Eclipse Documentation

This IBM® RedpaperTM publication describes the set of features that IBM clients use to simplify deployment of the IBM Explorer products in their operating environments. This enables them to give different levels of control to the system administrator, provide different types of experiences for their users, and require different levels of technical knowledge to implement. Before describing the different mechanisms available for deployment and the unique features of each, the author introduces some of the factors that are involved in deployment. He concludes with a comparison chart of the available technologies so that you can determine which is the most appropriate for your situation. This paper is likely to interest the people in your organization who are responsible for planning, managing, and maintaining deployments of IBM z/OS® Explorer and IBM CICS® Explorer software.

Immersing students in Java and the Java Virtual Machine (JVM), Introduction to Compiler Construction in a Java World enables a deep understanding of the Java programming language and its implementation. The text focuses on design, organization, and testing, helping students learn good software engineering skills and become better programmers. The book covers all of the standard compiler topics, including lexical analysis, parsing, abstract syntax trees, semantic analysis, code generation, and register allocation. The authors also demonstrate how JVM code can be translated to a register machine, specifically the MIPS architecture. In addition, they discuss recent strategies, such as just-in-time compiling and hotspot compiling, and present an overview of leading commercial compilers. Each chapter includes a mix of written exercises and programming projects. By working with and extending a real, functional compiler, students develop a hands-on appreciation of how compilers work, how to write compilers, and how the Java language behaves. They also get invaluable practice working with a non-trivial Java program of more than 30,000 lines of code. Fully documented Java code for the compiler is accessible at http://www.cs.umb.edu/j--/

Expand Raspberry Pi capabilities with fundamental engineering principles Exploring Raspberry Pi is the innovators guide to bringing Raspberry Pi to life. This book favors engineering principles over a 'recipe' approach to give you the skills you need to design and build your own projects. You'll understand the fundamental principles in a way that transfers to any type of electronics, electronic modules, or external peripherals, using a "learning by doing" approach that caters to both beginners and experts. The book begins with basic Linux and programming skills, and helps you stock your inventory with common parts and supplies. Next, you'll learn how to make parts work together to achieve the goals of your project, no matter what type of components you use. The companion website provides a full repository that structures all of the code and scripts, along with links to video tutorials and supplementary content that takes you deeper into your project. The Raspberry Pi's most famous feature is its adaptability. It can be used for thousands of electronic applications, and using the Linux OS expands the functionality even more. This book helps you get the most from your Raspberry Pi, but it also gives you the fundamental engineering skills you need to incorporate any electronics into any project. Develop the Linux and programming skills you need to build basic applications Build your inventory of parts so you can always "make it work" Understand interfacing, controlling, and communicating with almost any component Explore advanced applications with video, audio, real-world interactions, and more Be free to adapt and create with Exploring Raspberry Pi.

Developing Virtual Synthesizers with VCV Rack takes the reader step by step through the process of developing synthesizer modules, beginning with the elementary and leading up to more engaging examples. Using the intuitive VCV Rack and its open-source C++ API, this book will guide even the most inexperienced reader to master efficient DSP coding to create oscillators, filters, and complex modules. Examining practical topics related to releasing plugins and managing complex graphical user interaction, with an intuitive study of signal processing theory specifically tailored for sound synthesis and virtual analog, this book covers everything from theory to practice. With exercises and example patches in each chapter, the reader will build a library of synthesizer modules that they can modify and expand. Supplemented by a companion website, this book is recommended reading for undergraduate and postgraduate students of audio engineering, music technology, computer science, electronics, and related courses; audio coding and do-it-yourself enthusiasts; and professionals looking for a quick guide to VCV Rack. VCV Rack is a free and open-source software available online.

8th International Conference, MESAS 2021, Virtual Event, October 13–14, 2021, Revised Selected Papers

The Eclipse Graphical Editing Framework (GEF)

