Java 9

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SKYLAR SARA

Java 9 Programming By Example Sams Publishing
Build a variety of real-world applications by taking advantage of the newest features of Java 9 About This Book See some of the new features of Java 9 and be introduced to parts of the Java SDK This book provides a set of diverse, interesting projects that range in complexity from fairly simple to advanced and cover HTTP 2.0 Take advantage of Java's new modularity features to write real-world applications that solve a variety of problems Who This Book Is For This book is for Java developers who are already familiar with the language. Familiarity with more advanced topics, such as network programming and threads, would be helpful, but is not assumed. What You Will Learn Learn how to package Java applications as modules by using the Java Platform Module System Implement process management in Java by using the all-new process handling API Integrate your applications with third-party services in the cloud Interact with mail servers using JavaMail to build an application that filters spam messages Learn to use JavaFX to build rich GUI based applications, which are an essential element of application development Write microservices in Java using platform libraries and third-party frameworks Integrate a Java application with MongoDB to build a cloud-based note taking application In Detail Java is a powerful language that has applications in a wide variety of fields. From playing games on your computer to performing banking transactions, Java is at the heart of everything. The book starts by unveiling the new features of Java 9 and quickly walks you through the building blocks that form the basis of writing applications. There are 10 comprehensive projects in the book that will showcase the various features of Java 9. You will learn to build an email filter that separates spam messages from all your inboxes, a social media aggregator app that will help you efficiently track various feeds, and a microservice for a client/server note application, to name a few. The book covers various libraries and frameworks in these projects, and also introduces a few more frameworks that complement and extend the Java SDK. Through the course of building applications, this book will not only help you get to grips with the various features of Java 9, but will also teach you how to design and prototype professional-grade applications with performance and security considerations. Style and approach This is a learn-as-you-build practical guide to building full-fledged applications using Java 9. With a project-based approach, we'll improve your Java skills. You will experience a variety of solutions to problems with Java.
Java for Absolute Beginners Packt Publishing Ltd
A step by step guide that will help you learn the Java programming language KEY FEATURES ●Get familiar with the features in Java 8 And Java 9 ●Understand the working of various Java APIs ●Learn Modular Programming with Java 9 ●Learn to use features such as Lambda, Time API, and Stream API. ●Learn how to access databases from a Java application DESCRIPTION 100+ Solutions in Java is an easy-to-understand step-by-step guide that helps you develop applications using Java 8 and Java 9. It is for everyone, from beginners to professionals, who wish to begin development in Java. The content is designed as per increasing complexity and is explained in detail with appropriate examples. This book follows a practical approach by providing ample examples and assignments for you to test your understanding of each concept. You will also get familiar with the important features introduced in Java 10. This book is a "beginner's guide" that will help you upskill your knowledge in Java. By the end of the book, you will know the different features introduced in Java over the years and will learn to implement these features to develop real-world applications. WHAT YOU WILL LEARN ●Work with the newly introduced features in Java 8 And Java 9 ●Get to know in-depth about the Java Stream API ●Learn how to work with Java regular expressions ●Get an overview of Inheritance and Interfaces in Java ●Get familiar with Design Patterns in Java WHO THIS BOOK IS FOR This book is for Developers and Technical Specialists who are interested in learning Java. Prior knowledge of programming languages such as C, C++, or Python and any DBMS such as SQL Server, MySQL will be an added advantage. TABLE OF CONTENTS 1. Introduction to Java 2. Java Programming Constructs 3. Java Application Components 4. Java Reference Types 5. Subclasses and Interfaces 6. Exceptions and Regular Expressions 7. Collections and Stream API 8. Generics and Time API 9. File Manipulation in Java 10. Threads and JDBC 11. Design Patterns and I18N 12. More about JDK 8, 9 and 10
● Concept refresher for Java (includes Java 8 and Java 9) ● Ideal

