

Online Library The Definitive Guide To Grails 2 Definitive Guide Apress 1st First Edition By Scott Brown Jeff Rocher Graeme 2013 Free Download Pdf

The Definitive Guide to Grails 2 The Definitive
Guide to Grails The Definitive Guide to Grails
Grails 2: A Quick-Start Guide Grails 2 Groovy and
Grails Recipes GroovyMag November 2008 Programming
Grails Grails 1.0 Web Application Development
Spring Persistence with Hibernate Jenkins: The
Definitive Guide Grails 1.1 Web Application
Development Learn Java for Web Development Beginning
Java EE 7 GroovyMag December 2008 Groovy in Action
Spring Persistence -- A Running Start Programming
Grails Gradle Effective Implementation Guide Gradle
Effective Implementations Guide Groovy and Grails
Recipes Grails in Action Unholy Grails Professional
Heroku Programming Beginning Groovy, Grails and
Griffon Grails 1.1 Web Application Development We
hebben geen idee?! Gradle Effective Implementations
Guide - Second Edition Explorer's Guide New Mexico
(Third Edition) (Explorer's Complete) The Rough
Guide to Nirvana The Rough Guide to New Zealand The
Rough Guide to the Beatles A Human's Guide to the
Future The Rough Guide to Canada The Rough Guide to
Belize The Rough Guide to Copenhagen The Rough Guide
to New Zealand Groovy for Domain-specific Languages
Learning Groovy Pro Spring Security

Groovy and Grails Recipes is the busy developer's
guide to developing applications in Groovy and

Grails. Rather than boring you with theoretical knowledge of “yet another language/framework,” this book delves straight into solving real-life problems in Groovy and Grails using easy-to-understand, well-explained code snippets. Through learning by example, you will be able to pick up on Groovy and Grails quickly and use the book as an essential reference when developing applications. The rise of Ruby on Rails has signified a huge shift in how we build web applications today; it is a fantastic framework with a growing community. There is, however, space for another such framework that integrates seamlessly with Java. Thousands of companies have invested in Java, and these same companies are losing out on the benefits of a Rails-like framework. Enter Grails. Grails is not just a Rails clone. It aims to provide a Rails-like environment that is more familiar to Java developers and employs idioms that Java developers are comfortable using, making the adjustment in mentality to a dynamic framework less of a jump. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such

as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web. Groovy and Grails Recipes is the busy developer's guide to developing applications in Groovy and Grails. Rather than boring you with theoretical knowledge of "yet another language/framework," this book delves straight into solving real-life problems in Groovy and Grails using easy-to-understand, well-explained code snippets. Through learning by example, you will be able to pick up on Groovy and Grails quickly and use the book as an essential reference when developing applications. The Rough Guide to New Zealand is the essential guide to this spectacular country, with lively coverage of its coolest cafés, most vibrant nightlife, best sights and hotels and tastiest restaurants and bars. Everyone from the country rambler to the fearless adventurer, wine buffs to Lord of the Rings fanatics are catered for in this comprehensive guide; with colour sections providing a guide to New Zealand's highlights - whether exploring Maori culture, getting stuck into adventure sports or keying into the country's unique ecology. There's thorough coverage of New Zealand's magnificent scenery: craggy coastlines, sweeping beaches, primeval forests, snow-capped mountains and bubbling volcanic mud pools. You'll also find historical and cultural information - even teaching

you how to do the world-famous haka. The Rough Guide to New Zealand is rounded off with detailed town maps to help you get around and stunning photography that brings this extraordinary country to life. Make the most of your time on earth with The Rough Guide to New Zealand.