Practical WebObjects

Programming Java Applications

Eclipse For Dummies

Java Programming for the New Generation of Mobile Devices

Introduction to Compiler Construction in a Java World

Master the SAP product ecosystem, the client environment, and the feasibility of implementing critical business process with the required technical and functional configuration. SAP Project Management Pitfalls is the first book to provide you with real examples of the pitfalls that you can avoid, providing you with a road-map to a successful implementation. Jay Kay, a SAP Program Manager for Capgemini, first takes a deep dive into common pitfalls in implementing SAP ERP projects in a complex IT landscape. You will learn about the potential causes of failures, study a selection of relevant project implementation case studies in the area, and see a range of possible countermeasures. Jay Kay also provides background on each - the significance of each implementation area, its relevance to a service company that implements SAP projects, and the current state of research. Key highlights of the book: Tools and techniques for project planning and templates for allocating resources Industry standards and innovations in SAP implementation projects in the form of standard solutions aimed at successful implementation Managing SAP system ECC upgrades, EHP updates and project patches Learn effective ways to implement robust SAP release management practices (change management, BAU) Wearing a practitioner's insight, Jay Kay explores the relevance of each failed implementation scenario and how to support your company or clients to succeed in a SAP implementation. There are many considerations when implementing SAP, but as you will learn, knowledge, insight, and effective tools to mitigate risks can take you to a successful implementation project.

This book gives a detailed introduction into the Eclipse platform and covers all relevant aspects of Eclipse RCP development. Every topic in this book has a content section in which the topic is explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4 development using an comprehensive example which you continue to extend in the exercises. You will learn about the new programming concepts of Eclipse 4, e.g. the application model, dependency injection, CSS styling, the renderer framework, the event system and much more. Proven Eclipse technologies like SWT, JFace viewers, OSGi modularity and services, data binding, etc. are also covered in detail. This book requires a working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for standard Java development. It assumes no previous experience of Eclipse plug-in and Eclipse RCP development.

Quick and painless Java programming with expert multimedia instruction Java Programming 24-Hour Trainer, 2nd Edition is your complete beginner's guide to the Java programming language, with easy-to-follow lessons and supplemental exercises that help you get up and running quickly. Step-by-step instruction walks you through the basics of object-oriented programming, syntax, interfaces, and more, before building upon your skills to develop games, web apps, networks, and automations. This second edition has been updated to align with Java SE 8 and Java EE 7, and includes new information on GUI basics, lambda expressions, streaming API, WebSockets, and Gradle. Even if you have no programming experience at all, the more than six hours of Java programming screencasts will demonstrate major concepts and procedures in a way that facilitates learning and promotes a better understanding of the development process. This is your quick and painless guide to mastering Java, whether you're starting from scratch or just looking to expand your skill set. Master the building blocks that go into any Java project Make writing code easier with the Eclipse tools Learn to connect Java applications to databases Design and build graphical user interfaces and web applications Learn to develop GUIs with JavaFX If you want to start programming quickly, Java Programming 24-Hour Trainer, 2nd Edition is your ideal solution.

Develop modular applications using the Java Platform Module System, the single most anticipated feature in Java 9. You will improve maintainability and performance of your Java applications by deploying only modules that are needed and encapsulating their implementation details. Until now Java has been monolithic. Using any one part of Java has meant incorporating the entirety of the runtime environment, an approach ill-suited to the increasing number of IoT devices such as fitness monitors, kitchen appliances, toys and games, and so forth. This book shows a new way, to make Java scale from the smallest of footprints in the smallest of devices through desktop PCs and on up to server platforms. With Java 9 Modularity Revealed you will learn to make your projects more reliable and scalable than ever using the most important feature in Java 9—The Java Platform Module System, known more commonly as Project Jigsaw. You will learn how to avoid one of the major pain points of Java programming, that of conflicting class names from different modules, or packages. You will learn to create custom run-time images that represent a minimal and more compact JRE containing only those modules that you need. You will further learn to migrate existing Java applications to modular ones using different approaches and tools. The end result is a new ability to plug together different modules without fear of namespace and other conflicts, and you can deploy to everything from small devices to large servers. This book provides code examples and explanations. What You'll Learn Build Java applications using the new modular system introduced in Java 9 Create your own JRE consisting only of the modules that you require Adapt your testing techniques toward modular applications lare your dependencies on other modules Enable modules to export only specific packages Migrate existing Java applications to modular ones Improve maintainability and performance of Java applications Who This Book Is For Experienced Java programmers wanting to keep up and become informed on the new modularity support in Java 9

23rd European Conference, Genoa, Italy, July 6-10, 2009, Proceedings

Eclipse Plug-ins

Managing Enterprise-wide Deployment of IBM Explorer for z/OS or CICS Explorer

Contributing to Eclipse

C in a Nutshell

Essentials of Application Development on IBM Cloud

The Ghidra Book

Presents a guide to Android application development using the app-driven approach for seven fully coded apps that include syntax, code walkthroughs, and sample outputs.

