and CI Table of Contents PART 1 DEVELOPING WITH JAVA 7 Introducing Java 7 New I/O PART 2 VITAL TECHNIQUES Dependency Injection Modern concurrency Class files and bytecode Understanding performance tuning PART 3 POLYGLOT PROGRAMMING ON THE JVM Alternative JVM languages Groovy: Java's dynamic friend Scala: powerful and concise Clojure: safer programming PART 4 CRAFTING THE POLYGLOT PROJECT Test-driven development Build and continuous integration Rapid web development Staying well-grounded

Learning Groovy 3 Apress

Summary Griffon in Action is a comprehensive tutorial written for Java developers who want a more productive approach to UI development. After a quick Groovy tutorial, you'll immediately dive into Griffon and start building examples that explore its high productivity approach to Swing development. About the Technology You can think of Griffon as Grails for the desktop. It is a Groovy-driven UI framework for the JVM that wraps and radically simplifies Swing. Its declarative style and approachable abstractions are instantly familiar to developers using Grails or JavaFX. About the Book Griffon in Action gets you going quickly. Griffon's convention-over-configuration approach requires minimal code to get an app off the ground, so you can start seeing results immediately. You'll learn how SwingBuilder and other Griffon "builders" provide a coherent DSL-driven development experience. Along the way, you'll explore best practices for structure, architecture, and lifecycle of a Java desktop application. Written for Java developers—no experience with Groovy, Grails, or Swing is required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Griffon from the ground up Full compatibility with Griffon 1.0 Using SwingBuilder and the other "builders" Practical, real-world examples Just enough Groovy ===== Table of Contents PART 1 GETTING STARTED Welcome to the Griffon revolution A closer look at Griffon PART 2 ESSENTIAL GRIFFON Models and binding Creating a view Understanding controllers and services Understanding MVC groups Multithreaded applications Listening to notifications Testing your application Ship it! Working with plugins Enhanced looks Griffon in front, Grails in the back Productivity tools

Beginning POJOs Simon and Schuster

Master the fundamentals of Gradle using real-world projects with this quick and easy-to-read guide About This Book Write beautiful build scripts for various types of projects effortlessly Become more productive by harnessing the power and elegance of the Gradle DSL Learn how to use Gradle quickly and effectively with this step-by-step guide Who This Book Is For This book is for Java and other JVM-based language developers who want to use Gradle or are already using Gradle on their projects. No prior knowledge of Gradle is required, but some familiarity with build-related terminologies and an understanding of the Java language would help. What You Will Learn Master the Gradle DSL by identifying the building blocks Learn just enough Groovy for Gradle Set up tests and reports for your projects to make them CI ready Create library, stand-alone, and web projects Craft multi-module projects quickly and efficiently Migrate existing projects to a modern Gradle build Extract common build logic into plugins Write builds for languages like Java, Groovy, and Scala In Detail Gradle is an advanced and modern build automation tool. It inherits the best elements of the past generation of build tools, but it also differs and innovates to bring terseness, elegance, simplicity, and the flexibility to build. Right from installing Gradle and writing your first build file to creating a fully-fledged multi-module project build, this book will guide you through its topics in a step-by-step fashion. You will get your hands dirty with a simple Java project built with Gradle and go on to build web applications that are run with Jetty or Tomcat. We take a unique approach towards explaining the DSL using the Gradle API, which makes the DSL more accessible and intuitive. All in all, this book is a concise guide to help you decipher the Gradle build files, covering the essential topics that are most useful in real-world projects. With every chapter, you will learn a new topic and be able to readily implement your build files. Style and approach This step-by-step guide focuses on being productive with every chapter. When required, topics are explained in-depth to give you a good foundation of the Gradle fundamentals. The book covers most aspects of builds required for conventional JVM-based projects, and when necessary, points you towards the right resources.

Making Java Groovy Simon and Schuster

A state-of-the-art overview of the latest theory and research in music psychology, written by leaders in the field. This authoritative, landmark volume offers a comprehensive state-of-the-art overview of the latest theory and research in music perception and cognition. Eminent scholars from a range of disciplines, employing a variety of methodologies, describe important