Wat we nog niet weten van het universum In We hebben geen idee?! behandelen Whiteson en Cham op humoristische wijze alle grote wetenschappelijke vragen waarvan je zou verwachten dat we ze nu onderhand wel beantwoord hebben, maar waar we eigenlijk niets vanaf weten. Ze leggen uit wat de grootste 'unknowns' in het universum zijn, waarom deze zaken nog steeds een raadsel zijn en wat er op dit moment aan wordt gedaan om ze op te lossen. Denk hierbij aan vragen als: Waar bestaat 95% van het universum uit? Wat is tijd? Waarom heeft tijd slechts één richting? Aan het einde van het boek wordt duidelijk hoe bijzonder het is dat de mens überhaupt enig idee heeft hoe het universum werkt. Het belangrijkste punt is echter dat je niet depressief moet worden van wat we niet weten, maar dat je enthousiast moet worden van waar we in de toekomst nog achter kunnen komen. Bovendien heeft alles een positieve kant: na het lezen van dit boek weet je tenminste waaróm we geen idee hebben.

The Beatles are the ultimate band - the most popular, the most respected, the most influential. The Rough Guide to the Beatles covers every aspect of the Fab Four, delving deep into the Beatles music, lyrics, movies and the Beatles solo careers. Features include: The Story: from Liverpool clubs to Beatlemania. The Music: incisive reviews of every Beatles and solo album and new Beatle Music from George Martin's son Giles. The Canon: the inside

track on the 50 greatest songs. On Screen: the movies, the promos and the TV appearances and new coverage of the upcoming Rock Band-style video game of Beatle music. The Fifth Beatle: George Martin, Yoko Ono, Magic Alex and other contenders as well as the resignation and death of Neil Aspinall.

Beatleology: the best books, the weirdest covers, the most obsessive websites, the obscurest trivia. This updated edition includes new material on Cirque Du Soleil 's acclaimed Love Show - the only officially endorsed Beatles theatrical presentation, Paul McCartney's albums Memory Almost Full, Ecce Cor Meum and Electric Arguments and the media circus surrounding the McCartney/ Mills divorce. All you need is this! Dig deeper into Grails architecture and discover how this application framework works its magic. Written by a core developer on the Grails team, this practical guide takes you behind the curtain to reveal the inner workings of its 2.0 feature set. You'll learn best practices for building and deploying Grails applications, including performance, security, scaling, tuning, debugging, and monitoring. Understand how Grails integrates with Groovy, Spring, Hibernate, and other JVM technologies, and learn how to create and use plugins to augment your application's functionality. Once you know how Grails adds behavior by convention, you can solve problems more easily and develop applications more intuitively. Write simpler, more powerful code with the Groovy language Manage persistence in Grails, using Hibernate or a NoSQL datastore Learn how Grails uses Spring's functionality and optional modules Discover how Hibernate handles details for storing and retrieving

data Integrate technologies for messaging, mail, creating web services, and other JEE technologies
Bypass convention and configure Grails manually
Learn a general approach to upgrading applications and plugins Use Grails to develop and deploy IaaS and PaaS applications Grails is a full stack framework which aims to greatly simplify the task of building serious web applications for the JVM. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails 2 framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web. The Rough Guide to Belize is the ultimate travel guide to this unique country, with clear maps and detailed coverage of all the best attractions, from the beautiful, sun-washed cayes to the soaring Mayan

pyramids. Discover Belize's highlights with stunning photography and extensive information on everything from the country's magnificent Barrier Reef - the longest in the Western Hemisphere - to its mist-shrouded jungles. Find detailed practical advice on what to see and do in Belize, relying on up-to-date descriptions of the best resorts, hotels, spas, and restaurants for all budgets. The Rough Guide to Belize also features sections featuring Belize's splendid underwater life, plus its ancient Mayan pyramids and sites. Explore every corner of Belize with more user-friendly maps than any other guidebook.

Summary Grails in Action, Second Edition is a comprehensive introduction to Grails 2 focused on making you super-productive fast. In this totally revised new edition, you'll master Grails 2.3 core skills as you apply TDD techniques to developing a full-scale Twitter clone. Along the way you'll learn the latest single-page web app UI techniques, work with NoSQL backends, integrate with enterprise messaging, and implement a complete RESTful API for your services. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology It may be time for you to stop reconfiguring, rewriting, and recompiling your Java web apps. Grails, a Groovy-powered web framework, hides all that busy work so you can concentrate on what your applications do, not how they're built. In addition to its famously intuitive dev environment and seamless integration with Spring and Hibernate, the new Grails 2.3 adds improved REST support, better protection against attacks from the web, and better dependency resolution.

