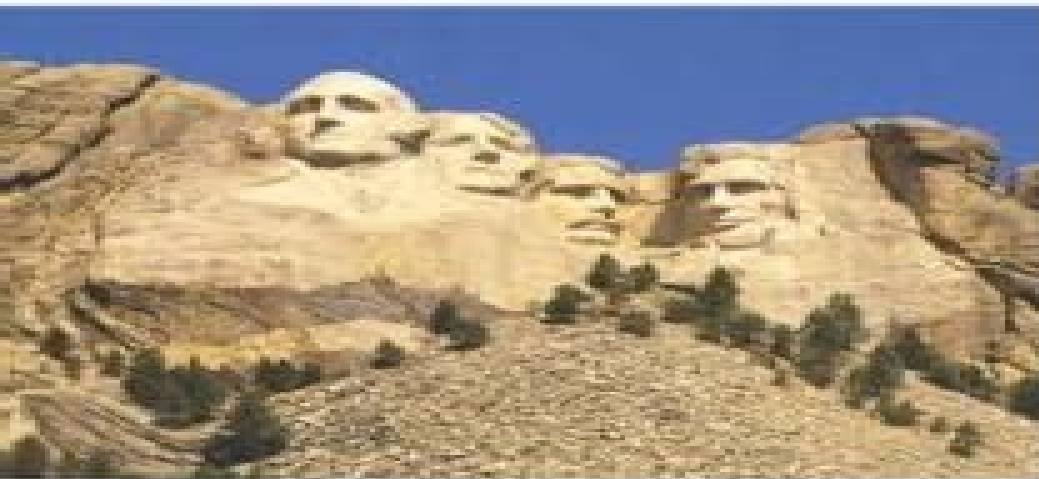


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Core JavaServer Faces, 3/e David M. Geary, 2010 Core JavaServer™ Faces David Geary, 1990 And how tos that show you how to use JSF effectively in your development projects Core JavaServer Faces provides everything you need to master the powerful and time saving features of JSF 2.0 and is the perfect guide for programmers developing Java EE 6 web apps on Glassfish or other Java EE 6 compliant application servers as well as servlet runners such as Tomcat 6 Practical RichFaces Max Katz, Ilya Shaikovsky, Exadel Inc, 2011-12-08 RichFaces 4 is a component library for JavaServer Faces and an advanced framework for easily integrating AJAX capabilities into business applications It lets you quickly develop next generation web applications based on JSF 2 Ajax In this definitive RichFaces 4 book instead of using JBoss Tools the author bases all examples on Maven so that any IDE can be used whether it's NetBeans Eclipse JBoss or even Spring Practical RichFaces also describes how to best take advantage of RichFaces the integration of the Ajax4jsf and RichFaces libraries to create flexible and powerful programs Assuming some JSF background it shows how you can radically reduce programming time and effort to create rich AJAX based applications **Pro JSF and Ajax** Jonas Jacobi, John R. Fallows, 2006-11-22 Pro JSF and Ajax shows you how to leverage the full potential of JavaServer Faces JSF and Ajax This is not an entry level tutorial but a book about building Ajax enabled JSF components for sophisticated enterprise level rich Internet applications Written by JSF experts and verified by established community figures including Adam Winer member of the JSF Expert Group Java Champion Kito D Mann JSFCentral.com and JSF in Action and Matthias Weendorf MyFaces this JSF 5 compatible book provides reliable and groundbreaking JSF components to help you exploit the power of JSF in your Java web applications This book provides a blueprint for building custom JSF user interface components and shows how to leverage the best browser technologies such as Ajax Mozilla XUL and Microsoft HTC to deliver rich Internet applications This book covers standard best practices for behavioral and renderer specific component classes renderers events and event listeners and JSP tag handlers for each It also covers advanced techniques such as dynamic content type negotiation JAR based resource delivery and dynamic render kit selection Foreword Does the world really and truly need another JavaServer Faces book I was fairly well convinced the answer could only be a resounding no After all there's a good half dozen books out in stores today by a whole host of web luminaries and I've even personally helped as a technical reviewer on half of those So what more could really be said on the subject But when I thought about this a bit more it became clear that all of these books only go so far They'll show you how to use what JSF gives you out of the box throw you a bone for writing your own components and renderers maybe even a bit more But none that I've seen get to the heart of why JSF is really and truly cool and important

technology they make JSF look like YAMVCF Yet Another Model View Controller Framework for HTML more powerful here and there easier to use in many places a bit harder to use in others but really nothing major And certainly nothing that takes us beyond the dull basics of building ordinary looking web applications This book goes a lot further It ll cover the basics of course and show you how to build components but then it keeps going on to AJAX on to HTC on to XUL and how you can wrap this alphabet soup up underneath the heart of JSF its component model and how you can leverage it to finally develop web applications that don t need radical re architecting every time the winds of client technologies blow in a different direction Along the way you ll learn a wide array of open source toolkits that make web magic practical even when you re not a Javascript guru So heck I m convinced The world does need another JSF book Adam Winer Architect ADF Faces JSF Expert Group Member and Java Champion From the Foreword **Core Java Volume I--Fundamentals** Cay S.

