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Beginning Java Google App Engine Programming Google App Engine with Java Essential App Engine Programming Google App Engine Programming Google App Engine with Java Programming Google App Engine Programming Google App Engine with Java Beginning Java Google App Engine Modernizing Enterprise Java Programming Google App Engine with Python Developing with Google App Engine Building Mobile Applications with Java Building Hybrid Android Apps with Java and JavaScript Continuous Delivery in Java The Definitive Guide to Jython Programming Google App Engine with Python Quarkus Cookbook Client-Server Web Apps with JavaScript and Java Restlet in Action Pro EJB 3 Code in the Cloud OpenShift for Developers Google Cloud Platform for Developers Design Patterns Distributed Computing in Java 9 Mastering Google App Engine Reactive Systems in Java Google Cloud Platform for Architects Java Application Development on Linux Essential GWT Learning Java Beginning EJB 3 Python for Google App Engine Practical Android Projects Cloud-Native Applications in Java Android Apps with Eclipse Think Java Building Google Cloud Platform Solutions !Google App Engine for Java Graph Algorithms

Quarkus Cookbook Oct 10 2021 Optimized for Kubernetes, Quarkus is designed to help you create Java applications that are cloud first, container native, and serverless capable. With this cookbook, authors Alex Soto Bueno and Jason Porter from Red Hat provide detailed solutions for installing, interacting with, and using Quarkus in the development and production of microservices. The recipes in this book show midlevel to senior developers familiar with Java enterprise application development how to get started with Quarkus quickly. You'll become familiar with how Quarkus works within the wider Java ecosystem and discover ways to adapt this framework to your particular needs. You'll learn how to: Shorten the development cycle by enabling live reloading in dev mode Connect to and communicate with Kafka Develop with the reactive programming model Easily add fault tolerance to your services Build your application as a Kubernetes-ready container Ease development with OpenAPI and test a native Quarkus application

Design Patterns Mar 03 2021 Software -- Software Engineering.

Code in the Cloud Jun 06 2021 "Code in the Cloud" will teach users what a cloud service is, and how it differs from traditional applications. It will show readers how to build a cloud service, taking advantage of the services that AppEngine makes available to them.

Restlet in Action Aug 08 2021 Summary Restlet in Action gets you started with the Restlet Framework and the REST architecture style. You'll create and deploy applications in record time while learning to use popular RESTful Web APIs effectively. This book looks at the many aspects of web development, on both the server and client side, along with cloud computing, mobile Android devices, and Semantic Web applications. About the Technology In a RESTful architecture any component can act, if needed, as both client and server—this is flexible and powerful, but tricky to implement. The Restlet project is a reference implementation with a Java-based API and everything you need to build servers and web clients that integrate with most web and enterprise technologies. About the Book Restlet in Action introduces the Restlet Framework and RESTful web APIs. You'll see how to easily create and deploy your own web API while learning to consume other web APIs effectively. You'll learn about designing, securing, versioning, documentation, optimizing, and more on both the server and client side, as well as about cloud computing, mobile Android devices, and Semantic Web applications. The book requires a basic knowledge of Java and the web, but no prior exposure to REST or Restlet.

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 Written by the creators of Restlet! How to create your own web API How to deploy on cloud and mobile platforms Focus on Android, Google App Engine, Google Web Toolkit, and OSGi technologies Table of Contents PART 1 GETTING STARTED Introducing the Restlet Framework Beginning a Restlet application Deploying a Restlet application PART 2 GETTING READY TO ROLL OUT Producing and consuming Restlet representations Securing a Restlet application Documenting and versioning a Restlet application Enhancing a Restlet application with recipes and best practices PART 3 FURTHER USE POSSIBILITIES Using Restlet with cloud platforms Using Restlet in browsers and mobile devices Embracing hypermedia and the Semantic Web The future of Restlet

Google Cloud Platform for Architects Oct 30 2020 Get acquainted with GCP and manage robust, highly available, and dynamic solutions to drive business objective Key Features Identify the strengths, weaknesses and ideal use-cases for individual services offered on the Google Cloud Platform Make intelligent choices about which cloud technology works best for your use-case Leverage Google Cloud Platform to analyze and optimize technical and business processes Book Description Using a public cloud platform was considered risky a decade ago, and unconventional even just a few years ago. Today, however, use of the public cloud is completely mainstream - the norm, rather than the exception. Several leading technology firms, including Google, have built sophisticated cloud platforms, and are locked in a fierce competition for market share. The main goal of this book is to enable you to get the best out of the GCP, and to use it with confidence and competence. You will learn why cloud architectures take the forms that they do, and this will help you become a skilled high-level cloud architect. You will also learn how individual cloud services are configured and used, so that you are never intimidated at having to build it yourself. You will also learn the right way and the right situation in which to use the important GCP services. By the end of this book, you will be able to make the most out of Google Cloud Platform design. What you will learn Set up GCP account and utilize GCP services using the cloud shell, web console, and client APIs Harness the power of App Engine, Compute Engine, Containers on the Kubernetes Engine, and Cloud Functions Pick the right managed service for your data needs, choosing intelligently between Datastore, BigTable, and BigQuery Migrate existing Hadoop, Spark, and Pig workloads with minimal disruption to your existing data infrastructure, by using Dataproc intelligently Derive insights about the health, performance, and availability of cloud-powered applications with the help of monitoring, logging, and diagnostic tools in Stackdriver Who this book is for If you are a Cloud architect who is responsible to design and manage robust cloud solutions with Google Cloud Platform, then this book is for you. System engineers and Enterprise architects will also find this book useful. A basic understanding of distributed applications would be helpful, although not strictly necessary. Some working experience on other public cloud platforms would help too.