About the Book Grails in Action, Second

Edition is a comprehensive introduction to Grails 2. In this totally revised edition you'll master Grails as you apply TDD techniques to a full-scale example (a Twitter clone). Along the way you'll learn single-page web app techniques, work with NoSQL back ends, integrate with enterprise messaging, implement a RESTful API ... and more. No Java or Groovy knowledge is required. Some web development and OOP experience is helpful. What's Inside Covers Grails 2.3 from the ground up Agile delivery and testing using Spock How to use and manage plugins Tips and tricks from the trenches About the Authors There's no substitute for experience: Glen Smith and Peter Ledbrook have been fixtures in the Grails community, contributing code, blogging, and speaking at conferences worldwide, since Grails 0.2. Table of Contents PART 1 INTRODUCING GRAILS Grails in a hurry The Groovy essentials PART 2 CORE GRAILS Modeling the domain 63 Creating the initial UI Retrieving the data you need Controlling application flow Services and data binding Developing tasty forms, views, and layouts PART 3 EVERYDAY GRAILS Building reliable applications Using plugins: just add water Protecting your application Exposing your app to other programs Single-page web applications (and other UI stuff) Understanding Spring and transactions PART 4 ADVANCED GRAILS Understanding events, messaging, and scheduling NoSQL and Grails Beyond compile, test, run Grails in the cloud BONUS ONLINE CHAPTERS Advanced GORM kung fu Developing plugins Grails is a full-stack web development framework that enables you to build complete web applications in a fraction of the time and with less code than other frameworks. Grails uses the

principle of convention over configuration and the dynamic Groovy programming language. This revised and updated new edition shows you how to use Grails by iteratively building a unique, working application. By the time you're done, you'll have built and deployed a real, functioning website. Using this hands-on, pragmatic approach, you'll explore topics such as Ajax in Grails, custom tags, and plugins. You'll dig into Grails' powerful view technology, Groovy Server Pages, and see how you can easily leverage the help offered by scaffolding to create custom user interfaces faster than you would have thought possible. Along the way, you'll learn about domain classes, controllers, and GSP views. And you'll see how Grails enables you to use powerful frameworks such as Spring and Hibernate. With Grails, you can get a lot done with little effort. With this book, you'll get a lot done as well. Get started with Grails today. What You Need: Grails 2 will run on any machine that supports Java. Grails applications can be deployed on any Java Servlet container, including Tomcat, Jetty, WebLogic, JBoss, and Websphere. This book is a guide to building a rich web application using Grails. The approach taken for building the application is incremental and iterative; each chapter will produce a working addition to the application, or iterate over existing features, as well as introduce and carefully explain the new part of the Grails framework used. The book does not go into exhaustive descriptions of every detail of Grails. While there is a lot of code in the book, there are very few large code listings. As you will find, it is not necessary to write reams of code to get results

using Groovy and Grails. This book is aimed at Java web developers looking for ways to build web applications quickly, and wanting to find out how it's done quickly. If you are frustrated with integrating the many different frameworks that are available for web development and want to get on with building slick web applications for your users, then this book is for you. Grails is built on the Groovy language, but experience in Groovy is not required, as you will learn enough about Groovy to understand how to use Grails.

TECHNOLOGY IS EVOLVING AT THE FASTEST RATE WE'VE EVER SEEN, BUT IT MAY BE THE SLOWEST RATE WE'LL EVER SEE AGAIN! What does this mean for the future of the human race? Do we resist these changes or embrace them? Australian biomedical engineer, inventor and visionary Dr Jordan Nguyen has lived a life of curiosity and wonder - exploring positive opportunities in science and technology, including robotics, artificial intelligence, bionics, extended reality and avatars. He believes that technology is a powerful tool that we as humans can choose to harness to create a better tomorrow. In *A Human's Guide to the Future*, Dr Jordan takes us on a journey through the exciting innovations being developed around the world, along the fun and imaginative rollercoaster of his own adventures, and to envisage where our collective future is headed. So get your undies on the outside of your pants and slap on your best cape, because we're hurtling towards a new era. *A Superhuman Era!*