Horstmann,2012-11-27 Fully updated to reflect Java SE 7 language changes Core Java Volume I Fundamentals Ninth Edition is the definitive guide to the Java platform Designed for serious programmers this reliable unbiased no nonsense tutorial illuminates key Java language and library features with thoroughly tested code examples As in previous editions all code is easy to understand reflects modern best practices and is specifically designed to help jumpstart your projects Volume I quickly brings you up to speed on Java SE 7 core language enhancements including the diamond operator improved resource handling and catching of multiple exceptions All of the code examples have been updated to reflect these enhancements and complete descriptions of new SE 7 features are integrated with insightful explanations of fundamental Java concepts You ll learn all you need to be productive with The Java programming environment Objects classes and inheritance Interfaces and inner classes Reflection and proxies Graphics programming Event handling and the event listener model Swing based user interface components Application and applet deployment Exceptions logging assertions and debugging Generic programming Collections Concurrency and more For detailed coverage of advanced features including the new API for file input output and enhancements to the concurrency utilities look for Core Java Volume II Advanced Features Ninth Edition ISBN 13 978 0 13 708160 8 **Core Python Applications Programming** Wesley J Chun,2012-03-07 Already know Python but want to learn more A lot more Dive into a variety of topics used in practice for real world applications Covers regular expressions Internet network programming GUIs SQL databases ORMs threading and Web development Learn about contemporary development trends such as Google Twitter MongoDB OAuth Python 3 migration and Java Jython Presents brand new material on Django Google App Engine CSV JSON XML and Microsoft Office Includes Python 2 and 3 code samples to get you started right away Provides code snippets interactive examples and practical exercises to help build your Python skills The Complete Developer s Guide to Python Python is an agile robust and expressive programming language that continues to build momentum It combines the power of compiled languages with the simplicity and rapid development of scripting languages In Core Python Applications Programming Third Edition leading Python developer and corporate trainer Wesley Chun helps you take your

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implementation details and working code for features that are missing from JSF Proven solutions hints tips and how tos show you how to use JSF effectively in your development projects Core JavaServer Faces Third Edition provides everything you need to master the powerful and time saving features of JSF 2.0 and is the perfect guide for programmers developing Java EE 6 web apps on Glassfish or another Java EE 6 compliant application servers as well as servlet runners such as Tomcat 6

AJAX and JavaServer Faces (Digital Short Cut) David Geary, Cay S. Horstmann, 2007-02-19 This is the eBook version of the printed book Based on material from the forthcoming second edition of Core JavaServer Faces by David Geary and Cay Horstmann this short cut explores how to use JavaServer Faces and AJAX Asynchronous JavaScript with XMLHttpRequest to create rich user interfaces Starting with a brief review of Ajax fundamentals it goes on to cover Implementing Ajax with a servlet in a JSF application Using JSF phase listeners for more complex Ajax scenarios Form completion and real time validation Accessing UI view state from an Ajax call Client side state saving and Ajax Direct Web Remoting with DWR Finally after concisely explaining JSF components that wrap existing JavaScript components using Prototype Scriptaculous Dojo and Rico this Short Cut briefly explores how to use the Ajax4jsf framework to seamlessly integrate Ajax into JSF applications

Dr. Dobb's Journal, 2007 **Core HTML5 2D Game Programming** David Geary, 2014-06-30 Game programming offers a wealth of creative and business opportunities and it's never been more accessible In Core HTML5 2D Game Programming best selling author David Geary shows you how to use freely available browser tools and open source resources to create video games that run in desktop browsers and on mobile devices Geary walks you step by step through every aspect of implementing a sophisticated arcade style game entirely from scratch without using proprietary game frameworks Packed with code this full color tutorial gives you the in depth understanding you need to design and build any kind of HTML5 2D game on your own whether you use a framework or not A clearly written accessible and exhaustive guide to implementing games this book leaves no stone unturned showing you how to Create smooth flicker free animations Implement motion that's unaffected by your game's underlying animation frame rate Animate sprites graphical objects to make them sparkle explode etc Layer multi channel sound effects on top of a soundtrack Warp time to create nonlinear effects such as jumping or bouncing Control the flow of time through your game with a time system Implement particle systems that simulate natural phenomena Efficiently detect collisions between sprites Create a developer backdoor containing special features Use Node.js and socket.io to transfer real time metrics to a server Employ a heads up display to show high scores stored on a server Understand the nuances of implementing HTML5 games for mobile devices Through expertly written code that's easy to understand and prose that cuts to the chase Geary illuminates every corner of game development Everyone from novice game programmers to professional game developers will find this book invaluable as both a tutorial and a reference All of the book's source code including chapter specific versions of the game discussed in the book are available at corehtml5games.com Google Web Toolkit Solutions (Digital Short Cut) David Geary, 2007-01-18 This is the eBook version of the printed