prep guide for coding interviews - technical and HR rounds ● Guidance for Resume building and Aptitude tests ● Includes Scenario based questions ● Developed and recommended by industry experts and placement experts Core Java Interview Questions You'll Most Likely Be Asked: Second Edition is your perfect companion to stand above the rest in today's competitive job market. With this guide, you learn or refresh Core Java fundamentals and principles necessary for cracking the coding interview and acquaint yourself with real-life interview questions and strategies to reach the solutions. The Resume building tutorial and the Aptitude tests equip you to present yourself better even before the job interview. This book is a complete course in itself to prepare for your dream Java job placement. About the Series This book is part of the Job Interview Questions series that has more than 75 books dedicated to interview questions and answers for different technical subjects and HR round related topics. This series of books is written by experienced placement experts and subject matter experts. Unlike comprehensive, textbook-sized reference guides, these books include only the required information for job search. Hence, these books are short, concise and ready-to-use by students and professionals.
Java 9 Packt Publishing Ltd
Explore the new Java 9 modules, SDK, JDK, JVM, JShell and more in this comprehensive book that covers what's new in Java 9 and how to use these new features. Java 9 Revealed is for experienced Java programmers looking to migrate to Java 9. Author Kishori Sharan begins by covering how to develop Java applications using the new module system introduced in Java 9 and how to use the JShell tool in Java 9 for prototyping, compiling and testing. The book provides extensive coverage of new Java 9 features, such as the new layout of the modular JDK/JRE runtime image, new convenience factory methods for creating collections, the new spin-wait hints introduced to improve performance of spin loops in your code, and the new Desktop API for implementing platform-specific desktop features. Along the way you will also learn how to use the Reactive Streams API in Java 9 and, most importantly, this book will show you the breaking changes in Java 9. What You'll Learn How JShell facilitates rapid development, code evaluation, and testing Discover what is new in the Process API Inspect a thread's stack with the Stack-Walking API Use the jlink tool to create a custom runtime image Work with HTML5 Javadoc and use the new search feature in Javadoc Learn how to use new methods and collectors in the Streams API Learn how to create a custom logger to log messages from platform classes and how to use JVM logs Learn about new methods in the Optional class and how to use them Learn how to compare arrays and slices of arrays Learn how to use the enhanced try-with-resources blocks Make your object deserialization more secure by using object deserialization filters Who This Book Is For Experienced Java programmers and developers.
Reactive Programming with Java 9 McGraw Hill Professional
Mastering advanced features of Java and implement them to build amazing projects Key Features Take advantage of Java's new modularity features to write real-world applications that solve a variety of problems Explore the major concepts introduced with Java 9, including modular programming, HTTP 2.0, API changes, and more Get to grips with tools, techniques and best practices to enhance application development Book Description Java 9 and its new features add to the richness of the language; Java is one of the languages most used by developers to build robust software applications. Java 9 comes with a special emphasis on modularity with its integration with Jigsaw. This course is your one-stop guide to mastering the language. You'll be provided with an overview and explanation of the new features introduced in Java 9 and the importance of the new APIs and enhancements. Some new features of Java 9 are ground-breaking; if you are an experienced programmer, you will be able to make your enterprise applications leaner by learning these new features. You'll be provided with practical guidance in applying your newly acquired knowledge of Java 9 and further information on future developments of the Java platform. This course will improve your productivity, making your applications faster. Next, you'll go on to implement everything you've learned by building 10 cool projects. You will learn to build an email filter that separates spam messages from all your inboxes, a social media aggregator app that will help you efficiently track various feeds, and a microservice for a client/server note application, to name just a few. By the end of this course, you will be well acquainted with Java 9 features and able to build your own applications and projects. This Learning Path contains the best content from the following two recently published Packt products: •Mastering Java 9 •Java 9 Programming Blueprints What you will learn Package