A book to help programmers learn Groovy, a flexible open-source language built for the JVM (Java Virtual Machine), and the Groovy ecosystem. This book covers Groovy basics, the GDK, advanced Groovy, writing

DSLs, Gradle, Grails, Spock (the test framework), Ratpack (the reactive web application library set), and more. Persistence is an important set of techniques and technologies for accessing and transacting data, and ensuring that data is mobile regardless of specific applications and contexts. In Java development, persistence is a key factor in enterprise, e-commerce, and other transaction-oriented applications. Today, the Spring framework is the leading out-of-the-box solution for enterprise Java developers; in it, you can find a number of Java Persistence solutions. This book gets you rolling with fundamental Spring Framework 3 concepts and integrating persistence functionality into enterprise Java applications using Hibernate, the Java™ Persistence API (JPA) 2, and the Grails Object Relational Mapping tool, GORM. Covers core Hibernate fundamentals, demonstrating how the framework can be best utilized within a Spring application context Covers how to use and integrate JPA 2, found in the new Java EE 6 platform Covers how to integrate and use the new Grails persistence engine, GORM Build and deploy secure Spring Framework and Spring Boot-based enterprise Java applications with the Spring Security Framework. This book explores a comprehensive set of functionalities to implement industry-standard authentication and authorization mechanisms for Java applications. Pro Spring Security, Second Edition has been updated to incorporate the changes in Spring Framework 5 and Spring Boot 2. It is an advanced tutorial and reference that guides you through the implementation of the security features for a Java web application by presenting consistent

examples built from the ground up. This book also provides you with a broader look into Spring security by including up-to-date use cases such as building a security layer for RESTful web services and Grails applications. What You Will LearnExplore the scope of security and how to use the Spring Security FrameworkMaster Spring security architecture and design Secure the web tier in Spring Work with alternative authentication providersTake advantage of business objects and logic securityExtend Spring security with other frameworks and languagesSecure the service layer Who This Book Is ForExperienced Spring and Java developers with prior experience in building Spring Framework or Boot-based applications. Java Enterprise Edition (Java EE) continues to be one of the leading Java technologies and platforms. Beginning Java EE 7 is the first tutorial book on Java EE 7. Step by step and easy to follow, this book describes many of the Java EE 7 specifications and reference implementations, and shows them in action using practical examples. This definitive book also uses the newest version of GlassFish to deploy and administer the code examples. Written by an expert member of the Java EE specification request and review board in the Java Community Process (JCP), this book contains the best information possible, from an expert's perspective on enterprise Java technologies. Published with the developer in mind, firstPress technical briefs explore emerging technologies that have the potential to be critical for tomorrow's industry. Apress keeps developers one step ahead by presenting key information as early as possible in a PDF of 150

pages or less. Explore the future through Apress with Spring Persistence—A Running Start. This firstPress title gets readers rolling with the various fundamental Spring Framework Java Persistence concepts and offerings, as well as proven design patterns for integrating Spring Persistence functionality for complex and transaction-based enterprise Java applications. The Java platform offers several options for saving “long-lived” information, including JPA (Java Persistence API), Hibernate, iBatis, JDBC, and even JCR (Java Content Repository—a standard for interfacing with a content management system). This book helps readers decide which persistence solution is the most ideal for their application requirements, and shows how Spring can be leveraged to simplify the integration of their selected persistence framework into their enterprise application. Web development is still one of today's most popular, active, and important programming and development activities. From a single web page to an e-commerce-enabled web site to a fully-fledged web application, the Java programming language and its frameworks allow you great flexibility and productivity for your web application development. Learn Java for Web Development teaches web developers who are new to Java key skills, Java-based languages, and frameworks to build simple or complex web sites and applications. As soon as you pick up this book, Vishal Layka's experience guides you on a very practical learning and building journey. You will learn the Java nuts and bolts necessary to build a simple "HelloWorld" Java (native) application, as well as a "HelloWorld" Java-

