



Velocity Engine

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Apache Velocity Developer Guide

Ed Bowker Staff, Staff Bowker, Ed



Apache Velocity Developer Guide:

Serverless Programming Cookbook Heartin Kanikathottu,2019-01-31 Build secure and deploy real world serverless applications in AWS and peek into the serverless cloud offerings from Azure Google Cloud and IBM Cloud Key FeaturesBuild serverless applications with AWS Lambda AWS CloudFormation and AWS CloudWatchPerform data analytics and natural language processing NLP on the AWS serverless platformExplore various design patterns and best practices involved in serverless computingBook Description Managing physical servers will be a thing of the past once you re able to harness the power of serverless computing If you re already prepped with the basics of serverless computing Serverless Programming Cookbook will help you take the next step ahead This recipe based guide provides solutions to problems you might face while building serverless applications You ll begin by setting up Amazon Web Services AWS the primary cloud provider used for most recipes The next set of recipes will cover various components to build a Serverless application including REST APIs database user management authentication web hosting domain registration DNS management CDN messaging notifications and monitoring The book also introduces you to the latest technology trends such as Data Streams Machine Learning and NLP You will also see patterns and practices for using various services in a real world application Finally to broaden your understanding of Serverless computing you ll also cover getting started guides for other cloud providers such as Azure Google Cloud Platform and IBM cloud By the end of this book you ll have acquired the skills you need to build serverless applications efficiently using various cloud offerings What you will learnServerless computing in AWS and explore services with other cloudsDevelop full stack apps with API Gateway Cognito Lambda and DynamoDBWeb hosting with S3 CloudFront Route 53 and AWS Certificate ManagerSQS and SNS for effective communication between microservices Monitoring and troubleshooting with CloudWatch logs and metrics Explore Kinesis Streams Amazon ML models and Alexa Skills KitWho this book is for For developers looking for practical solutions to common problems while building a serverless application this book provides helpful recipes To get started with this intermediate level book knowledge of basic programming is a must

Mastering Apache Velocity Joe Gradecki,Jim Cole,2003 This code intensive tutorial shows developers how to use Velocity 2.0 a Java based template engine from the Jakarta Project to build Web sites with Struts servlets Turbine and other open source tools Explores the versatility of Velocity and how it can be used for both Web development and for generating a wide range of Web content and programming code such as Java XML and SQL Includes in depth coverage of the Velocity Template Language Demonstrates how to build a robust Web application that integrates all of the techniques and technologies covered in the book Companion Web site provides all of the code examples in the book plus links to related sites for downloading Velocity and the other tools discussed *PROFESS STRUTS*, CARNELL,2003-03-04 Building web applications that are maintainable and extensible requires a significant amount of design and planning before even a single line of code can be written However by leveraging pre written development frameworks a development team can reduce the

amount of time it takes to deploy an application while at the same time promoting reuse Traditionally development frameworks required significant amounts of time and energy to implement The alternative to implementing a framework was to purchase one but this was often an expensive option that required a significant commitment to one software vendor

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 Mastering Tomcat Development Ian McFarland, Peter Harrison, 2002-10-28 Learn how to use Tomcat to quickly build more sophisticated Web applications This comprehensive introduction to developing complex Web applications using Tomcat and related Apache Jakarta technologies examines everything you need to know about Tomcat 4 the popular award winning server for implementing and deploying servlets and JavaServer Pages Tomcat helps developers create dynamic Web content without the problems associated with other methods like CGI scripts Author Peter Harrison has written the first book to cover Tomcat from a developer's perspective He shows you how to use Tomcat by itself as well as with related Apache Jakarta technologies to develop dynamic Web applications and you'll also learn techniques for improving your programming productivity This practical guide is packed with source code and examples of real world Web applications Plus you'll discover other exciting features of Tomcat including A code intensive guide to building Web applications that run on Tomcat Details on using other Apache Jakarta technologies including Struts Taglibs Velocity and CVS with Tomcat to form a comprehensive Java Web development process Complete guidelines for installing configuring and administering Tomcat including coverage of the new Manager application and Web application deployment process The companion Web site contains All source code from the book Working demonstrations Links to additional resources