Java applications as modules using the Java Platform Module System Implement process management in Java using the all-new process handling API Integrate your applications with third-party services in the cloud Interact with mail servers, using JavaMail to build an application that filters spam messages Use JavaFX to build rich GUI-based applications, which are an essential element of application development Leverage the possibilities provided by the newly introduced Java shell Test your application's effectiveness with the JVM harness See how Java 9 provides support for the HTTP 2.0 standard Who this book is for This learning path is for Java developers who are looking to move a level up and learn how to build robust applications in the latest version of Java.
Mastering Microservices with Java 9 Apress
Get the steps you need to discover the world of Java 9 programming using real-world examples About This Book We bridge the gap between "learning" and "doing" by providing real-world examples that will improve your software development Our example-based approach will get you started quickly with software programming, get you up-to-speed with Java 9, and improve your Java skills This book will show you the best practices of Java coding and improve your productivity Who This Book Is For This book is for anyone who wants to learn the Java programming language. You are expected to have some prior programming experience with another language, such as JavaScript or Python, but no knowledge of earlier versions of Java is assumed. What You Will Learn Compile, package and run a trivial program using a build management tool Get to know the principles of test-driven development and dependency management Separate the wiring of multiple modules from the application logic into an application using dependency injection Benchmark Java execution using Java 9 microbenchmarking See the workings of the Spring framework and use Java annotations for the configuration Master the scripting API built into the Java language and use the built-in JavaScript interpreter Understand static versus dynamic implementation of code and high-order reactive programming in Java In Detail This book gets you started with essential software development easily and quickly, guiding you through Java's different facets. By adopting this approach, you can bridge the gap between learning and doing immediately. You will learn the new features of Java 9 quickly and experience a simple and powerful approach to software development. You will be able to use the Java runtime tools, understand the Java environment, and create Java programs. We then cover more simple examples to build your foundation before diving to some complex data structure problems that will solidify your Java 9 skills. With a special focus on modularity and HTTP 2.0, this book will guide you to get employed as a top notch Java developer. By the end of the book, you will have a firm foundation to continue your journey towards becoming a professional Java developer. Style and approach Throughout this book, our aim is to build Java programs. We will be building multiple applications ranging from simpler ones to more complex ones. Learning by doing has its advantages as you will immediately see the concepts explained in action.
Java 2: The Complete Reference, Fifth Edition Packt Publishing Ltd
Master the art of fast, effective Java development with the power of concurrent and parallel programming About This Book Get detailed coverage of important recipes on multi-threading and parallel programming This book takes a close look at the Java 9 APIs and their impact on concurrency See practical examples on thread safety, high-performance classes, safe sharing, and a whole lot more Who This Book Is For The book is for Java developers and programmers at an intermediate to advanced level. It will be especially useful for developers who want to take advantage of task-based recipes using Java 9's concurrent API to program thread-safe solutions. What You Will Learn Find out to manage the basic components of the Java Concurrency API Use synchronization mechanisms to avoid data race conditions and other problems of concurrent applications Separate the thread management from the rest of the application with the Executor framework Solve problems using a parallelized version of the divide and conquer paradigm with the Fork / Join framework Process massive data sets in an optimized way using streams and reactive streams See which data structures we can use in concurrent applications and how to use them Practice efficient techniques to test concurrent applications Get to know tips and tricks to design concurrent applications In Detail Writing concurrent and parallel programming applications is an integral skill for any Java programmer. Java 9 comes with a host of fantastic features, including significant performance improvements and new APIs. This book will take you through all the new APIs, showing you how to build parallel and multi-threaded applications. The book covers all the elements of the

Java Concurrency API, with essential recipes that will help you take advantage of the exciting new capabilities. You will learn how to use parallel and reactive streams to process massive data sets. Next, you will move on to create streams and use all their intermediate and terminal operations to process big collections of data in a parallel and functional way. Further, you'll discover a whole range of recipes for almost everything, such as thread management, synchronization, executors, parallel and reactive streams, and many more. At the end of the book, you will learn how to obtain information about the status of some of the most useful components of the Java Concurrency API and how to test concurrent applications using different tools. Style and approach This recipe-based book will allow you to explore the exciting capabilities of concurrency in Java. After reading this book, you will be able to comfortably build parallel applications in Java 9.

Mastering Java Apress
Learn the basics of Java 9, including basic programming concepts and the object-oriented fundamentals necessary at all levels of Java development. Author Kishori Sharan walks you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. Beginning Java 9 Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the topics faster. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding ofJava's object-oriented model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions, process strings and dates, format data, and work with arrays to manipulate data. This book is a companion to two other books also by Sharan focusing on APIs and advanced Java topics. What You'll Learn Write your first Java programs with an emphasis on learning object-oriented programming in Java Work with data types, operators, statements, classes and objects Handle exceptions, assertions, strings and dates, and object formatting Use regular expressions Work with arrays, interfaces, enums, and inheritance Take advantage of the new JShell REPL tool Who This Book Is For Those who are new to Java programming, who may have some or even no prior programming experience.