Programming Google App Engine with Java Jan 25 2023 This practical guide shows intermediate and advanced web and mobile app developers how to build highly scalable Java applications in the cloud with Google App Engine. The flagship of Google's Cloud Platform, App Engine hosts your app on infrastructure that grows automatically with your traffic, minimizing up-front costs and accommodating unexpected visitors. You'll learn hands-on how to perform common development tasks with App Engine services and development tools, including deployment and maintenance. For Java applications, App Engine provides a J2EE standard servlet container with a complete Java 7 JVM and standard library. Because App Engine supports common Java API standards, your code stays clean and portable. Get a hands-on introduction to App Engine's tools and features, using an example application Simulate App Engine on your development machine directly from Eclipse Structure your app into individually addressable modules, each with its own scaling configuration Exploit the power of the scalable Cloud Datastore, using queries, transactions, and data modeling with JPA Use Cloud SQL for standard relational databases with App Engine applications Learn how to deploy, manage, and inspect your application on Google infrastructure

Modernizing Enterprise Java Jun 18 2022 While containers, microservices, and distributed systems dominate discussions in the tech world, the majority of applications in use today still run monolithic architectures that follow traditional development processes. This practical book helps developers examine long-established Java-based models and demonstrates how to bring these monolithic applications successfully into the future. Relying on their years of experience modernizing applications, authors Markus Eisele and Natale Vinto walk you through the steps necessary to update your organization's Java applications. You'll discover how to dismantle your monolithic application and move to an up-to-date software stack

that works across cloud and on-premises installations. Learn cloud native application basics to understand what parts of your organization's Java-based applications and platforms need to migrate and modernize Understand how enterprise Java specifications can help you transition projects and teams Build a cloud native platform that supports effective development without falling into buzzword traps Find a starting point for your migration projects by identifying candidates and staging them through modernization steps Discover how to complement a traditional enterprise Java application with components on top of containers and Kubernetes

Essential GWT Aug 28 2020 With Google Web Toolkit, Java developers can build sophisticated Rich Internet Applications (RIAs) and complete Web sites using the powerful IDEs and tools they already use. Now, with GWT 2, Google Web Toolkit has become even more useful. Essential GWT shows how to use this latest version of GWT to create production solutions that combine superior style, performance, and interactivity with exceptional quality and maintainability. Federico Kereki quickly reviews the basics and then introduces intermediate and advanced GWT skills, covering issues ranging from organizing projects to compiling and deploying final code. Throughout, he focuses on best-practice methodologies and design patterns. For example, you'll learn how to use the MVP (model-view-presenter) pattern to improve application design and support automated testing for agile development. Kereki illuminates each concept with realistic code examples that help developers jump-start their projects and get great results more quickly. Working with the latest versions of open source tools such as Eclipse, Subversion, Apache, Tomcat, and MySQL, he demonstrates exactly how GWT fits into real Web development environments. Coverage includes Using the Google Plugin for Eclipse and the GWT Shell Script Detecting and working with browsers—and solving the problems they cause Building better user interfaces with the MVP pattern Using APIs for visualization, mapping, weather data, and more Internationalizing and localizing GWT code Securing GWT applications with cryptography, hashing, and encryption Testing with JUnit, Emma, GWTTestCase, Selenium, and Mock Objects Deploying client-only and client-plus-server GWT applications

Beginning Java Google App Engine Jul 19 2022 Google App Engine is one of the key technologies to emerge in recent years to help you build scalable web applications even if you have limited previous experience. If you are a Java programmer, this book offers you a Java approach to beginning Google App Engine. You will explore the runtime environment, front-end technologies like Google Web Toolkit, Adobe Flex, and the datastore behind App Engine. You'll also explore Java support on App Engine from end to end. The journey begins with a look at the Google Plugin for Eclipse and finishes with a working web application that uses Google Web Toolkit, Google Accounts, and Bigtable. Along the way, you'll dig deeply into the services that are available to access the datastore with a focus on Java Data Objects (JDO), JDOQL, and other aspects of Bigtable. With this solid foundation in place, you'll then be ready to tackle some of the more advanced topics like integration with other cloud platforms such as Salesforce.com and Google Wave. NOTE: The source code files which accompanied this title are no longer available. Neither Apress nor the author is able to supply these files.