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

Revised edition of first part of: Android wireless application development / Shane Conder, Lauren Darcey. c2010.

Agile Java Development With Spring, Hibernate and Eclipse is a book about robust technologies and effective methods which help bring simplicity back into the world of enterprise Java development. The three key technologies covered in this book, the Spring Framework, Hibernate and Eclipse, help reduce the complexity of enterprise Java development significantly. Furthermore, these technologies enable plain old Java objects (POJOs) to be deployed in light-weight containers versus heavy-handed remote objects that require heavy EJB containers. This book also extensively covers technologies such as Ant, JUnit, JSP tag libraries and touches upon other areas such as such logging, GUI based debugging, monitoring using JMX, job scheduling, emailing, and more. Also, Extreme Programming (XP), Agile Model Driven Development (AMDD) and refactoring are methods that can expedite the software development projects by reducing the amount of up front requirements and design; hence these methods are embedded throughout the book but with just enough details and examples to not sidetrack the focus of this book. In addition, this book contains well separated, subjective material (opinion sidebars), comic illustrations, tips and tricks, all of which provide real-world and practical perspectives on relevant topics. Last but not least, this book demonstrates the complete lifecycle by building and following a sample application, chapter-by-chapter, starting from conceptualization to production using the technology and processes covered in this book. In summary, by using the technologies and methods covered in this book, the reader will be able to effectively develop enterprise-class Java applications, in an agile manner!

19th European Conference, Glasgow, UK, July 25-29, 2005. Proceedings

Developing Virtual Synthesizers with VCV Rack

Building Commercial-Quality Plug-ins

The Official Guide to Liferay Portal Development

Expert Techniques for Integrating Video on the Web

The easiest guide on using Eclipse for C/C++ Software Development.

Mastering Eclipse Plug-in Development

Advanced Techniques in Computing Sciences and Software Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Advanced Techniques in Computing Sciences and Software Engineering includes selected papers form the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2008) which was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2008).

If you are a Java developer who is familiar with the Eclipse plug-in environment, this book covers the advanced concepts that you need to know to achieve true expertise. Prior experience in creating Eclipse plug-ins is assumed for this book.

The 19th Annual Meeting of the European Conference on Object-Oriented Programming—ECOOP 2005—took place during the last week of July in Glasgow, Scotland, UK. This volume includes the refereed technical papers p- sented at the conference, and two invited papers. It is traditional to preface a volume of proceedings such as this with a note that emphasizes the importance of the conference in its respective ?eld. Although such self-evaluations should always be taken with a large grain of salt, ECOOP is undisputedly the pre- inent conference on object-orientation outside of the United States. In its turn, object-orientationis today's principaltechnology not only for programming,but also for design, analysisand speci?cation of softwaresystems. As a consequence, ECOOP has expanded far beyond its roots in programming to encompass all of these areas of research—whichis why ECOOP has remained such an interesting conference. But ECOOP is more than an interesting conference. It is the nucleus of a technical and academic community, a community whose goals are the creation and dissemination of new knowledge. Chance meetings at ECOOP have helped to spawn collaborations that span the boundaries of our many subdisciplines, bring together researchers and practitioners, cross cultures, and reach from one side of the world to the other. The ubiquity of fast electronic communication has made maintaining these collaborations easier than we would have believed possible only a dozen years ago. But the role of conferences like ECOOP in establishing collaborations has not diminished.

Welcome to the proceedings of ECOOP 2009! Thanks to the local organizersfor working hard on arranging the conference — with the hard work they put in, it was a great success. Thanks to Sophia Drossopoulou for her dedicated work as PC Chair in assembling a ?ne scienti?c program including forward-looking keynotes, and for her e?orts to reduce the environmental impact of the PC meeting by replacing a physical meeting with a virtual meeting. I would also like to thank James Noble for taking the time and e?ort to write up last year's banquet speech so that it could be included in this year's proceedings. One of the strong features of ECOOPis the two days of workshopspreceding themainconferencethatallowsintenseinteractionbetweenparticipants.Thanks to all workshop organizers. Lastyear'ssuccessfulsummerschooltutorialswerefollowedupthisyearwith seven interesting tutorials. Thanks to the organizers and speakers. This year's Dahl-Nygaard award honored yet another pioneer in the ?eld, namely, David Ungar for his contributions includingSelf. I appreciate his e?orts in providing us with an excellent award talk. The world is changing and so is ECOOP. Please contemplate my short note on the following pages entitled On Future Trends for ECOOP.