findings from core areas of the field, including music cognition, the neuroscience of music, musical performance, and music therapy. The book can be used as a textbook for courses in music cognition, auditory perception, science of music, psychology of music, philosophy of music, and music therapy, and as a reference for researchers, teachers, and musicians. The book's sections cover music perception; music cognition; music, neurobiology, and evolution; musical training, ability, and performance; and musical experience in everyday life. Chapters treat such topics as pitch, rhythm, and timbre; musical expectancy, musicality, musical disorders, and absolute pitch; brain processes involved in music perception, cross-species studies of music cognition, and music across cultures; improvisation, the assessment of musical ability, and singing; and music and emotions, musical preferences, and music therapy. Contributors Fleur Bouwer, Peter Cariani, Laura K. Cirelli, Annabel J. Cohen, Lola L. Cuddy, Shannon de L'Etoile, Jessica A. Gahn, David M. Greenberg, Bruno Gingras, Henkjan Honing, Lorna S. Jakobson, Ji Chul Kim, Stefan Koelsch, Edward W. Large, Miriam Lense, Daniel Levitin, Charles J. Limb, Psyche Loui, Stephen McAdams, Lucy M. McGarry, Malinda J. McPherson, Andrew J. Oxenham, Caroline Palmer, Aniruddh Patel, Eve-Marie Quintin, Peter Jason Rentfrow, Edward Roth, Frank A. Russo, Rebecca Scheurich, Kai Siedenbueg, Avital Sternin, Yanan Sun, William F. Thompson, Renee Timmers, Mark Jude Tramo, Sandra E. Trehub, Michael W. Weiss, Marcel Zentner

Grails in Action Universit ä tsverlag Potsdam

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 Groov 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

Gradle Essentials Pragmatic Bookshelf

Grails is a full stack framework which aims to greatly simplify the task of building serious web applications for the JVM. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails ' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding – by – convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up – to – date with their authoritative and fully comprehensive guide to the Grails 2 framework. You ' ll get to know all the core features, services, and Grails extensions via plug – ins, and understand the roles that Groovy and Grails are playing in the changing Web.

Programming Groovy 2 Simon and Schuster

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.

Beginning Groovy and Grails Apress

Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java

developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community. About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GParS Domain-specific languages The Groovy ecosystem Spring Enterprise Recipes Apress 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.

Groovy in Action Apress

Groovy Programming is an introduction to the Java-based scripting language Groovy. Groovy has much in common with popular scripting languages such as Perl, Python, and Ruby, but is written in a Java-like syntax. And, unlike these other languages, Groovy is sanctioned by the Java community for use on the Java platform. Since it is based on Java, applications written in Groovy can make full use of the Java Application Programmer Interfaces (APIs). This means Groovy can integrate seamlessly with applications written in Java, while avoiding the complexities of the full Java language. This bare-bones structure also means Groovy can be used as an introduction to Java and to programming in general. Its simpler constructions and modern origins make it ideal as a first language and for introducing principles such as object-oriented programming. This book introduces all the major aspects of Groovy development and emphasizes Groovy's potential as a learning tool. Case studies and exercises are included, along with numerous programming examples. The book begins assuming only a general familiarity with Java programming, and progresses to discuss advanced topics such as GUI builders, Groovlets, Unit Testing, and Groovy SQL. The first comprehensive book on Groovy programming that shows how writing applications and scripts for the Java platform is fast and easy Written by leading software engineers and acclaimed computing instructors Offers

numerous programming examples, code samples, detailed case studies, exercises for self-study, and a companion website with a Windows-based Groovy editor Proceedings of the 3rd Ph.D. Retreat of the HPI Research School on Service-oriented Systems Engineering "O'Reilly Media, Inc." Solve all your Spring 5 problems using complete and real-world code examples. When you start a new project, you ' ll be able to copy the code and configuration files from this book, and then modify them for your needs. This can save you a great deal of work over creating a project from scratch. The recipes in Spring 5 Recipes cover Spring fundamentals such as Spring IoC container, Spring AOP/ AspectJ, and more. Other recipes include Spring enterprise solutions for topics such as Spring Java EE integration, Spring Integration, Spring Batch, Spring Remoting, messaging, transactions, and working with big data and the cloud using Hadoop and MongoDB. Finally, Spring web recipes cover Spring MVC, other dynamic scripting, integration with the popular Grails Framework (and Groovy), REST/web services, and more. You ' ll also see recipes on new topics such as Spring Framework 5, reactive Spring, Spring 5 microservices, the functional web framework and much more. This book builds upon the best-selling success of the previous editions and focuses on the latest Spring Framework features for building enterprise Java applications. What You'll Learn Get re-usable code recipes and snippets for core Spring, annotations and other development tools Access Spring MVC for web development Work with Spring REST and microservices for web services development and integration into your enterprise Java applications Use Spring Batch, NoSQL and big data for building and integrating various cloud computing services and resources Integrate Java Enterprise Edition and other Java APIs for use in Spring Use Grails code and much more Who This Book Is For Experienced Java and Spring programmers.

