

# Java Web Services Tutorial Journaldev

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## ALEXIS RAY

*JSON at Work* Packt Publishing Ltd

Java is one of the most widely used programming languages today. It was first released by Sun Microsystems in 1995. Over the years, its popularity has grown to the point where it plays an important role in most of our lives. From laptops to data centers, game consoles to scientific supercomputers, cell phones to the Internet, Java is everywhere! There are tons of applications and heaps of websites that will not work unless you have Java installed, and more are created every day. And, of course, Java is used to power what has become the world's most dominant mobile platform, Android. *Advanced Topics In Java* teaches the algorithms and concepts that any budding software developer should know. You'll delve into topics such as sorting, searching, merging, recursion, random numbers and simulation, among others. You will increase the range of problems you can solve when you learn how to create and manipulate versatile and popular data structures such as binary trees and hash tables. This book assumes you have a working knowledge of basic programming concepts such as variables, constants, assignment, selection (if..else) and looping (while, for). It also assumes you are comfortable with writing functions and working with arrays. If you study this book carefully and do the exercises conscientiously, you would become a better and more agile software developer, more prepared to code today's applications - no matter the language.

**Introduction to Middleware** CRC Press

Design scalable and robust RESTful web services with JAX-RS and Jersey extension APIs About This Book Get to grips with the portable Java APIs used for JSON processing Design solutions to produce, consume, and visualize RESTful web services using WADL, RAML, and Swagger A step-by-step guide packed with many real-life use-cases to help you build efficient and secure RESTful web APIs in Java Who This Book Is For If you are a web developer with a basic understanding of the REST concepts but are new to the idea of designing and developing RESTful web services, this is the book for you. As all the code samples for the book are written in Java, proficiency in Java is a must. What You Will Learn Introduce yourself to the RESTful software architectural style and the REST API design principles Make use of the JSR 353 APIs and Jackson API for JSON processing Build portable RESTful web APIs, making use of the JAX-RS 2.0 API Simplify API development using the Jersey extension APIs Secure your RESTful web services with various authentication and authorization mechanisms Get to grips with the various metadata solutions to describe, produce, and consume RESTful web services Understand the design and coding guidelines to build well-performing RESTful APIs See how the role of RESTful web services changes with emerging technologies and trends In Detail REST (REpresentational State Transfer) is a simple yet powerful software architecture style to create scalable web services and allow them to be simple, lightweight, and fast. The REST API uses HTTP and JSON, so that it can be used with many programming languages such as Ruby, Java, Python, and Scala. Its use in Java seems to be the most popular though, because of the API's reusability. This book is a guide to developing RESTful web services in Java using the popular RESTful framework APIs available today. You will begin with gaining an in-depth knowledge of the RESTful software architectural style and its relevance in modern applications. Further, you will understand the APIs to parse, generate, transform, and query JSON effectively. Then, you will see how to build a simple RESTful service using the popular JAX-RS 2.0 API along with some real-world examples. This book will introduce you to the Jersey framework API, which is used to simplify your web services. You will also see how to secure your services with various authentication mechanisms. You will get to grips with various solutions to describe, produce, consume, and visualize RESTful web services. Finally, you will see how to design your web services to equip them for the future technological advances, be it Cloud or mobile computing. By the end of this book, you will be able to efficiently build robust, scalable, and secure RESTful web services, making use of the JAX-RS and Jersey framework extensions. Style and approach This book is written as a step-by-step guide to designing and developing robust RESTful web services. Each topic is explained in a simple and easy-to-understand manner with lots of real-life use-cases and their solutions.