A User Guide

Phpeclipse

Agile Java Development with Spring, Hibernate and Eclipse

Building Open Source Enterprise Applications

Android Essentials

BIRT

ECOOP 2009 -- Object-Oriented Programming

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.

Get thoroughly up to speed on Android programming, and learn how to create up-to-date user experiences for both handsets and tablets. With this book's extensively revised second edition, you'll focus on Android tools and programming essentials, including best practices for using Android 4 APIs. If you're experienced with Java or Objective-C, you'll gain the knowledge necessary for building well-engineered applications. Programming Android is organized into four parts: Part One helps programmers with some Java or iOS experience get off to a fast start with the Android SDK and Android programming basics. Part Two delves into the Android framework, focusing on user interface and graphics class hierarchies, concurrency, and databases. It's a solid foundation for understanding of how the most important parts of an Android application work. Part Three features code skeletons and patterns for accelerating the development of apps that use web data and Android 4 user interface conventions and APIs. Part Four delivers practical coverage of Android's multimedia, search, location, sensor, and account APIs, plus the Native Development Kit, enabling developers to add advanced capabilities. This updated edition of Programming Android focuses on the knowledge and developer priorities that are essential for successful Android development projects.

A hands-on tutorial for new Eclipse GEF developers, plus a complete API reference and troubleshooting guide for all GEF developers * *A step-by-step walkthrough of all major GEF sub-products, driven by a realistic, running example. *How to design, develop and maintain commercial-quality GEF projects, avoid common pitfalls, and take full advantage of GEF's features. *Includes coverage of implementing GEF Usability and GEF Accessibility. *Detailed, example-rich coverage of testing GEF applications. As the popularity of Eclipse and SWT-based applications continues to grow, product specifications are requiring richer graphical interfaces. When standard widgets such as text editors, combo boxes and trees aren't enough, graphics may be the best choice to display information. In this practical, hands-on guide, three leading Eclipse graphics experts covers everything developers need to build the rich, visual interfaces they want. The authors introduce all three graphics frameworks available to Eclipse developers, Draw2D, Zest, and GEF, discussing the pros and cons of each. They carefully introduce each framework's API, walk through building a robust application with Draw2D, and then refactor their example application twice: first with Zest, and then with GEF. Coverage includes: Draw2D figures, layouts, connections, routing algorithms, and text support; Zest graphing and layout algorithms; GEF controllers, commands, requests, palette and tools, accessibility, usability; and much more. The book also includes a full chapter of advanced techniques, as well as practical troubleshooting guidance.

This IBM® Redbooks® publication is designed to teach university students and app developers the foundation skills that are required to develop, test, and deploy cloud-based applications on IBM Cloud. It shows the latest features of IBM Cloud for developing cloud applications, enhancing applications by using managed services, and the use of DevOps services to manage applications. This book is used as presentations guide for the IBM Skills Academy track Cloud Application Developer and as preparation material for the IBM professional certification exam IBM Certified Application Developer - Cloud Platform. The primary target audience for this course is university students in undergraduate computer science and computer engineer programs with no previous experience working in cloud environments. However, anyone new to cloud computing or IBM Cloud can also benefit from this course.