Groovy in Action Dreamtech Press

Dig deeper into Grails architecture and discover how this application framework works its magic. Written by a core developer on the Grails team, this practical guide takes you behind the curtain to reveal the inner workings of its 2.0 feature set. You ' ll learn best practices for building and deploying Grails applications, including performance, security, scaling, tuning, debugging, and monitoring. Understand how Grails integrates with Groovy, Spring, Hibernate, and other JVM technologies, and learn how to create and use plugins to augment your application ' s functionality. Once you know how Grails adds behavior by convention, you can solve problems more easily and develop applications more

intuitively. Write simpler, more powerful code with the Groovy language
Manage persistence in Grails, using Hibernate or a NoSQL datastore
Learn how Grails uses Spring 's functionality and optional modules
Discover how Hibernate handles details for storing and retrieving data
Integrate technologies for messaging, mail, creating web services, and other JEE technologies
Bypass convention and configure Grails manually
Learn a general approach to upgrading applications and plugins
Use Grails to develop and deploy IaaS and PaaS applications
Foundations in Music Psychology Manning Publications
JavaFX 8: Introduction by Example shows you how to use your existing Java skills to create graphically exciting client applications with the JavaFX 8 platform. The book is a new and much improved edition of JavaFX 2.0: Introduction by Example, taking you through a series of engaging, fun-to-work examples that bring you up to speed on the major facets of the platform. It will help you 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. Entirely example-based, JavaFX 8: Introduction by Example begins with the fundamentals of installing the software and creating a simple interface. From there, you'll move in progressive steps through the process of developing applications using JavaFX 's standard drawing primitives. You'll then explore images, animations, media, and web. This new edition incorporates the changes resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Entirely example-based
Filled with fun and practical code examples
Covers all that's new in Java 8 relating to JavaFX such as Lambda expressions and Streams
Covers gesture devices, 3D display, embedded systems, and other advanced topics

DSLs in Action Simon and Schuster

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.

JavaFX 8: Introduction by Example "O'Reilly Media, Inc."

Optimize the decisions that define your code by exploring the common mistakes and intentional tradeoffs made by expert developers. In Software Mistakes and Tradeoffs you will learn how

to: Reason about your systems to make intuitive and better design decisions
Understand consequences and how to balance tradeoffs
Pick the right library for your problem
Thoroughly analyze all of your service 's dependencies
Understand delivery semantics and how they influence distributed architecture
Design and execute performance tests to detect code hot paths and validate a system 's SLA
Detect and optimize hot paths in your code to focus optimization efforts on root causes
Decide on a suitable data model for date/time handling to avoid common (but subtle) mistakes
Reason about compatibility and versioning to prevent unexpected problems for API clients
Understand tight/loose coupling and how it influences coordination of work between teams
Clarify requirements until they are precise, easily implemented, and easily tested
Optimize your APIs for friendly user experience
Code performance versus simplicity. Delivery speed versus duplication. Flexibility versus maintainability—every decision you make in software engineering involves balancing tradeoffs. In Software Mistakes and Tradeoffs you 'll learn from costly mistakes that Tomasz Lelek and Jon Skeet have encountered over their impressive careers. You 'll explore real-world scenarios where poor understanding of tradeoffs lead to major problems down the road, so you can pre-empt your own mistakes with a more thoughtful approach to decision making. Learn how code duplication impacts the coupling and evolution speed of your systems, and how simple-sounding requirements can have hidden nuances with respect to date and time information. Discover how to efficiently narrow your optimization scope according to 80/20 Pareto principles, and ensure consistency in your distributed systems. You 'll soon have built up the kind of knowledge base that only comes from years of experience. About the technology
Every step in a software project involves making tradeoffs. When you 're balancing speed, security, cost, delivery time, features, and more, reasonable design choices may prove problematic in production. The expert insights and relatable war stories in this book will help you make good choices as you design and build applications. About the book Software Mistakes and Tradeoffs explores real-world scenarios where the wrong tradeoff decisions were made and illuminates what could have been done differently. In it, authors Tomasz Lelek and Jon Skeet share wisdom based on decades of software engineering experience, including some delightfully instructive mistakes. You 'll appreciate the specific tips and practical techniques that accompany each example, along with

evergreen patterns that will change the way you approach your next projects. What's inside
How to reason about your software systematically
How to pick tools, libraries, and frameworks
How tight and loose coupling affect team coordination
Requirements that are precise, easy to implement, and easy to test
About the reader
For mid- and senior-level developers and architects who make decisions about software design and implementation. About the author Tomasz Lelek works daily with a wide range of production services, architectures, and JVM languages. A Google engineer and author of C# in Depth, Jon Skeet is famous for his many practical contributions to Stack Overflow.