based web application example that utilizes servlets and Java Server Pages (JSPs). Over the course of the book, you'll learn more about servlets and JSPs and delve into Java Server Faces (JSFs) and the expression language found in each of these by applying them in a real-world case study—a book store e-commerce application. Then you'll build your web application using Apache Struts2 and the Spring MVC framework. The book concludes by exploring the web application that you've built and examining industry best practices and how these might fit with your application, as well as covering alternative Java Web frameworks like Groovy/Grails and Scala/Play 2. You also can explore the basics of Java, Groovy, and Scala in the book's appendices. While reading this book, you'll see all this in action and you can use it as a starting point for further Java web development. Study and experiment with the many source code examples, and later apply them to your own web application building endeavors and 2:00 AM challenges. A complete guide to building and deploying web apps with Heroku A cloud application platform, Heroku is currently the only approved platform for creating apps within Facebook, and its number of users is growing at rapid pace. However, there are very few books on the market that offer professional-level coverage of this platform, until now. The author duo begins with an introduction to the Heroku platform and its associated core concepts and then goes on to explain how writing for this platform differs from that of traditional development systems. Example applications, additional resources, and advice for your next steps round out this resource, making it a

thorough, indispensable guide. Features information not found anywhere else, as both authors work for Heroku Explains the inner workings of Heroku with special emphasis placed on building web and mobile applications Introduces GIT-based development workflow and the process model within the Heroku platform Details coding, building, deploying, and scaling effectively using the Heroku tool base Providing you with fully functional code and downloadable code examples, Professional Heroku Programming is your complete guide to mastering this platform. A comprehensive guide to get up and running with build automation using Gradle About This Book Practical and engaging from start to finish covering the fundamentals of Gradle Learn the skills required to develop Java applications with Gradle and integrate at an enterprise level Apply the correct plugin and configuration to our Gradle build files to work with the different languages Who This Book Is For This book is for Java developers who have working knowledge of build automation processes and are now looking to gain expertise with Gradle and add to their skill set. What You Will Learn Write your first Gradle Script Write build logic with the Gradle build language Explore the Java plugins supported by Gradle Understand dependency management in Gradle Package and publish your (web) application Integrate Scala and Groovy with Gradle Write your own custom tasks and plugins Integrate Gradle with your IDE In Detail Gradle is a project automation tool that has a wide range of applications. The basic aim of Gradle is to automate a wide variety of tasks performed by software developers, including compiling computer source code

to binary code, packaging binary codes, running tests, deploying applications to production systems, and creating documentation. The book will start with the fundamentals of Gradle and introduce you to the tools that will be used in further chapters. You will learn to create and work with Gradle scripts and then see how to use Gradle to build your Java Projects. While building Java application, you will find out about other important topics such as dependency management, publishing artifacts, and integrating the application with other JVM languages such as Scala and Groovy. By the end of this book, you will be able to use Gradle in your daily development. Writing tasks, applying plugins, and creating build logic will be your second nature.

Style and approach This step-by-step guide aims to cover the fundamentals of Gradle and focuses on providing the practical skills required to develop web application.

The Rough Guide to New Zealand is the ultimate guide to this most beautiful of countries. Packed with detailed accounts, crystal-clear maps and stunning full-colour photographs, this new edition brings New Zealand's myriad attractions to life, from the North Island's white-sand beaches and kauri trees to the brooding fiords and penguin colonies of the south. There's insightful coverage on the country's iconic landmarks right through to secluded hot pools and how to pick the best cafés in Wellington, plus expert guidance on everything from Maori culture to multi-day hikes. Author picks and insider tips give you the scoop on the best accommodation for every budget, how to track down Marlborough's tastiest Sauvignon Blancs and where the most delectable Maori

hanggi can be found. The rise of Ruby on Rails has signified a huge shift in how we build web applications today; it is a fantastic framework with a growing community. There is, however, space for another such framework that integrates seamlessly with Java. Thousands of companies have invested in Java, and these same companies are losing out on the benefits of a Rails-like framework. Enter Grails. Grails is not just a Rails clone. It aims to provide a Rails-like environment that is more familiar to Java developers and employs idioms that Java developers are comfortable using, making the adjustment in mentality to a dynamic framework less of a jump. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand

the roles that Groovy and Grails are playing in the changing Web. An illuminating, in- depth guide to the real, living New Mexico New Mexico-based author Sharon Niederman has been traveling, writing about, and photographing her home state for over two decades. In this third revised and updated edition of Explorer's Guide New Mexico, she brings readers the very best of New Mexico's cuisine, lodging, and natural environment. With this comprehensive guide, you can explore spectacularly breathtaking hikes and drives, discover treasures created by local artists, find festivals that celebrate native traditions, get indispensable advice on local attractions, and meet the people who will make your visit to the Land of Enchantment the experience of a lifetime. Sites include:

- Manhattan Project National Historic Park
- Taos and the Enchanted Circle
- Santa Fe Trail Region
- Route 66 Country Streamline

software development with Jenkins, the popular Java-based open source tool that has revolutionized the way teams think about Continuous Integration (CI). This complete guide shows you how to automate your build, integration, release, and deployment processes with Jenkins—and demonstrates how CI can save you time, money, and many headaches. Ideal for developers, software architects, and project managers, Jenkins: The Definitive Guide is both a CI tutorial and a comprehensive Jenkins reference. Through its wealth of best practices and real-world tips, you'll discover how easy it is to set up a CI service with Jenkins. Learn how to install, configure, and secure your Jenkins server Organize and monitor general-purpose build jobs Integrate automated tests to verify builds, and set up code quality reporting

Establish effective team notification strategies and techniques
Configure build pipelines, parameterized jobs, matrix builds, and other advanced jobs
Manage a farm of Jenkins servers to run distributed builds
Implement automated deployment and continuous delivery
Web frameworks are playing a major role in the creation of today's most compelling web applications, because they automate many of the tedious tasks, allowing developers to instead focus on providing users with creative and powerful features. Java developers have been particularly fortunate in this area, having been able to take advantage of Grails, an open source framework that supercharges productivity when building Java-driven web sites. Grails is based on Groovy, which is a very popular and growing dynamic scripting language for Java developers and was inspired by Python, Ruby, and Smalltalk. Beginning Groovy, Grails and Griffon is the first introductory book on the Groovy language and its primary web framework, Grails. Griffon is also covered. While Grails is the Web framework for building Groovy Web applications, Griffon is the desktop framework for building desktop Groovy applications. Could Groovy be the new Java? It's light, fast and free (open source). This book gets you started with Groovy, Grails and Griffon, and culminates in the example and possible application of some real-world projects. You follow along with the development of each project, implementing and running each application while learning new features along the way. Reclaiming Productivity for faster Java Web Development. Extend and enhance your Java applications with domain-specific scripting in Groovy About This Book Build

domain-specific mini languages in Groovy that integrate seamlessly with your Java apps with this hands-on guide Increase stakeholder participation in the development process with domain-specific scripting in Groovy Get up to speed with the newest features in Groovy using this second edition and integrate Groovy-based DSLs into your existing Java applications. Who This Book Is For This book is for Java software developers who have an interest in building domain scripting into their Java applications. No knowledge of Groovy is required, although it will be helpful. This book does not teach Groovy, but quickly introduces the basic ideas of Groovy. An experienced Java developer should have no problems with these and move quickly on to the more involved aspects of creating DSLs with Groovy. No experience of creating a DSL is required. What You Will Learn Familiarize yourself with Groovy scripting and work with Groovy closures Use the meta-programming features in Groovy to build mini languages Employ Groovy mark-up and builders to simplify application development Familiarize yourself with Groovy mark-up and build your own Groovy builders Build effective DSLs with operator overloading, command chains, builders, and a host of other Groovy language features Integrate Groovy with your Java and JVM based applications In Detail The times when developing on the JVM meant you were a Java programmer have long passed. The JVM is now firmly established as a polyglot development environment with many projects opting for alternative development languages to Java such as Groovy, Scala, Clojure, and JRuby. In this pantheon of development languages, Groovy stands out for its