BlackBerry Development Fundamentals

An App-driven Approach

Software Engineering

A Field Guide to Reporting

The definite guide

Interfacing to the Real World with Embedded Linux

Java Programming

Summary GWT in Action, Second Edition is a completely revised edition of the best-selling GWT book. It covers the new features introduced in GWT 2.4 and 2.5, as well as the best development practices that have emerged in the GWT community. It begins with a rapid-fire introduction to GWT and Ajax to get you up to speed with GWT concepts and tools. Then, you'll explore key concepts like managing events, interacting with the server, creating UI components, building your user interface declaratively using UiBinder ... and more. About the Technology Google Web Toolkit works on a simple idea. Write your web application in Java, and GWT crosscompiles it into JavaScript. It is open source, supported by Google, and version 2.5 now includes a library of high-quality interface components and productivity tools that make using GWT a snap. The JavaScript it produces is really good. About this Book GWT in Action, Second Edition is a revised edition of the best-selling GWT book. In it, you'll explore key concepts like managing events, interacting with the server, and creating UI components. As you move through its engaging examples, you'll absorb the latest thinking in application design and industry-grade best practices, such as implementing MVP, using dependency injection, and code optimization. Written for Java developers, the book requires no prior knowledge of GWT. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Covers GWT 2.4 and up Efficient use of large data sets Optimizing with client bundles, deferred binding, and code splitting Using generators and dependency injection About the Authors Adam Tacy and Robert Hanson coauthored the first edition of GWT in Action. Jason Essington is a Java developer and an active contributor to the GWT mailing list and the GWT IRC channel. Anna Tökke is a programmer and solutions architect working with GWT on a daily basis. Table of Contents PART 1 BASICS GWT Building a GWT application: saying "Hello World!" Building a GWT application: enhancing Hello World PART 2 NEXT STEPS Creating your own widgets Using client bundles Interface design with UiBinder Communicating with GWT-RPC Using RequestFactory The Editor framework Data-presentation (cell) widgets Using JSNI—JavaScript Native Interface Classic Ajax and HTML forms Internationalization, localization, and accessibility PART 3 ADVANCED Advanced event handling and event busses Building MVP-based applications Dependency injection Deferred binding Generators Metrics and code splitting

Android development is hot, and many programmers are interested in joining the fun. However, because this technology is based on Java, you should first obtain a solid grasp of the Java language and its foundational APIs to improve your chances of succeeding as an Android app developer. After all, you will be busy learning the architecture of an Android app, the various Android-specific APIs, and Android-specific tools. If you do not already know Java fundamentals, you will probably end up with a massive headache from also having to quickly cram those fundamentals into your knowledge base. Learn Java for Android Development teaches programmers of any skill level the essential Java language and foundational Java API skills that must be learned to improve the programmer's chances of succeeding as an Android app developer. Each of the book's 10 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 300 exercises are provided in an appendix. Additionally, author Jeff Friesen has created six bonus chapters that you can download from his personal site, located at http://tutortutor.ca/cgi-bin/makepage.cgi?/books/ljfad. Once you complete this book, you will be ready to dive into Android, and you can start that journey by obtaining a copy of Beginning Android 2.

This is a book about Eclipse SCADA, an open source SCADA system. The book is far from complete and we will update it regularly with new content.

This book constitutes the thoroughly refereed post-conference proceedings of the 8th International Conference on Modelling and Simulation for Autonomous Systems, MESAS 2021, held as a virtual event due COVID-19, in October 2021. The 30 full papers together with 2 short papers included in the volume were carefully reviewed and selected from 50 submissions. They are organized in the following topical sections: M&S of intelligent systems, R&D and application; and AxS/AI in context of future warfare and security environment and future challenges of Advance M&S Technology.

Programming Android

The Definitive Reference

Flash Video for Professionals

Android for Programmers

Advanced Techniques in Computing Sciences and Software Engineering

Eclipse SCADA

Eclipse

A guide to using the Ghidra software reverse engineering tool suite. The result of more than a decade of research and development within the NSA, the Ghidra platform was developed to address some of the agency's most challenging reverse-engineering problems. With the open-source release of this formerly restricted tool suite, one of the world's most capable disassemblers and intuitive decompilers is now in the hands of cybersecurity defenders everywhere -- and The Ghidra Book is the one and only guide you need to master it. In addition to discussing RE techniques useful in analyzing software and malware of all kinds, the book thoroughly introduces Ghidra's components, features, and unique capacity for group collaboration. You'll learn how to: • Navigate a disassembly • Use Ghidra's built-in decompiler to expedite analysis • Analyze obfuscated binaries • Extend Ghidra to recognize new data types • Build new Ghidra analyzers and loaders • Add support for new processors and instruction sets • Script Ghidra tasks to automate workflows • Set up and use a collaborative reverse engineering environment Designed for beginner and advanced users alike, The Ghidra Book will effectively prepare you to meet the needs and challenges of RE, so you can analyze files like a pro.

Today's software engineer must be able to employ more than one kind of software process, ranging from agile methodologies to the waterfall process, from highly integrated tool suites to refactoring and loosely coupled tool sets. Braude and Bernstein's thorough coverage of software engineering perfects the reader's ability to efficiently create reliable software systems, designed to meet the needs of a variety of customers. Topical highlights . . . • Process: concentrates on how applications are planned and developed • Design: teaches software engineering primarily as a requirements-to-design activity • Programming and agile methods: encourages software engineering as a code-oriented activity • Theory and principles: focuses on foundations • Hands-on projects and case studies: utilizes active team or individual project examples to facilitate understanding theory, principles, and practice In addition to knowledge of the tools and techniques available to software engineers, readers will grasp the ability to interact with customers, participate in multiple software processes, and express requirements clearly in a variety of ways. They will have the ability to create designs flexible enough for complex, changing environments, and deliver the proper products.