Programming Google App Engine with Python May 17 2022 This practical guide shows intermediate and advanced web and mobile app developers how to build highly scalable Python applications in the cloud with Google App Engine. The flagship of Google's Cloud Platform, App Engine hosts your app on infrastructure that grows automatically with your traffic, minimizing up-front costs and accommodating unexpected visitors. You'll learn hands-on how to perform common development tasks with App Engine services and development tools, including deployment and maintenance. App Engine's Python support includes a fast Python 2.7 interpreter, the standard library, and a WSGI-based runtime environment. Choose from many popular web application frameworks, including Django and Flask. Get a hands-on introduction to App Engine's tools and features, using an example application Simulate App Engine on your development machine with tools from Google Cloud SDK Structure your app into individually addressable modules, each with its own scaling configuration Exploit the power of the scalable Cloud Datastore, using queries, transactions, and data modeling with the ndb library Use Cloud SQL for standard relational databases with App Engine applications Learn how to deploy, manage, and inspect your application on Google infrastructure

Developing with Google App Engine Apr 16 2022 Developing with Google App Engine introduces development with Google App Engine, a platform that provides developers and users with infrastructure Google itself uses to develop and deploy massively scalable applications. Introduction to concepts Development with App Engine Deployment into App Engine

Programming Google App Engine Sep 21 2022 Google App Engine makes it easy to create a web application that can serve millions of people as easily as serving hundreds, with minimal up-front investment. With Programming Google App Engine, Google engineer Dan Sanderson provides practical guidance for designing and developing your application on Google's vast infrastructure, using App Engine's scalable services and simple development model. Through clear and concise instructions, you'll learn how to get the most out of App Engine's nearly unlimited computing power. This second edition is fully updated and expanded to cover Python 2.7 and Java 6 support, multithreading, asynchronous service APIs, and the use of frameworks such as Django 1.3 and webapp2. Understand how App Engine handles web requests and executes application code Learn about new datastore features for queries and indexes, transactions, and data modeling Create, manipulate, and serve large data files with the Blobstore Use task queues to parallelize and distribute computation across the infrastructure Employ scalable services for email, instant messaging, and communicating with web services Track resource consumption, and optimize your application for speed and cost effectiveness

Building Mobile Applications with Java Mar 15 2022 Do you want to develop mobile apps with Java—and have them work on a variety of devices powered by iOS and Android? You've come to the right place. This project-driven book shows you how to build portable apps with two amazing open source frameworks, Google Web Tools (GWT) and PhoneGap. With these tools, you'll use learn how to write Java code that compiles into cross-platform Javascript and HTML, and discover how to take advantage of features in several popular devices, such as the camera, accelerometer, and GPS. Get started with GWT by building an example Twitter search app Build a example web app and adapt it for mobile with CSS Add touch centric controls with the GWT Mobile UI library Develop a working wine journal app that tracks a user's GPS location Use techniques to make a mobile version of your web or desktop app Work with HTML5 Canvas to build a mobile video game Package your apps for iOS, webOS, and Android with PhoneGap

Programming Google App Engine with Java Oct 22 2022 This practical guide shows intermediate and advanced web and mobile app developers how to build highly scalable Java applications in the cloud with Google App Engine. The flagship of Google's Cloud Platform, App Engine hosts your app on infrastructure that grows automatically with your traffic, minimizing up-front costs and accommodating unexpected visitors. You'll learn hands-on how to perform common development tasks with App Engine services and development tools, including deployment and maintenance. For Java applications, App Engine provides a J2EE standard servlet container with a complete Java 7 JVM and standard library. Because App Engine supports common Java API standards, your code stays clean and portable. Get a hands-on introduction to App Engine's tools and features, using an example application Simulate App Engine on your development machine directly from Eclipse Structure your app into individually addressable modules, each with its own scaling configuration Exploit the power of the scalable Cloud Datastore, using queries, transactions, and data modeling with JPA Use Cloud SQL for standard relational databases with App Engine applications Learn how to deploy, manage, and inspect your application on Google infrastructure.

Java Application Development on Linux Sep 28 2020 Learn how to design, develop, and deploy real-world Java business applications on Linux--the fastest growing Java development platform. This book covers the full application development life cycle on Linux, from designing and developing an application to deploying and maintaining it.

Programming Google App Engine with Java Aug 20 2022 How to build highly scalable Java applications in the cloud with Google App Engine for intermediate and advanced web and mobile app developers.