excellent DSL enabling features which allows it to be manipulated to produce mini languages that are tailored to a project's needs. A comprehensive tutorial on designing and developing mini Groovy based Domain Specific Languages, this book will guide you through the development of several mini DSLs that will help you gain all the skills needed to develop your own Groovy based DSLs with confidence and ease. Starting with the bare basics, this book will focus on how Groovy can be used to construct domain specific mini languages, and will go through the more complex meta-programming features of Groovy, including using the Abstract Syntax Tree (AST). Practical examples are used throughout this book to de-mystify these seemingly complex language features and to show how they can be used to create simple and elegant DSLs. Packed with examples, including several fully worked DSLs, this book will serve as a springboard for developing your own DSLs. Style and approach This book is a hands-on guide that will walk you through examples for building DSLs with Groovy rather than just talking about "metaprogramming with Groovy". The examples in this book have been designed to help you gain a good working knowledge of the techniques involved and apply these to producing your own Groovy based DSLs. The Rough Guide to Canada is the ultimate travel guide to this staggeringly beautiful country with detailed coverage of all the top attractions. Inspired by stunning colour photography and insightful background information, discover both the urban and the wild with expert guidance on exploring everything from the glistening skyscrapers of Toronto, the restaurants of Montreal and the laid-

back ambience of Vancouver, to the spectacular Niagra falls and the rolling plains of the Prairies. You'll find specialist information on a host of outdoor activities including winter sports in the Rockies, trekking through the Northwest Territories, and wildlife spotting in the country's great wilderness, complimented with full-colour sections on the National Parks and Skiing and Snowboarding. Choose what to see and do whilst relying on up-to-date descriptions of the best hotels, bars, clubs, shops and restaurants for all budgets. Explore every corner of this stunning country with clear maps and expert background on everything from sea cliffs and tidal bores in the Bay of Fundy to the walled Old Town in Qubec City. Make the most of your holiday with The Rough Guide to Canada. A comprehensive guide to get up and running with build automation using Gradle

About This Book* Practical and engaging from start to finish covering the fundamentals of Gradle* Learn the skills required to develop Java applications with Gradle and integrate at an enterprise level* Apply the correct plugin and configuration to our Gradle build files to work with the different languages

Who This Book Is For This book is for Java developers who have working knowledge of build automation processes and are now looking to gain expertise with Gradle and add to their skill set.

What You Will Learn* Write your first Gradle Script* Write build logic with the Gradle build language* Explore the Java plugins supported by Gradle* Understand dependency management in Gradle* Package and publish your (web) application* Integrate Scala and Groovy with Gradle* Write your own custom tasks and plugins* Integrate Gradle with

your IDE. In Detail Gradle is a project automation tool that has a wide range of applications. The basic aim of Gradle is to automate a wide variety of tasks performed by software developers, including compiling computer source code to binary code, packaging binary codes, running tests, deploying applications to production systems, and creating documentation. The book will start with the fundamentals of Gradle and introduce you to the tools that will be used in further chapters. You will learn to create and work with Gradle scripts and then see how to use Gradle to build your Java Projects. While building Java application, you will find out about other important topics such as dependency management, publishing artifacts, and integrating the application with other JVM languages such as Scala and Groovy. By the end of this book, you will be able to use Gradle in your daily development. Writing tasks, applying plugins, and creating build logic will be your second nature. This book is a guide to building a rich web application using Grails. The approach taken for building the application is incremental and iterative; each chapter will produce a working addition to the application, or iterate over existing features, as well as introduce and carefully explain the new part of the Grails framework used. The book does not go into exhaustive descriptions of every detail of Grails. While there is a lot of code in the book, there are very few large code listings. As you will find, it is not necessary to write reams of code to get results using Groovy and Grails. This book is aimed at Java web developers looking for ways to build web