100+ Solutions in Java Apress
The professional programmer's Deitel® guide to Java® 9 and the powerful Java platform Written for programmers with a background in another high-level language, this book applies the Deitel signature live-code approach to teaching programming and explores the Java® 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting and program outputs. It features hundreds of complete Java 9 programs with thousands of lines of proven code, and hundreds of software-development tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including JavaFX GUI, graphics, animation and video, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic collections, database with JDBC™ and JPA, and compelling new Java 9 features, such as the Java Platform Module System, interactive Java with JShell (for discovery, experimentation and rapid prototyping) and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the object-oriented design ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build industrial-strength, object-oriented Java 9 applications. New Java® 9 Features Java® 9's Platform Module System Interactive Java via JShell—Java 9's REPL Collection Factory Methods, Matcher Methods, Stream Methods, JavaFX Updates, Using Modules in JShell, Completable Future Updates, Security Enhancements, Private Interface Methods and many other language and API updates. Core Java Features Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces Composition vs. Inheritance, "Programming to an Interface not an Implementation" Lambdas, Sequential and Parallel Streams, Functional Interfaces with Default and Static Methods, Immutability JavaFX GUI, 2D and 3D Graphics, Animation, Video, CSS, Scene Builder Files, I/O Streams, XML Serialization Concurrency for Optimal Multi-Core Performance, JavaFX Concurrency APIs Generics and Generic Collections Recursion, Database (JDBC™ and JPA) Keep in Touch Contact the authors at: deitel@deitel.com Join the Deitel social media communities LinkedIn® at bit.ly/DeitelLinkedIn Facebook® at facebook.com/DeitelFan Twitter® at twitter.com/deitel YouTube™ at youtube.com/DeitelTV Subscribe to the Deitel ® Buzz e-mail newsletter at www.deitel.com/newsletter/subscribe.html For source code and updates, visit: www.deitel.com/books/Java9FP

Java in 24 Hours, Sams Teach Yourself (Covering Java 9) Packt Publishing Ltd
Mastering Java: A Beginner's Guide introduces developers of all ages to the beautiful and valuable world of Java. Java is frequently used as the default platform for scientific applications, including natural language processing. The primary reason for this is that it is secure, portable, and extensible. It also has excellent high-level concurrency tools. In terms of software development, the introduction of Java undoubtedly was a watershed moment. You've surely heard of Java if you're a software developer. For a multitude of reasons, its relevance and functionality in the world of coding deserve high acclaim. Computers have become highly adaptable devices that can handle multi-level undo and multi-threaded apps, mostly thanks to Java. As its syntax is comparable to English, Java is relatively simple to learn and understand in a short period of time. Despite being a slightly older piece of technology, Java still performs well. It is regularly ranked among the most popular languages of programming. It is critical for enterprise-level web apps and microservices, which are expected to grow in popularity over the coming year. Java will continue to dominate the banking industry and the Fintech business for years to come. Mastering Java addresses various aspects pertaining to Java development. Mastering Java will prove to be of enormous assistance to Java developers of all levels. This book focuses on a variety of topics; it provides a concise explanation of Java's introduction, benefits, characteristics, and examines why Java is so essential. Mastering Java also includes installation advice and information on the many components that make Java work, such as Object-Oriented Programming, Strings, Collections, Packages, and Databases. Mastering Java will always be a helpful resource for both intermediate learners and skilled personnel. Learn more about our other Mastering titles at: https://www.routledge.com/Mastering-Computer-Science/book-series/MCS

Mastering Java 11 Packt Publishing Ltd
Write your first code in Java using simple, step-by-step examples that model real-word objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Java 9 Cookbook Apress
Develop modular applications using the Java Platform Module System, the single most anticipated feature in Java 9. You will improve maintainability and performance of your Java applications by deploying only modules that are needed and encapsulating their implementation details. Until now Java has been monolithic. Using any one part of Java has meant incorporating the entirety of the runtime environment, an approach ill-suited to the increasing number of IoT devices such as fitness monitors, kitchen appliances, toys and games, and so forth. This book shows a new way, to make Java scale from the smallest of footprints in the smallest of devices through desktop PCs and on up to server platforms. With Java 9 Modularity Revealed you will learn to make your projects more reliable and scalable than ever using the most important feature in Java 9—The Java Platform Module System, known more commonly as Project Jigsaw. You will learn how to avoid one of the major pain points of Java programming, that of conflicting class names from different modules, or packages. You will learn to create custom run-time images that represent a minimal and more compact JRE containing only those modules that you need. You will further learn to migrate existing Java applications to modular ones using different approaches and tools. The end result is a new ability to plug together different modules without fear of namespace and other conflicts, and you can deploy to everything from small devices to large servers. This book provides code examples and explanations. What You'll Learn Build Java applications using the new modular system introduced in Java 9 Create your own JRE consisting only of the modules that you require Adapt your testing techniques toward modular applications Iare your dependencies on other modules Enable modules to export only specific packages Migrate existing Java applications to modular ones Improve maintainability and performance of Java applications Who This Book Is For Experienced Java programmers wanting to keep up and become informed on the new modularity support in Java 9

Mastering Java 9 Packt Publishing Ltd
This book is the most complete and up-to-date resource on Java from programming guru, Herb Schildt -- a must-have desk reference for every Java programmer.