book The Google Web Toolkit GWT is a cutting edge UI framework for Java developers which lets you create rich interactive user interfaces using familiar idioms from Java s Abstract Window Toolkit AWT Swing and the Eclipse Foundation s SWT If you ve used any of those frameworks in the past you re already halfway up the GWT learning curve This short cut assumes that you have already installed GWT and have experimented with its basic features It also assumes that you re comfortable with techniques like implementing event listeners as anonymous inner classes and know how to construct applications using panels and widgets Some of the more advanced aspects of the GWT are explored in this short cut using two applications an address book and a Yahoo trip viewer Both applications use remote procedure calls to access information on the server or an online web service The Yahoo Trips application also shows how you can incorporate Scriptaculous a powerful JavaScript toolkit to apply a useful effect for displaying results Other cool and useful techniques including how to implement drag and drop and how to integrate with a database using Hibernate are demonstrated Since you ll eventually want to move your GWT application to a servlet container such as Tomcat or Resin the process of deploying a GWT application to Tomcat with Ant is also covered Lastly this short cut shows how to use popup panels and deferred commands to provide a much more interactive user interface A JAR file containing the source code for both applications can be downloaded by going to www.prenhallprofessional.com title 0131584650

Rails for Java Developers Stuart Dabbs Halloway,Justin Gehtland,2007 Shows you using detailed comparisons and commentary how to translate your hard earned Java knowledge and skills into the world of Ruby and Rails Oracle JDeveloper 11g Handbook Duncan Mills,Peter Koletzke,Avrom Roy-Faderman,2009-10-06 Written by the most knowledgeable Oracle JDeveloper author team in the world This Oracle Press guide shows how to build Web applications using the Fusion Middleware development tool Oracle JDeveloper The book discusses the latest technologies and explains how to develop code using multiple techniques Oracle JDeveloper 11g Handbook A Guide to Fusion Web Development covers the Oracle Application Development Framework and JavaServer Faces Hands on practice examples walk you through the creation of a complete sample application that employs highly interactive user interface components and declarative development methods You will learn the techniques required to implement Fusion oriented software solutions in JDeveloper **Big Java** Cay S. Horstmann,2008 This edition of Horstmann s bestselling text helps you absorb computing concepts and programming principles develop strong problem solving skills and become a better programmer all while exploring the elements of Java that are needed to write real life programs Core HTML5 Canvas David M. Geary,2012 Core HTML5 Volume I Canvas takes a code fueled no nonsense deep dive into one of HTML5 s most exciting APIs by showing readers how to draw and paint apply shadows patterns and gradients manipulate images create smooth animations implement video games and more The book also comes with a companion Web site which provides access to the book s source code videos about HTML5 Canvas and live demonstrations from the book American Book Publishing Record ,2007 **Core JavaServer™ Faces** David Geary,Cay S. Horstmann,2010 JavaServer Faces JSF is the standard Java

EE technology for building web user interfaces It provides a powerful framework for developing server side applications allowing you to cleanly separate visual presentation and application logic JSF 2 0 is a major upgrade which not only adds many useful features but also greatly simplifies the programming model by using annotations and convention over configuration for common tasks To help you quickly tap into the power of JSF 2 0 the third edition of Core JavaServer™ Faces has been completely updated to make optimum use of all the new features The book includes Three totally new chapters on using Facelets tags for templating building composite components and developing Ajax applications Guidance on building robust applications with minimal hand coding and maximum productivity without requiring any knowledge of servlets or other low level plumbing A complete explanation of the basic building blocks from using standard JSF tags to working with data tables and converting and validating input Coverage of advanced tasks such as event handling extending the JSF framework and connecting to external services Solutions to a variety of common challenges including notes on debugging and troubleshooting in addition to implementation details and working code for features that are missing from JSF Proven solutions hints tips and how tos show you how to use JSF effectively in your development projects Core JavaServer™ Faces Third Edition provides everything you need to master the powerful and time saving features of JSF 2 0 and is the perfect guide for programmers developing Java EE 6 web apps on Glassfish or another Java EE 6 compliant application servers as well as servlet runners such as Tomcat 6

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