Think Java Jan 21 2020 Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-

oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

Building Google Cloud Platform Solutions Dec 20 2019 Build cost-effective and robust cloud solutions with Google Cloud Platform (GCP) using these simple and practical recipes Key Features Explore the various service offerings of the GCP Host a Python application on Google Compute Engine Securely maintain application states with Cloud Storage, Datastore, and Bigtable Book Description GCP is a cloud computing platform with a wide range of products and services that enable you to build and deploy cloud-hosted applications. This Learning Path will guide you in using GCP and designing, deploying, and managing applications on Google Cloud. You will get started by learning how to use App Engine to access Google's scalable hosting and build software that runs on this framework. With the help of Google Compute Engine, you'll be able to host your workload on virtual machine instances. The later chapters will help you to explore ways to implement authentication and security, Cloud APIs, and command-line and deployment management. As you hone your skills, you'll understand how to integrate your new applications with various data solutions on GCP, including Cloud SQL, Bigtable, and Cloud Storage. Following this, the book will teach you how to streamline your workflow with tools, including Source Repositories, Container Builder, and Stackdriver. You'll also understand how to deploy and debug services with IntelliJ, implement continuous delivery pipelines, and configure robust monitoring and alerts for your production systems. By the end of this Learning Path, you'll be well versed with GCP's development tools and be able to develop, deploy, and manage highly scalable and reliable applications. This Learning Path includes content from the following Packt products: Google Cloud Platform for Developers Ted Hunter and Steven Porter Google Cloud Platform Cookbook by Legorie Rajan PS What you will learn Host an application using Google Cloud Functions Migrate a MySQL database to Cloud Spanner Configure a network for a highly available application on GCP Learn simple image processing using Storage and Cloud Functions Automate security checks using Policy Scanner Deploy and run services on App Engine and Container Engine Minimize downtime and mitigate issues with Stackdriver Monitoring and Debugger Integrate with big data solutions, including BigQuery, Dataflow, and Pub/Sub Who this book is for This Learning Path is for IT professionals, engineers, and developers who want to implement Google Cloud in their organizations. Administrators and architects planning to make their organization more efficient with Google Cloud will also find this Learning Path useful. Basic understanding of GCP and its services is a must.

Google Cloud Platform for Developers Apr 04 2021 Develop, deploy, and scale your applications with Google Cloud Platform Key Features Create and deploy your applications on Google Cloud Platform Store and manage source code and debug Cloud-hosted apps with plugins and IDEs Streamline developer workflows with tools for alerting and managing deployments Book Description Google Cloud Platform (GCP) provides autoscaling compute power and distributed in-memory cache, task queues, and datastores to write, build, and deploy Cloud-hosted applications. With Google Cloud Platform for Developers, you will be able to develop and deploy scalable applications from scratch and make them globally available in almost any language. This book will guide you in designing, deploying, and managing applications running on Google Cloud. You'll start with App Engine and move on to work with Container Engine, compute engine, and cloud functions. You'll learn how to integrate your new applications with the various data solutions on GCP, including Cloud SQL, Bigtable, and Cloud Storage. This book will teach you how to streamline your workflow with tools such as Source Repositories, Container Builder, and StackDriver. Along the way, you'll see how to deploy and debug services with IntelliJ, implement continuous delivery pipelines, and configure robust monitoring and alerting for your production systems. By the end of this book, you'll be well-versed with all the development tools of Google Cloud Platform, and you'll develop, deploy, and manage highly scalable and reliable applications. What you will learn Understand the various service offerings on GCP Deploy and run services on managed platforms such as App Engine and Container Engine Securely maintain application states with Cloud Storage, Datastore, and Bigtable Leverage StackDriver monitoring and debugging to minimize downtime and mitigate issues without impacting users Design and implement complex software solutions utilizing Google Cloud Integrate with best-in-class big data solutions such as Bigquery, Dataflow, and Pub/Sub Who this book is for Google Cloud Platform for Developers is for application developers. This book will enable you to fully leverage the power of Google Cloud Platform to build resilient and intelligent software solutions.

Graph Algorithms Oct 18 2019 Discover how graph algorithms can help you leverage the relationships within your data to develop more intelligent solutions and enhance your machine learning models. You'll learn how graph analytics are uniquely suited to unfold complex structures and reveal difficult-to-find patterns lurking in your data. Whether you are trying to build dynamic network models or forecast real-world behavior, this book illustrates how graph algorithms deliver value—from finding vulnerabilities and bottlenecks to detecting communities and improving machine learning predictions. This practical book walks you through hands-on examples of how to use graph algorithms in Apache Spark and Neo4j—two of the most common choices for graph analytics. Also included: sample code and tips for over 20 practical graph algorithms that cover optimal pathfinding, importance through centrality, and community detection. Learn how graph analytics vary from conventional statistical analysis Understand how classic graph algorithms work, and how they are applied Get guidance on which algorithms to use for different types of questions Explore algorithm examples with working code and sample datasets from Spark and Neo4j See how connected feature extraction can increase machine learning accuracy and precision Walk through creating an ML workflow for link prediction combining Neo4j and Spark

Python for Google App Engine May 25 2020 If you are a Python developer, whether you have experience in web applications development or not, and want to rapidly deploy a scalable backend service or a modern web application on Google App Engine, then this book is for you.

