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Apache Velocity Tutorial

DP Hallahan



Apache Velocity Tutorial:

Mastering Apache Velocity Joseph D. Gradecki, Jim Cole, 2003-10-07 A comprehensive tutorial on how to use the power of Velocity 1.3 to build Web sites and generate content Designed to work hand in hand with Apache Turbine Struts and servlets Velocity is a powerful template language that greatly enhances the developer's ability to customize Web sites It separates Java code from the Web pages making a site more maintainable Because of this it is a viable alternative to JSPs and PHP and is expected to become the standard template engine In addition to its use with Struts and Turbine Velocity can also be used to generate Java and XML source code XML schemas HTML templates and SQL code Even with all its promise finding expert instructions on how to properly program with this language has been difficult This code intensive tutorial gives you all the tools you'll need It begins by quickly bringing you up to speed on all of the Velocity fundamentals and the Velocity Template Language You'll then learn how to apply Velocity in a variety of areas with the help of richly detailed code examples Additionally you'll be taken through the steps of building a complete application in order to see how you can utilize all of the techniques and technologies discussed in the book Covering the latest features of Velocity 1.3 *Mastering Apache Velocity* shows you how to Build Java based Web sites with Struts servlets Turbine and other open source tools Generate a wide variety of Web content and code including Java XML SQL and Postgres *Velocity: The Basics* James Arthur

Johnson, 2014-02-24 This book teaches one how to program in the Velocity Template Language VTL and covers methods thereof with practical examples of how to script in Velocity It also serves as a reference for readers who are Velocity developers More detail available at <http://tech.bea.com/velocity> **Spring MVC: A Tutorial (Second Edition)**

Paul Deck, 2016-04-01 This is a tutorial on Spring MVC a module in the Spring Framework for rapidly developing web applications The MVC in Spring MVC stands for Model View Controller a design pattern widely used in Graphical User Interface GUI development This pattern is not only common in web development but is also used in desktop technology like Java Swing Sometimes called Spring Web MVC Spring MVC is one of the most popular web frameworks today and a most sought after skill This book is for anyone wishing to learn to develop Java based web applications with Spring MVC Sample applications come as Spring Tool Suite and Eclipse projects *Servlet & JSP: A Tutorial, Second Edition* Budi

Kurniawan, 2015-10-15 Servlet and JavaServer Pages JSP are the underlying technologies for developing web applications in Java They are essential for any programmer to master in order to effectively use frameworks such as JavaServer Faces Struts 2 or Spring MVC Covering Servlet 3.1 and JSP 2.3 this book explains the important programming concepts and design models in Java web development as well as related technologies and new features in the latest versions of Servlet and JSP With comprehensive coverage and a lot of examples this book is a guide to building real world applications **Servlet & JSP: A Beginner's Tutorial** Budi Kurniawan, 2016-05-02 Servlet and JavaServer Pages JSP are the underlying technologies for developing web applications in Java They are essential for any programmer to master in order to effectively use

frameworks such as JavaServer Faces Struts 2 or Spring MVC Covering Servlet 3.1 and JSP 2.3 this book explains the important programming concepts and design models in Java web development as well as related technologies and new features in the latest versions of Servlet and JSP With comprehensive coverage and a lot of examples this book is a guide to building real world applications

Struts 2 Design and Programming Budi Kurniawan, 2008 Offering both theoretical explanations and real world applications this in depth guide covers the 2.0 version of Struts revealing how to design build and improve Java based Web applications within the Struts development framework Feature functionality is explained in detail to help programmers choose the most appropriate feature to accomplish their objectives while other chapters are devoted to file uploading paging and object caching

Model Driven Architecture - Foundations and Applications Ina Schieferdecker, Alan Hartman, 2008-06-06 The fourth edition of the European Conference on Model Driven Architecture Foundations and Applications ECMDA FA 2008 was dedicated to furthering the state of knowledge and fostering the industrialization of the model driven architecture MDA methodology MDA is an initiative proposed by the Object Management Group OMG for platform generic software development It promotes the use of models in the specification design analysis synthesis deployment and evolution of complex software systems ECMDA FA 2008 focused on engaging key European and international researchers and practitioners in a dialogue which will result in a stronger more efficient industry producing more reliable software on the basis of state of the art research results ECMDA FA is a forum for exchanging information discussing the latest results and arguing about future developments of MDA It is a pleasure to be able to introduce the proceedings of ECMDA FA 2008 ECMDA FA addresses various MDA areas including model management executable models concrete syntaxes aspects and concerns validation and testing model based systems engineering model driven development and service oriented architectures and the application of model driven development There are so many people who deserve warm thanks and gratitude The fruitful collaboration of the Organization Steering and Program Committee members and the vibrant community led to a successful conference ECMDA FA 2008 obtained excellent results in terms of submissions program size and attendance The Program Committee accepted with the help of additional reviewers research papers and industry papers for ECMDA FA 2008 We received 87 submissions Of these a total of 31 were accepted including 21 research papers and 10 industry papers We thank them for the thorough and high quality selection process