*Java for Absolute Beginners* Packt Publishing Ltd

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

**A Beginners Guide to Python 3 Programming** John Wiley & Sons

A practical introduction to Java programming—fully revised for long-term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time. •Clearly explains all of the new Java SE 11 features•Features self-tests, exercises, and downloadable code samples•Written by bestselling author and leading Java authority Herbert Schildt

**Pro Spring Boot** Apress

Quickly and productively develop complex Spring applications and microservices - out of the box - with minimal fuss on things like configurations. This book will show you how to fully leverage the Spring Boot productivity suite of tools and how to apply them through the use of case studies. Pro Spring Boot is your authoritative hands-on practical guide for increasing your Spring Framework-based enterprise Java and cloud application productivity while decreasing development time using the Spring Boot productivity suite of tools. It's a no nonsense guide with case studies of increasing complexity throughout the book. This book is written by Felipe Gutierrez, a Spring expert consultant who works with Pivotal, the company behind the popular Spring Framework. What You Will Learn Write your first Spring Boot application Configure Spring Boot Use the Spring Boot Actuator Carry out web development with Spring Boot Build microservices with Spring Boot Handle databases and

messaging with Spring Boot Test and deploy with Spring Boot Extend Spring Boot and its available plug-ins Who This Book Is For Experienced Spring and Java developers seeking increased productivity gains and decreased complexity and development time in their applications and software services.

**Java Programming Interviews Exposed** MIT Press

Supervised and unsupervised machine learning made easy in Scala with this quick-start guide. Key Features Construct and deploy machine learning systems that learn from your data and give accurate predictions Unleash the power of Spark ML along with popular machine learning algorithms to solve complex tasks in Scala. Solve hands-on problems by combining popular neural network architectures such as LSTM and CNN using Scala with Deeplearning4j library Book Description Scala is a highly scalable integration of object-oriented nature and functional programming concepts that make it easy to build scalable and complex big data applications. This book is a handy guide for machine learning developers and data scientists who want to develop and train effective machine learning models in Scala. The book starts with an introduction to machine learning, while covering deep learning and machine learning basics. It then explains how to use Scala-based ML libraries to solve classification and regression problems using linear regression, generalized linear regression, logistic regression, support vector machine, and Naïve Bayes algorithms. It also covers tree-based ensemble techniques for solving both classification and regression problems. Moving ahead, it covers unsupervised learning techniques, such as dimensionality reduction, clustering, and recommender systems. Finally, it provides a brief overview of deep learning using a real-life example in Scala. What you will learn Get acquainted with JVM-based machine learning libraries for Scala such as Spark ML and Deeplearning4j Learn RDDs, DataFrame, and Spark SQL for analyzing structured and unstructured data Understand supervised and unsupervised learning techniques with best practices and pitfalls Learn classification and regression analysis with linear regression, logistic regression, Naïve Bayes, support vector machine, and tree-based ensemble techniques Learn effective ways of clustering analysis with dimensionality reduction techniques Learn recommender systems with collaborative filtering approach Delve into deep learning and neural network architectures Who this book is for This book is for machine learning developers looking to train machine learning models in Scala without spending too much time and effort. Some fundamental knowledge of Scala programming and some basics of statistics and linear algebra is all you need to get started with this book.

**Spring REST** Apress

This workbook approach deepens understanding, builds confidence, and strengthens readers' skills. It covers all five categories of design pattern intent: interfaces, responsibility, construction, operations, and extensions.

**Creating Asynchronous, Event-Based Applications** Apress

Middleware is a software layer that lies underneath applications and is used to allow multiple applications to interconnect, while hiding the complexities of the underlying network, operating system, and physical connections from the application programmer. This class-tested textbook provides a comparative view of the major paradigms and technol

**Agile Principles, Patterns, and Practices in C#** Addison-Wesley

Spring RESTApress

*With examples in Java* Packt Publishing Ltd

The Spring framework is growing. It has always been about choice. Java EE focused on a few technologies, largely to the detriment of alternative, better solutions. When the Spring framework debuted, few would have agreed that Java EE represented the best-in-breed architectures of the day. Spring debuted to great fanfare, because it sought to simplify Java EE. Each release since marks the introduction of new features designed to both simplify and enable solutions. With version 2.0 and later, the Spring framework started targeting multiple platforms. The framework provided services on top of existing platforms, as always, but was decoupled from the underlying platform wherever possible. Java EE is a still a major reference point, but it's not the only target. OSGi (a promising technology for modular architectures) has been a big part of the SpringSource strategy here. Additionally, the Spring framework runs on Google App Engine. With the introduction of annotation-centric frameworks and XML schemas, SpringSource has built frameworks that effectively model the domain of a specific problem, in effect creating domain-specific languages (DSLs). Frameworks built on top of the Spring framework have emerged supporting application integration, batch processing, Flex and Flash integration, GWT, OSGi, and much more.