Practical Android Projects Apr 23 2020 Take a practical approach to becoming a leading-edge Android developer, learning by example while combining the many technologies needed to create a successful, up-to-date web app. Practical Android Projects introduces the Android software development kit and development tools of the trade, and then dives into building cool-looking and fun apps that put Android's amazing capabilities to work. Android is the powerful, full-featured, open source mobile platform that powers phones like Google Nexus, Motorola Droid, Samsung Galaxy S, and a variety of HTC phones and tablet computers. This book helps you quickly get Android projects up and running with the free and open source Eclipse, NetBeans, and IntelliJ IDEA IDEs. Then you build and extend mobile applications using the Android SDK, Java, Scripting Layer for Android (SL4A), and languages such as Python, Ruby, Javascript/HTML, Flex/AIR, and Lua.

Programming Google App Engine with Python Nov 11 2021 This practical guide shows intermediate and advanced web and mobile app developers how to build highly scalable Python applications in the cloud with Google App Engine. The flagship of Google's Cloud Platform, App Engine hosts your app on infrastructure that grows automatically with your traffic, minimizing up-front costs and accommodating unexpected visitors. You'll learn hands-on how to perform common development tasks with App Engine services and development tools, including deployment and maintenance. App Engine's Python support includes a fast Python 2.7 interpreter, the standard library, and a WSGI-based runtime environment. Choose from many popular web application frameworks, including Django and Flask. Get a hands-on introduction to App Engine's tools and features, using an example application Simulate App Engine on your development machine with tools from Google Cloud SDK Structure your app into individually addressable modules, each with its own scaling configuration Exploit the power of the scalable Cloud Datastore, using queries, transactions, and data modeling with the `ndb` library Use Cloud SQL for standard relational databases with App Engine applications Learn how to deploy, manage, and inspect your application on Google infrastructure

Client-Server Web Apps with JavaScript and Java Sep 09 2021 As a Java programmer, how can you tackle the disruptive client-server approach to web development? With this comprehensive guide, you'll learn how today's client-side technologies and web APIs work with various Java tools.

Author Casimir Saternos provides the big picture of client-server development, and then takes you through many practical client-server architectures. You'll work with hands-on projects in several chapters to get a feel for the topics discussed. User habits, technologies, and development methods have drastically altered web app design in recent years. But the Web itself hasn't changed. This book shows you how to build

apps that conform to the web's underlying architecture. Learn the advantages of using separate client and server tiers, including code organization and speedy prototyping Explore the major tools, frameworks, and starter projects used in JavaScript development Dive into web API design and REST style of software architecture Understand Java's alternatives to traditional packaging methods and application server deployment Build projects with lightweight servers, using jQuery with Jython, and Sinatra with Angular Create client-server web apps with traditional Java web application servers and libraries

Mastering Google App Engine Jan 01 2021 Build robust and highly scalable web applications with Google App Engine About This Book Get an in-depth look at how Google App Engine works under the hood Design and model your application around Google's highly scalable distributed NoSQL datastore to unlock its full potential A comprehensive guide to ensure your mastery of Google App Engine Who This Book Is For If you have been developing web applications in Python or any other dynamic language but have always wondered how to write highly scalable web applications without getting into system administration and other plumbing, then this is the book for you. No experience in writing scalable applications is required. What You Will Learn Scale and develop your applications with Google App Engine's runtime environment Get to grips with request handling mechanism and write request handlers Deep dive into Google's distributed NoSQL and highly scalable datastore and design your application around it Implement powerful search with scalable datastore Perform long-running tasks in the background using task queues Write compartmentalized apps using multi tenancy, memcache, and other Google App Engine runtime services Handle web requests using the CGI, WSGI, and multi-threaded configurations Deploy, tweak, and manage apps in production on Google App Engine In Detail Developing web applications that serve millions of users is no easy task, as it involves a number of configurations and administrative tasks for the underlying software and hardware stack. This whole configuration requires not only expertise, but also a fair amount of time as well. Time that could have been spent on actual application functionality. Google App Engine allows you develop highly scalable web applications or backends for mobile applications without worrying about the system administration plumbing or hardware provisioning issues. Just focus writing on your business logic, the meat of the application, and let Google's powerful infrastructure scale it to thousands of requests per second and millions of users without any effort on your part. This book takes you from explaining how scalable applications work to designing and developing robust scalable web applications of your own, utilizing services available on Google App Engine. Starting with a walkthrough of scalability is and how scalable web applications work, this book introduces you to the environment under which your applications exist on Google App Engine. Next, you will learn about Google's datastore, which is a massively scalable distributed NoSQL solution built on top of BigTable. You will examine the BigTable concepts and operations in detail and reveal how it is used to build Google datastore. Armed with this knowledge, you will then advance towards how to best model your data and query that along with transactions. To augment the powerful distributed dataset, you will deep dive into search functionality offered on Google App Engine. With the search and storage sorted out, you will get a look into performing long running tasks in the background using Google App Engine task queues along with sending and receiving emails. You will also examine the memcache to boost web application performance, image processing for common image manipulation tasks. You will then explore uploading, storing, and serving large files using Blobstore and Cloud storage. Finally, you will be presented with the deployment and monitoring of your applications in production along with a detailed look at dividing applications into different working modules. Style and approach This book is an in-depth guide where you will examine the problems in the context of highly scalable web applications. This book will take you through the libraries, services, and required configuration and finally puts everything together into a small web application that showcases all the capabilities of Google App Engine.