Summary Liferay in Action is a comprehensive and authoritative guide to building portals on the Liferay 6 platform. Fully supported and authorized by Liferay, this book guides you smoothly from your first exposure to Liferay through the crucial day-to-day tasks of building and maintaining an enterprise portal that works well within your existing IT infrastructure. About the Technology A portal is a website built around a collection of components that request, display, and share information. Liferay Portal 6, an enterprise-ready development platform, makes it a snap to build portals that integrate with your existing backend systems and provide a rich interactive user experience. Because Liferay uses standard Java and JavaScript, along with built-in SOAP and JSON support for web services, developers can be productive immediately. And since it's available in both a free, open source version as well as a fully-supported commercial edition, it's an affordable solution for almost any business or organization About the Book Liferay in Action is the official guide to building Liferay portal applications using Java and JavaScript. If you've never used Liferay before, don't worry. This book starts with the basics: setting up your development environment and creating a working portal. Then, it builds on that foundation to help you discover social features, tagging, ratings, and more. You'll also explore the Portlet 2.0 API, and learn to create custom themes and reusable templates. Experienced developers will learn how to use new Liferay APIs to build social and collaborative sites, use the message bus and workflow, implement indexing and search, and more. This book was developed in close collaboration with Liferay engineers, so it answers the right questions, and answers them in depth. No experience with Liferay or the Portlets API is required, but basic knowledge of Java and web technology is assumed. 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 Complete coverage of Liferay Portal 6 Covers both the commercial and open source versions Custom portlet development using the Portlet 2.0 spec Liferay's social network API Add functionality with hooks and Ext plugins ========== Table of Contents PART 1 WORKING WITH LIFERAY AND PORTLETS The Liferay difference Getting started with the Liferay development platform PART 2 WRITING APPLICATIONS ON LIFERAY'S PLATFORM A data-driven portlet made easy MVC the Liferay way Designing your site with themes and layout templates Making your site social Enabling user collaboration PART 3 CUSTOMIZING LIFERAY Hooks Extending Liferay effectively A tour of Liferay APIs

The new edition of this classic O'Reilly reference provides clear, detailed explanations of every feature in the C language and runtime library, including multithreading, type-generic macros, and library functions that are new in the 2011 C standard (C11). If you want to understand the effects of an unfamiliar function, and how the standard library requires it to behave, you'll find it here, along with a typical example. Ideal for experienced C and C++ programmers, this book also includes popular tools in the GNU software collection. You'll learn how to build C programs with GNU Make, compile executable programs from C source code, and test and debug your programs with the GNU debugger. In three sections, this authoritative book covers: C language concepts and language elements, with separate chapters on types, statements, pointers, memory management, I/O, and more The C standard library, including an overview of standard headers and a detailed function reference Basic C programming tools in the GNU software collection, with instructions on how use them with the Eclipse IDE

The Definitive Guide

Introduction to Android Application Development

How to Avoid the Most Common Pitfalls of an SAP Solution

Java 9 Modularity Revealed

Quartz Job Scheduling Framework

Exploring Raspberry Pi

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.

The BlackBerry smartphone is today’s #1 mobile platform for the enterprise and also a huge hit with consumers. Until now, it’s been difficult for programmers to find everything they need to begin developing new applications for BlackBerry devices. BlackBerry Development Fundamentals is the solution: the first single-source guide to all aspects of development for the BlackBerry platform. This book thoroughly reviews the BlackBerry’s unique capabilities and limitations, helps you optimize your upfront design choices, and covers native rich-client applications and Web-based mobile applications for both business and consumer environments. In addition, it is an excellent study guide for the BlackBerry Certified Application Developer exam (BCX-810). Coverage includes The “hows,” “whys,” and best practices of BlackBerry development Planning for and managing the BlackBerry platform’s restrictions Selecting the correct development platform for your BlackBerry applications Describing the different paths any application can take to get to the data it needs Explaining the capabilities provided by the BlackBerry Mobile Data System (MDS) Pushing application data to both enterprise and consumer BlackBerry devices using MDS, Web Signals, and the BlackBerry Push APIs Dealing with both the special capabilities and limitations of the BlackBerry browser Building, testing, and debugging BlackBerry browser applications Understanding the tools available to Java developers Using Research In Motion’s Java development tools to build, test, and debug BlackBerry Java applications Deploying BlackBerry Java applications

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.