applications quickly, and wanting to find out how it's done quickly. If you are frustrated with integrating the many different frameworks that are available for web development and want to get on with building slick web applications for your users, then this book is for you. Grails is built on the Groovy language, but experience in Groovy is not required, as you will learn enough about Groovy to understand how to use Grails. Dig deeper into Grails architecture and discover how this application framework works its magic. Written by a core developer on the Grails team, this practical guide takes you behind the curtain to reveal the inner workings of its 2.0 feature set. You'll learn best practices for building and deploying Grails applications, including performance, security, scaling, tuning, debugging, and monitoring. Understand how Grails integrates with Groovy, Spring, Hibernate, and other JVM technologies, and learn how to create and use plugins to augment your application's functionality. Once you know how Grails adds behavior by convention, you can solve problems more easily and develop applications more intuitively. Write simpler, more powerful code with the Groovy language Manage persistence in Grails, using Hibernate or a NoSQL datastore Learn how Grails uses Spring's functionality and optional modules Discover how Hibernate handles details for storing and retrieving data Integrate technologies for messaging, mail, creating web services, and other JEE technologies Bypass convention and configure Grails manually Learn a general approach to upgrading applications and plugins Use Grails to develop and deploy IaaS and PaaS applications

Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology In the last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community

About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need.

Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed.

What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific

language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GParc Domain-specific languages The Groovy ecosystem Written in Packt's tutorial format the hands on examples and real life applications that will guide you through Gradle and give you the knowledge to use it every day. If you are a Java developer who wants to automate compiling, packaging and deploying your application this book is for you. Discover this spectacular destination with the most incisive and entertaining guidebook on the market. Whether you plan to sample fine wines in Hawke's Bay, canoe along the Whanganui River or hike across the Franz Josef glacier, The Rough Guide to New Zealand will show you the ideal places to sleep, eat, drink, shop and visit along the way. Independent, trusted reviews written with Rough Guides' trademark blend of humour, honesty and insight, to help you get the most out of your visit,

with options to suit every budget. Full-colour maps throughout - navigate New Zealand's towns and cities or its scenic coastal roads without needing to get online. Stunning images - a rich collection of inspiring colour photography. Things not to miss - Rough Guides' rundown of New Zealand's best sights and experiences. Itineraries - carefully planned routes to help you organize your trip. Detailed regional coverage - whether off the beaten track or in more mainstream tourist destinations, this travel guide has in-depth practical advice for every step of the way. Areas covered include: Auckland, Northland, Western North Island, Central North Island, The Coromandel, Bay of Plenty and the East Cape, Poverty Bay, Hawke's Bay and the Wairarapa, Wellington, Marlborough, Nelson and Kaikoura, Christchurch, Central South Island, Dunedin, Stewart Island, the West Coast, Queenstown, Wanaka and Central Otago, Fiordland . Attractions include: Milford Sound, Farewell Spit, Kaikoura Peninsula, White Island, Ninety Mile Beach, East Cape, The Catlins. Abel Tasman National Park, Wai-o-Tapu, wine regions. Basics - essential pre-departure practical information including getting there, local transport, accommodation, food and drink, health, the media, festivals, outdoor activities, culture and etiquette, and more. Background information - a Contexts chapter devoted to history and recommended books, plus a guide to Maori language and a glossary. Make the Most of Your Time on Earth with The Rough Guide to New Zealand. About Rough Guides: Escape the everyday with Rough Guides. We are a leading travel publisher known for our "tell it like it is" attitude, up-to-date content and great

writing. Since 1982, we've published books covering more than 120 destinations around the globe, with an ever-growing series of ebooks, a range of beautiful, inspirational reference titles, and an award-winning website. We pride ourselves on our accurate, honest and informed travel guides. The Rough Guide to Copenhagen is the ultimate travel guide to this vibrant capital, with clear maps and detailed coverage of all the best attractions. From the medieval maze of Indre By, to the great castles of Kronborg, and of course the city's de facto emblem, the statue of the Little Mermaid, discover Copenhagen's highlights inspired by dozens of photos. Find detailed historical and cultural coverage of the must-see sights and practical advice on getting around, whilst relying on up-to-date descriptions of the best hotels, pavement cafs, clubs and shops for all budgets. The Rough Guide to Copenhagen includes two sections on Danish design and Food and drink, and a crucial language section with basic words, phrases and handy tips for pronunciation. You'll find advice on where to find the best live music (especially jazz) and tips on accessible beaches for summer visitors. Explore every corner of Copenhagen with clear maps and expert background on everything from the Royal Ballet to Carlsberg. Make the most of your holiday with The Rough Guide to Copenhagen.

nieuw.judithslagter.nl