Android Apps with Eclipse Feb 20 2020 Eclipse is the most adopted integrated development environment (IDE) for Java programmers. And, now, Eclipse seems to be the preferred IDE for Android apps developers. Android Apps with Eclipse provides a detailed overview of Eclipse, including steps and the screenshots to help Android developers to quickly get up to speed on Eclipse and to streamline their day-to-day software development. This book includes the following: Overview of Eclipse fundamentals for both Java and C/C++ Development. Using Eclipse Android Development Toolkit (ADT) to develop, debug, and troubleshoot Android applications. Using Eclipse C/C++ Development Toolkit (CDT) in conjunction with Android Native Development Kit (NDK) to integrate, develop and troubleshoot native Android components through Eclipse.

The Definitive Guide to Jython Dec 12 2021 Jython is an open source implementation of the high-level, dynamic, object-oriented scripting language Python seamlessly integrated with the Java platform. The predecessor to Jython, JPython, is certified as 100% Pure Java. Jython is freely available for both commercial and noncommercial use and is distributed with source code. Jython is complementary to Java. The Definitive Guide to Jython, written by the official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the basics to more advanced features. This book begins with a brief introduction to the language and then journeys through Jython's different features and uses. The Definitive Guide to Jython is organized for beginners as well as advanced users of the language. The book provides a general overview of the Jython language itself, but it also includes intermediate and advanced topics regarding database, web, and graphical user interface (GUI) applications; Web services/SOA; and integration, concurrency, and parallelism, to name a few.

!Google App Engine for Java Nov 18 2019 10 Google App Engine Google (SDK) Google App Engine bot GPS Google Twitter bot iPhone 10 Google App Engine Google App Engine 1.4 ()

Reactive Systems in Java Nov 30 2020 Reactive systems and event-driven architecture are becoming indispensable to application design, and companies are taking note. Reactive systems ensure that applications are responsive, resilient, and elastic no matter what failures or errors may be occurring, while event-driven architecture offers a flexible and composable option for distributed systems. This practical book helps Java developers bring these approaches together using Quarkus 2.x, the Kubernetes-native Java framework. Clement Escoffier and Ken Finnigan show you how to take advantage of event-driven and reactive principles to build robust distributed systems, reducing latency and increasing throughput, particularly in microservices and serverless applications. You'll also get a foundation in Quarkus to help you create true Kubernetes-native applications for the cloud. Understand the fundamentals of reactive systems and event-driven architecture Learn how to use Quarkus to build reactive applications Combine Quarkus with Apache Kafka or AMQP to build reactive systems Develop microservices that utilize messages with Quarkus for use in event-driven architectures Learn how to integrate external messaging systems, such as Apache Kafka, with Quarkus Build applications with Quarkus using reactive systems and reactive programming concepts

OpenShift for Developers May 05 2021 Ready to build cloud native applications? Get a hands-on introduction to daily life as a developer crafting code on OpenShift, the open source container application platform from Red Hat. Creating and packaging your apps for deployment on modern distributed systems can be daunting. Too often, adding infrastructure value can complicate development. With this practical guide, you'll learn how to build, deploy, and manage a multitiered application on OpenShift. Authors Joshua Wood and Brian Tannous, principal developer advocates at Red Hat, demonstrate how OpenShift speeds application development. With the Kubernetes container orchestrator at its core, OpenShift simplifies and automates the way you build, ship, and run code. You'll learn how to use OpenShift and the Quarkus Java framework to develop and deploy apps using proven enterprise technologies and practices that you can apply to code in any language. Learn the development cycles for building and deploying on OpenShift, and the tools that drive them Use OpenShift to build, deploy, and manage the ongoing lifecycle of an n-tier application Create a continuous integration and deployment pipeline to build and deploy application source code on OpenShift Automate scaling decisions with metrics and trigger lifecycle events with webhooks

Learning Java Jul 27 2020 This updated edition introduces the basics of Java and everything necessary to get up to speed on the new 1.4 version quickly. CD contains the Java 2 SDK for Windows, Linux and Solaris.

Building Hybrid Android Apps with Java and JavaScript Feb 14 2022 Build HTML5-based hybrid applications for Android with a mix of native Java and JavaScript components, without using third-party libraries and wrappers such as PhoneGap or Titanium. This concise, hands-on book takes you through the entire process, from setting up your development environment to deploying your product to an app store. Learn how to create apps that have access to native APIs, such as location, vibrator, sensors, and the camera, using a JavaScript/Java bridge—and choose the language that gives you better performance for each task. If you have experience with HTML5 and JavaScript, you'll quickly discover why hybrid app development is the wave of the future. Set up a development environment with HTML, CSS, and JavaScript tools Create your first hybrid Android project, using Eclipse IDE Use the WebView control to host your hybrid application Explore hybrid application architecture, including JavaScript/Java communication Build single-page applications, using JavaScript libraries such as Backbone and Underscore Get optimization tips and useful snippets for CSS, DOM, and JavaScript Distribute your application to Google Play and the Amazon Appstore