,1968 **Government Reports Annual Index** ,1984

U.S. Government Research and Development Reports Index
JSP and Java Art Taylor, 2002 This book highlights the benefits of

web development using Java tools This book demonstrates how to make this technology work **Rapid J2EE Development** Alan Monnox,2005 The J2EE developer s practical introduction and cookbook to cost saving software engineering solutions Government Reports Index ,1972 *The British National Bibliography* Arthur James Wells,2004 *PC Magazine* ,2002 **Government Reports Annual Index: Keyword A-L** ,1984 **Books In Print 2004-2005** Ed Bowker Staff,Staff Bowker, Ed,2004 Microtimes ,1996 **Tapestry in Action** Howard Lewis Ship,2004-03-01 The creator of Tapestry details how to use this new framework s components to create rich web based GUIs using links images and HTML forms The challenges of web application development are discussed such as managing server side state properly application localization and maintaining synchronization between the client web browser and the application server At the same time the benefits of a clean separation between presentation logic and business logic and how well Tapestry succeeds in keeping these two concerns apart are identified Written for new Tapestry users and even developers new to creating web applications in general this guide includes extensive notes on development gotchas including common Tapestry errors and how to fix them Advanced techniques are covered as well including creating entirely new components integration with traditional servlet and JSP applications and creation of client side JavaScript Finally a complete J2EE application the Virtual Library is presented and analyzed in detail *Computer Gaming World* ,1998 **Programmer's Guide to Apache Thrift** William Abernethy,2019-03-17 Summary Programmer s Guide to Apache Thrift provides comprehensive coverage of the Apache Thrift framework along with a developer s eye view of modern distributed application architecture Foreword by Jens Geyer About the Technology Thrift based distributed software systems are built out of communicating components that use different languages protocols and message types Sitting between them is Thrift which handles data serialization transport and service implementation Thrift supports many client and server environments and a host of languages ranging from PHP to JavaScript and from C to Go About the Book Programmer s Guide to Apache Thrift provides comprehensive coverage of distributed application communication using the Thrift framework Packed with code examples and useful insight this book presents best practices for multi language distributed development You ll take a guided tour through transports protocols IDL and servers as you explore programs in C Java and Python You ll also learn how to work with platforms ranging from browser based clients to enterprise servers What s inside Complete coverage of Thrift s IDL Building and serializing complex user defined types Plug in protocols transports and data compression Creating cross language services with RPC and messaging systems About the Reader Readers should be comfortable with a language like Python Java or C and the basics of service oriented or microservice architectures About the Author Randy Abernethy is an Apache Thrift Project Management Committee member and a partner at RX M Table of Contents Introduction to Apache Thrift Apache Thrift architecture Building testing and debugging Moving bytes with transports Serializing data with protocols Apache Thrift IDL User defined types Implementing services Handling exceptions Servers Building clients and servers with C Building clients and servers

with Java Building C clients and servers with NET Core and Windows Building Node js clients and servers Apache Thrift and JavaScript Scripting Apache Thrift Thrift in the enterprise [Programmer's Guide to Apache Thrift](#) Randy Abernethy,2019-04-14 Summary Programmer s Guide to Apache Thrift provides comprehensive coverage of the Apache Thrift framework along with a developer s eye view of modern distributed application architecture Foreword by Jens Geyer Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Thrift based distributed software systems are built out of communicating components that use different languages protocols and message types Sitting between them is Thrift which handles data serialization transport and service implementation Thrift supports many client and server environments and a host of languages ranging from PHP to JavaScript and from C to Go About the Book Programmer s Guide to Apache Thrift provides comprehensive coverage of distributed application communication using the Thrift framework Packed with code examples and useful insight this book presents best practices for multi language distributed development You ll take a guided tour through transports protocols IDL and servers as you explore programs in C Java and Python You ll also learn how to work with platforms ranging from browser based clients to enterprise servers What s inside Complete coverage of Thrift s IDL Building and serializing complex user defined types Plug in protocols transports and data compression Creating cross language services with RPC and messaging systems About the Reader Readers should be comfortable with a language like Python Java or C and the basics of service oriented or microservice architectures About the Author Randy Abernethy is an Apache Thrift Project Management Committee member and a partner at RX M Table of Contents PART 1 APACHE THRIFT OVERVIEW Introduction to Apache Thrift Apache Thrift architecture Building testing and debugging PART 2 PROGRAMMING APACHE THRIFT Moving bytes with transports Serializing data with protocols Apache Thrift IDL User defined types Implementing services Handling exceptions Servers PART 3 APACHE THRIFT LANGUAGES Building clients and servers with C Building clients and servers with Java Building C clients and servers with NET Core and Windows Building Node js clients and servers Apache Thrift and JavaScript Scripting Apache Thrift Thrift in the enterprise [CGI Developer's Guide](#) E.E. Kim,1998

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