In his friendly, easy-to-understand style, the bestsellingauthor of Java 2 For Dummies shows developers how to get up to speed fast onthis popular Java IDE Eclipse, an open source product originally developed by IBM,has an estimated 500,000 users–a 45 percent market share among JavaIDEs Shows Java developers how to maximize programming productivitywith Eclipse, covering all the basics as well as advancedtechniques such as using Ant, developing new Eclipse plug-ins, andworking with Javadocs JAR files

C/C++ Software Development with Eclipse (Full Edition)

Modern Approaches, Second Edition

Principles, Patterns, and Plug-ins

Liferay in Action

Learn Java for Android Development

ECOOP 2005 - Object-Oriented Programming

SAP Project Management Pitfalls

Take advantage of the leading open source integrated development environment to develop, organize, and debug your PHP web development projects.

Explains how to customize the Java integrated development environment, covering navigation, terminology, extension, the plug-in architecture, and frameworks.

Integrate Powerful Scheduling Capabilities into Any Java Application or Environment If your Java applications depend on tasks that must be performed at specific times or if your systems have recurring maintenance jobs that could be automated, then you need Quartz: the first full-featured, open source job scheduling framework. Quartz Job Scheduling Framework reveals how to make the most of Quartz with virtually any Java EE or Java SE application, from the smallest standalone program to the largest e-commerce application. Best-selling author Chuck Cavaness shows developers and architects how to integrate Quartz with leading open source Java frameworks, including Hibernate and Struts. Using practical examples, Cavaness illuminates everything from basic job scheduling to the use of Quartz in clustered environments and enterprise workflow applications. To jumpstart your own Quartz projects, he also presents a full chapter of “cookbook” sample code. Coverage includes • Understanding the value of scheduling in the enterprise environment • Installing and configuring the Quartz framework • Scheduling jobs, and triggering them on simple or complex schedules • Using JobStores to persist schedule information between JVM restarts • Using Listeners to receive callbacks from Quartz when key events occur • Extending Quartz with Plugins • Accessing Quartz through a Web-based graphical interface • Clustering Quartz applications, both horizontally and vertically • Using RMI to schedule Quartz remotely • Leveraging Quartz to automate maintenance and workflow

The world-wide developer community has downloaded over three million copies of BIRT (Business Intelligence and Reporting Tools) from the Eclipse web site. Built on the open-source Eclipse platform, BIRT is a powerful reporting system that provides an end-to-end solution, from creating and deploying reports to integrating report capabilities in enterprise applications. The first in a two-book series about this exciting technology, BIRT, Second Edition: A Field Guide to Reporting is the authoritative guide to using BIRT Report Designer, the graphical tool that enables users of all levels to build reports, simple to sophisticated, without any programming. BIRT, Second Edition: A Field Guide to Reporting is an essential resource for users who want to create presentation quality reports from day one. The extensive examples, step-by-step instructions, and abundant illustrations help new users develop their report design skills quickly. Power users can find the information they need to make the most of the product’s rich set of features to build complex and compelling reports. By the time you finish this book, you learn the following and more Design effective business and corporate reports that convey information through images, charts, tables, and cross tabs Build reports using data from a variety of sources, including databases, XML documents, spreadsheets, and web services Enliven reports with interactive features, such as hyperlinks, Tooltips, and highlighting Create consistently styled reports and collaborate with other report designers through the use of templates and libraries of reusable elements Localize reports for an international audience This second edition, revised and expanded, adds updated examples and covers all the new and improved product features, including Cross tabs and OLAP cubes New chart types, including Gantt, bubble, tube, and cone charts Web services as a new data source New report output formats, including doc, ppt, xls, and PostScript The capability for reports to reference CSS Localization of report parameter and data values

Project Jigsaw and Scalable Java Applications

Eclipse Rich Client Platform

24-Hour Trainer
The Java Developer's Guide to Eclipse
GWT in Action
Modelling and Simulation for Autonomous Systems

Written by two world class programmers and software designers, this guide explains how to extend Eclipse for software projects and how to use Eclipse to create software tools that improve development time.