Pro EJB 3 Jul 07 2021 First EJB 3.0 book on the market and a definitive guide to the major innovation in EJB: the new persistence API Offers unparalleled insight and expertise: lead authored by the co-lead on the EJB 3.0 spec (Mike Keith)

Beginning Java Google App Engine Feb 26 2023 Google App Engine is one of the key technologies to emerge in recent years to help you build scalable web applications even if you have limited previous experience. If you are a Java programmer, this book offers you a Java approach to beginning Google App Engine. You will explore the runtime environment, front-end technologies like Google Web Toolkit, Adobe Flex, and the datastore behind App Engine. You'll also explore Java support on App Engine from end to end. The journey begins with a look at the Google Plugin for Eclipse and finishes with a working web application that uses Google Web Toolkit, Google Accounts, and Bigtable. Along the way, you'll dig deeply into the services that are available to access the datastore with a focus on Java Data Objects (JDO), JDOQL, and other aspects of Bigtable. With this solid foundation in place, you'll then be ready to tackle some of the more advanced topics like integration with other cloud platforms such as Salesforce.com and Google Wave. NOTE: The source code files which accompanied this title are no longer available. Neither Apress nor the author is able to supply these files.

Beginning EJB 3 Jun 25 2020 Develop powerful, standards-based, back-end business logic with Beginning EJB 3, Java EE 7 Edition. Led by an author team with 20 years of combined Enterprise JavaBeans experience, you'll learn how to use the new EJB 3.2 APIs. You'll gain the knowledge and skills you'll need to create the complex enterprise applications that run today's transactions and more. Targeted at Java and Java EE developers, with and without prior EJB experience, Beginning EJB 3 is packed with practical insights, strategy tips, and code examples. As each chapter unfolds, you'll not only explore a new area of the spec; you'll also see how you can apply it to your own applications through specific examples. Beginning EJB 3 will serve not only as a reference, but it will also function as a how-to guide and repository of practical examples to which you can refer as you build your own applications. It will help you harness the power of EJBs and take your Java EE 7 development to the next level.

Continuous Delivery in Java Jan 13 2022 Continuous delivery adds enormous value to the business and the entire software delivery lifecycle, but adopting this practice means mastering new skills typically outside of a developer's comfort zone. In this practical book, Daniel Bryant and Abraham Marín-Pérez provide guidance to help experienced Java developers master skills such as architectural design, automated quality assurance, and application packaging and deployment on a variety of platforms. Not only will you learn how to create a comprehensive build pipeline for continually delivering effective software, but you'll also explore how Java application architecture and deployment platforms have affected the way we rapidly and safely deliver new software to production environments. Get advice for beginning or completing your migration to continuous delivery Design architecture to enable the continuous delivery of Java applications Build application artifacts including fat JARs, virtual machine images, and operating system container (Docker) images Use continuous integration tooling like Jenkins, PMD, and find-sec-bugs to automate code quality checks Create a comprehensive build pipeline and design software to separate the deploy and release processes Explore why functional and system quality attribute testing is vital from development to delivery Learn how to effectively build and test applications locally and observe your system while it runs in production

Programming Google App Engine Nov 23 2022 As one of today's cloud computing services, Google App Engine does more than provide access to a large system of servers. It also offers you a simple model for building applications that scale automatically to accommodate millions of users. With Programming Google App Engine, you'll get expert practical guidance that will help you make the best use of this powerful platform. Google engineer Dan Sanderson shows you how to design your applications for scalability, including ways to perform common development tasks using App Engine's APIs and scalable services. You'll learn about App Engine's application server architecture, runtime environments, and scalable datastore for distributing data, as well as techniques for optimizing your application. App Engine offers nearly unlimited computing power, and this book provides clear and concise instructions for getting the most from it right from the source. Discover the differences between traditional web development and development with App Engine Learn the details of App Engine's Python and Java runtime environments Understand how App Engine handles web requests and executes application code Learn how to use App Engine's scalable datastore, including queries and indexes, transactions, and data modeling Use task queues to parallelize and distribute work across the infrastructure Deploy and manage applications with ease