**Design Patterns For Dummies** "O'Reilly Media, Inc."

JSON is becoming the backbone for meaningful data interchange over the internet. This format is now supported by an entire ecosystem of standards, tools, and technologies for building truly elegant, useful, and efficient applications. With this hands-on guide, author and architect Tom Marrs shows you how to build enterprise-class applications and services by leveraging JSON tooling and message/document design. JSON at Work provides application architects and developers with guidelines, best practices, and use cases, along with lots of real-world examples and code samples. You'll start with a comprehensive JSON overview, explore the JSON ecosystem, and then dive into JSON's use in the enterprise. Get acquainted with JSON basics and learn how to model JSON data Learn how to use JSON with Node.js, Ruby on Rails, and Java Structure JSON documents with JSON Schema to design and test APIs Search the contents of JSON documents with JSON Search tools Convert JSON documents to other data formats with JSON Transform tools Compare JSON-based hypermedia formats, including HAL and jsonapi Leverage MongoDB to store and access JSON documents Use Apache Kafka to exchange JSON-based messages between services

**Linux Bible** Pearson Education

Learn how to implement design patterns in Java: each pattern in Java Design Patterns is a complete implementation and the output is generated using Eclipse, making the code accessible to all. The examples are chosen so you will be able to absorb the core concepts easily and quickly. This book presents the topic of design patterns in Java in such a way that anyone can grasp the idea. By giving easy to follow examples, you will understand the concepts with increasing depth. The examples presented are straightforward and the topic is presented in a concise manner. Key features of the book: Each of the 23 patterns is described with straightforward Java code. There is no need to know advanced concepts of Java to use this book. Each of the concepts is connected with a real world example and a computer world example. The book uses Eclipse IDE to generate the output because it is the most popular IDE in this field. This is a practitioner's book on design patterns in Java. Design patterns are a popular topic in software development. A design pattern is a common, well-described

solution to a common software problem. There is a lot of written material available on design patterns, but scattered and not in one single reference source. Also, many of these examples are unnecessarily big and complex.

[Core Concepts in Data Structures](#) Apress

Master the booting procedure of various operating systems with in-depth analysis of bootloaders and firmware. The primary focus is on the Linux booting procedure along with other popular operating systems such as Windows and Unix. Hands-on Booting begins by explaining what a bootloader is, starting with the Linux bootloader followed by bootloaders for Windows and Unix systems. Next, you'll address the BIOS and UEFI firmware by installing multiple operating systems on one machine and booting them through the Linux bootloader. Further, you'll see the kernel's role in the booting procedure of the operating system and the dependency between kernel, initramfs, and dracut. You'll also cover systemd, examining its structure and how it mounts the user root filesystem. In the final section, the book explains troubleshooting methodologies such as debugging shells followed by live images and rescue mode. On completing this book, you will understand the booting process of major operating systems such as Linux, Windows, and Unix. You will also know how to fix the Linux booting issues through various boot modes. What You Will Learn Examine the BIOS and UEFI firmware Understand the Linux boot loader (GRUB) Work with initramfs, dracut, and systemd Fix can't-boot issues on Linux Who This Book Is For Linux users, administrators, and developers.

[Core Java: An Integrated Approach: Covers Concepts, programs and Interview Questions w/CD](#) "O'Reilly Media, Inc."