Beginning Apache Struts Arnold Doray, 2006-11-22 Beginning Apache Struts will provide you a working knowledge of Apache Struts 1.2 This book is ideal for you Java programmers who have some JSP familiarity but little or no prior experience with Servlet technology Organized in a condensed tutorial and lab format the material in this book has been tested in real classroom environments It takes a step by step hands on approach to teaching you Struts The book even previews the next generation of Struts the Apache Shale The overall result is that you can quickly apply Struts to your work settings with confidence

Java Examples in a Nutshell David Flanagan, 2004-01-21 The author of the best selling Java in a Nutshell has created an

entire book of real world Java programming examples that you can learn from If you learn best by example this is the book for you This third edition covers Java 1.4 and contains 193 complete practical examples over 21 900 lines of densely commented professionally written Java code covering 20 distinct client side and server side APIs It includes new chapters on the Java Sound API and the New I/O API The chapters on XML and servlets have been rewritten to cover the latest versions of the specifications and to demonstrate best practices for Java 1.4 New and updated examples throughout the book demonstrate many other new Java features and APIs Java Examples in a Nutshell is a companion volume to Java in a Nutshell Java Foundation Classes in a Nutshell and Java Enterprise in a Nutshell It picks up where those quick references leave off providing a wealth of examples for both novices and experts This book doesn't hold your hand it simply delivers well commented working examples with succinct explanations to help you learn and explore Java and its APIs Java Examples in a Nutshell contains examples that demonstrate Core APIs including I/O New I/O threads networking security serialization and reflection Desktop APIs highlighting Swing GUIs Java 2D graphics preferences printing drag and drop JavaBeans applets and sound Enterprise APIs including JDBC database access JAXP XML parsing and transformation Servlets 2.4 JSP 2.0 JavaServer Pages and RMI The book begins with introductory examples demonstrating structured and object oriented programming techniques for new Java programmers A special index at the end of the book makes it easy to look up examples that use a particular Java class or accomplish a desired task In between each chapter includes exercises that challenge readers and suggest further avenues for exploration

Codegenerierung aus Prozessmodellen mittels des Eclipse-Plug-ins 'JBoss Graphical Process Designer' (Case-Ansatz) bzw. AndroMDA (MDA-Ansatz) Björn Kleinert, 2006-10-25 Inhaltsangabe
Einleitung In der Bachelor Arbeit wird ein Vergleich der Prozessmodellierung mit CASE Ansatz und der Prozessmodellierung mit MDA Ansatz durchgeführt Die Modellierung mit CASE Ansatz erfolgt mit einem Plug in für die Entwicklungsumgebung Eclipse Dieses Plug in von der Firma JBoss erzeugt während der grafischen Modellierung eine Prozessbeschreibung Beim MDA Ansatz erfolgt die Modellierung auch mit einem CASE Tool MagicDraw Die Prozessbeschreibung wird dann mittels AndroMDA ANDROMDAH generiert Der Fokus dieser Arbeit liegt auf dem technischen Aspekt der Prozessmodellierung sowie der Codegenerierung mittels AndroMDA Um auf die Generierung von Prozessbeschreibungen durch AndroMDA eingehen zu können ist es notwendig den Aufbau und die Funktionsweise von AndroMDA speziell der AndroMDA jBPM Cartridge zu beschreiben Auf andere Codegeneratoren wird nicht eingegangen Eine Gegenüberstellung einiger Codegeneratoren ist unter CG zu finden Gang der Untersuchung Zu Beginn wird das Umfeld der Entstehung der Arbeit dargestellt und danach wird die Aufgabenstellung vorgestellt In Kapitel 2 folgt eine Einführung in die generative Softwareentwicklung Dabei werden die Themen Computer Aided Software Engineering Model Driven Architecture MDA und Model Driven Software Development MDSD behandelt Um die Konzepte der Model Driven Architecture verstehen zu können werden einige Standards der OMG vorgestellt UML MOF XML XMI In Kapitel 2.2.2 werden die MDA Konzepte dargestellt

Abgeschlossen wird der theoretische Teil der Arbeit mit einem Vergleich von MDA und MDSD. Im praktischen Teil wird der Aufbau und die Funktionsweise von AndroMDA, speziell der AndroMDA jBPM Cartridge, beschrieben. Zuerst wird in Kapitel 3 das Vorgehen mit CASE-Ansatz erläutert. Die Prozessmodellierung erfolgt beim CASE-Ansatz mit einem Plug-in für die Entwicklungsumgebung Eclipse anhand eines einfachen Beispielprozesses JBay. Der gleiche Beispielprozess wird in Kapitel 3.4 verwendet, um den MDA-Ansatz darzustellen. Beim MDA-Ansatz erfolgt die Modellierung auch mit einem CASE-Tool MagicDraw. Die Prozessbeschreibung wird dann aber mittels AndroMDA generiert. Der Aufbau des Quelltextgenerators AndroMDA wird in Kapitel 3.4.2 beschrieben. Besonders ausführlich wird auf die jBPM Cartridge eingegangen, da mit ihr aus einem Prozessmodell eine Prozessbeschreibung generiert werden kann. In Kapitel 3.4.3 wird eine Einführung in die Velocity

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