Cloud-Native Applications in Java Mar 23 2020 Highly available microservice-based web apps for Cloud with Java Key Features Take advantage of the simplicity of Spring to build a full-fledged application Let your applications run faster while generating smaller cloud service bills Integrate your application with various tools such as Docker and Elasticsearch and use specific tools in Azure and AWS Book Description Businesses today are evolving so rapidly that they are resorting to the elasticity of the cloud to provide a platform to build and deploy their highly scalable applications. This means developers now are faced with the challenge of building build applications that are native to the cloud. For this, they need to be aware of the environment, tools, and resources they're coding against. If you're a Java developer who wants to build secure, resilient, robust, and scalable applications that are targeted for cloud-based deployment, this is the book for you. It will be your one stop guide to building cloud-native applications in Java Spring that are hosted in On-prem or cloud providers - AWS and Azure The book begins by explaining the driving factors for cloud adoption and shows you how cloud deployment is different from regular application deployment on a standard data centre. You will learn about design patterns specific to applications running in the cloud and find out how you can build a microservice in Java Spring using REST APIs You will then take a deep dive into the lifecycle of building, testing, and deploying applications with maximum automation to reduce the deployment cycle time. Gradually, you will move on to configuring the AWS and Azure platforms and working with their APIs to deploy your application. Finally, you'll take a look at API design concerns and their best practices. You'll also learn how to migrate an existing monolithic application into distributed cloud native applications. By the end, you will understand how to build and monitor a scalable, resilient, and robust cloud native application that is always available and fault tolerant. What you will learn See the benefits of the cloud environment when it comes to variability, provisioning, and tooling support Understand the architecture patterns and considerations when developing on the cloud Find out how to perform cloud-native techniques/patterns for request routing, RESTful service creation, Event Sourcing, and more Create Docker containers for microservices and set up continuous integration using Jenkins Monitor and troubleshoot an application deployed in the cloud environment Explore tools such as Docker and Kubernetes for containerization and the ELK stack for log aggregation and visualization Use AWS and Azure specific tools to design, develop, deploy, and manage applications Migrate from monolithic architectures to a cloud native deployment Who this book is for Java developers who want to build secure, resilient, robust and scalable applications that are targeted for cloud based deployment, will find this book helpful. Some knowledge of Java, Spring, web programming and public cloud providers (AWS, Azure) should be sufficient to get you through the book.

Essential App Engine Dec 24 2022 In Essential App Engine, Adriaan de Jonge shows Java developers how to rapidly build complex, production-quality, performance-driven cloud applications with Google App Engine. Using a start-to-finish case study and extensive Java example code, De Jonge covers the entire lifecycle, from application design and data modeling through security, testing, and deployment. De Jonge introduces breakthrough techniques for creating applications that respond within two seconds, even on cold startup, and allow server responses in hundreds of milliseconds or less throughout the rest of the session. He also demonstrates how to avoid common mistakes that can dramatically reduce cloud

application performance and scalability. He thoroughly covers state-of-the-art user interface development and shows how to make the most of Google App Engine's extensive set of APIs. Coverage includes Setting up a development environment that makes it easy to continually address performance Understanding the anatomy of a Google App Engine application Making the right technical setup and design choices for each new application Efficiently modeling data for App Engine's NoSQL data storage Recognizing when to avoid OR-mapping and pass datastore entities directly to HTML templates Finding alternatives to frameworks and libraries that impair App Engine performance Using JavaScript and AJAX on the client side of your cloud applications Improving browser performance and reducing resource consumption via better use of HTML5 and CSS3 Taking advantage of key App Engine APIs: datastore, blobstore, mail, task scheduling, memory caching, URL retrieval, and messaging Securing cloud-based Web applications with Google Accounts, OpenID, and OAuth Improving your cloud development, quality assurance, and deployment processes Targeting, marketing, and selling cloud solutions, from planning to payment handling

Distributed Computing in Java 9 Feb 02 2021 Explore the power of distributed computing to write concurrent, scalable applications in Java About This Book Make the best of Java 9 features to write succinct code Handle large amounts of data using HPC Make use of AWS and Google App Engine along with Java to establish a powerful remote computation system Who This Book Is For This book is for basic to intermediate level Java developers who is aware of object-oriented programming and Java basic concepts. What You Will Learn Understand the basic concepts of parallel and distributed computing/programming Achieve performance improvement using parallel processing, multithreading, concurrency, memory sharing, and hpc cluster computing Get an in-depth understanding of Enterprise Messaging concepts with Java Messaging Service and Web Services in the context of Enterprise Integration Patterns Work with Distributed Database technologies Understand how to develop and deploy a distributed application on different cloud platforms including Amazon Web Service and Docker CaaS Concepts Explore big data technologies Effectively test and debug distributed systems Gain thorough knowledge of security standards for distributed applications including two-way Secure Socket Layer In Detail Distributed computing is the concept with which a bigger computation process is accomplished by splitting it into multiple smaller logical activities and performed by diverse systems, resulting in maximized performance in lower infrastructure investment. This book will teach you how to improve the performance of traditional applications through the usage of parallelism and optimized resource utilization in Java 9. After a brief introduction to the fundamentals of distributed and parallel computing, the book moves on to explain different ways of communicating with remote systems/objects in a distributed architecture. You will learn about asynchronous messaging with enterprise integration and related patterns, and how to handle large amount of data using HPC and implement distributed computing for databases. Moving on, it explains how to deploy distributed applications on different cloud platforms and self-contained application development. You will also learn about big data technologies and understand how they contribute to distributed computing. The book concludes with the detailed coverage of testing, debugging, troubleshooting, and security aspects of distributed applications so the programs you build are robust, efficient, and secure. Style and approach This is a step-by-step practical guide with real-world examples.