Learn the best practices on writing efficient jQuery applications to maximize performance in large-scale deployments About This Book Learn about the observer pattern and the deferred observer pattern, two of the most popular design patterns that handle custom events Advance your jQuery skills by learning about patterns such as divide and conquer, facade, and builder and factory to handle complex results This step-by-step guide to applying micro-patterns and optimizing jQuery applications will help you get the best performance in a production environment Who This Book Is For This book is for existing jQuery Developers or new developers who want to get an understanding of the "correct way" to build jQuery applications, using best practices and industry standard patterns. What You Will Learn Respond to user actions Achieve greater flexibility and code decoupling Have a central point for emitting and receiving application level events Structure the application into small independent modules Abstract complex APIs Isolate the procedure of generating complex parts of the application Efficiently orchestrate asynchronous procedures using jQuery Deferred and Promises Utilize the most widely-used client-side templating libraries for more complex use cases In Detail jQuery is a feature-rich JavaScript library that makes HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a variety of browsers. With a combination of versatility and extensibility, jQuery has changed the way that millions of people write JavaScript. jQuery solves the problems of DOM manipulation, event detection, AJAX calls, element selection and document queries, element attribute and data management, as well as object management utilities. This book addresses these problems and shows you how to make the best of jQuery through the various design patterns available. The book starts off with a refresher to jQuery and will then take you through the different design patterns such as facade, observer, publisher/subscriber, and so on. We will also go into client-side templating techniques and libraries, as well as some plugin development patterns. Finally, we will look into some best practices that you can use to make the best of jQuery. Style and approach The example-oriented guide covers the best and most widely used patterns to help you improve your development with jQuery.

[TypeScript Design Patterns](#) Addison-Wesley Professional

Written by the inventors of the technology, The Java® Virtual Machine Specification, Java SE 7 Edition, is the definitive technical reference for the Java Virtual Machine. The book provides complete, accurate, and detailed coverage of the Java Virtual Machine. It fully describes the invokedynamic instruction and method handle mechanism added in Java SE 7, and gives the formal Prolog specification of the type-checking verifier introduced in Java SE 6. The book also includes the

class file extensions for generics and annotations defined in Java SE 5.0, and aligns the instruction set and initialization rules with the Java Memory Model.

[Head First Java](#) Pearson Deutschland GmbH

Reactive programming is a better, scalable, and faster way to build applications, and one that helps us write code that is concise, clear, and readable. It can be used for many purposes such as GUIs, robotics, music, and more, and is central to many concurrent systems. This book will be your guide to getting started with Reactive programming ...

[Reactive Programming with RxJava](#) Manning Publications

There's a pattern here, and here's how to use it! Find out how the 23 leading design patterns can save you time and trouble Ever feel as if you've solved this programming problem before? You -- or someone -- probably did, and that's why there's a design pattern to help this time around. This book shows you how (and when) to use the famous patterns developed by the "Gang of Four," plus some new ones, all designed to make your programming life easier. Discover how to: \* Simplify the programming process with design patterns \* Make the most of the Decorator, Factory, and Adapter patterns \* Identify which pattern applies \* Reduce the amount of code needed for a task \* Create your own patterns

[Machine Learning with Scala Quick Start Guide](#) Pearson Education

More than 50 percent new and revised content for today's Linux environment gets you up and running in no time! Linux continues to be an excellent, low-cost alternative to expensive operating systems. Whether you're new to Linux or need a reliable update and reference, this is an excellent resource. Veteran bestselling author Christopher Negus provides a complete tutorial packed with major updates, revisions, and hands-on exercises so that you can confidently start using Linux today. Offers a complete restructure, complete with exercises, to make the book a better learning tool Places a strong focus on the Linux command line tools and can be used with all distributions and versions of Linux Features in-depth coverage of the tools that a power user and a Linux administrator need to get started This practical learning tool is ideal for anyone eager to set up a new Linux desktop system at home or curious to learn how to manage Linux server systems at work.

[Java Design Patterns](#) net-boss

In today's app-driven era, when programs are asynchronous and responsiveness is so vital, reactive programming can help you write code that's more reliable, easier to scale, and better-performing. With this practical book, Java developers will first learn how to view problems in the reactive way, and then build programs that leverage the best features of this exciting new programming paradigm. Authors Tomasz Nurkiewicz and Ben Christensen include concrete examples that use the RxJava library to solve real-world performance issues on Android devices as well as the server. You'll learn how RxJava leverages parallelism and concurrency to help you solve today's problems. This book also provides a preview of the upcoming 2.0 release. Write programs that react to multiple asynchronous sources of input without descending into "callback hell" Get to that aha! moment when you understand how to solve problems in the reactive way Cope with Observables that produce data too quickly to be consumed Explore strategies to debug and to test programs written in the reactive style Efficiently exploit parallelism and concurrency in your programs Learn about the transition to RxJava version 2

[Java: A Beginner's Guide, Eighth Edition](#) Packt Publishing Ltd

This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.