Java 9 High Performance Apress
Discover all the new features and changes in Java 9, including module systems—JPMS or Project Jigsaw. This book covers the whole Java application development life cycle. You'll review all the important concepts, including module descriptor, unnamed module, automatic module, and command line tools. Exploring Java 9 also serves as a practical guide for migration to module systems. Code samples from real-world scenarios solidify a foundation for learning and development and allow you to apply best practices in actual development. Additionally, you'll learn about concurrency, ECMAScript 6 features in Nashorn and Parser API, stack-walking API, Stream and Optional, utilities classes, and I/O. And it's now possible to build modularized applications in Java. You'll see how JPMS affects not only the JDK itself, but also applications that are developed upon it. What You'll Learn • Build modularized applications in Java • Migrate to module systems • Master enhanced method handles Who This Book Is ForJava developers with basic development skills

Mastering Concurrency Programming with Java 9 "O'Reilly Media, Inc."
The upcoming Java 9 module system will affect existing applications and offer new ways of creating modular and maintainable applications. With this hands-on book, Java developers will learn not only about the joys of modularity, but also about the patterns needed to create truly modular and reliable applications. Authors Sander Mak and Paul Bakker teach you the concepts behind the Java 9 module system, along with the new tools it offers. You'll also learn how to modularize existing code and how to build new Java applications in a modular way. Understand Java 9 module system concepts Master the patterns and practices for building truly modular applications Migrate existing applications and libraries to Java 9 modules Use JDK 9 tools for modular development and migration

Collaborative Design and Planning for Digital Manufacturing Addison-Wesley Professional
Update your Java knowledge with the latest features of Java 11, such as the low-Overhead Garbage Collector, Local-Variable Syntax for Lambda Parameters, and Dynamic Class-File Constants Key FeaturesExplore the latest features in Java 9,Java 10, and Java 11Enhance your Java application development and migration approaches Full coverage of modular Java applications, G1 Garbage Collector, JMHBook Description Java 11 is a long-term release and its new features add to the richness of the language. It emphasizes variable-type inference, performance improvements, along with simplified multithreading. The Java platform has a special emphasis on modularity, making this the programming platform of choice for millions of developers. The modern Java platform can be used to build robust software applications, including enterprise-level and mobile applications. Fully updated for Java 11, this book stands to help any Java developer enjoy the richness of the Java programming language. Mastering Java 11 is your one-stop guide to fully understanding recent Java platform updates. It contains detailed explanations of the recent features introduced in Java 9, Java 10, and Java 11 along with obtaining practical guidance on how to apply the new features. As you make your way through the chapters, you'll discover further information on the developments of the Java platform and learn about the changes introduced by the variable handles and Project Coin, along with several enhancements in relation to import statements processing. In the concluding chapters, you'll learn to improve your development productivity, making your applications more efficient. You'll also be able to get to grips with the command-line flags with respect to various utilities and the command-line utility changes featured in the current Java platform. By the end of the book, you'll have obtained an advanced level understanding of the Java platform and its recent changes. What you will learnWrite modular Java applicationsMigrate existing Java applications to modular onesUnderstand how the default G1 garbage collector worksLeverage the possibilities provided by the newly introduced Java ShellPerformance test your application effectively with the JVM harnessLearn how Java supports the HTTP 2.0 standardFind out how to use the new Process APIExplore the additional enhancements and features of Java 9, 10, and 11Who this book is for Mastering Java 11 is for experienced Java developers with a solid understanding of the Java language and want to progress to an advanced level.

Java 9 Regular Expressions Vibrant Publishers
Knowledge for Free... Get that job, you aspire for! Want to switch to that high paying job? Or are you already been preparing hard to give interview the next weekend? Do you know how many

people get rejected in interviews by preparing only concepts but not focusing on actually which questions will be asked in the interview? Don't be that person this time. This is the most comprehensive Java language interview questions book that you can ever find out. It contains: 1000 most frequently asked and important JAVA interview questions and answers Wide range of questions which cover not only basics in Java Language but also most advanced and complex questions which will help freshers, experienced professionals, senior developers, testers to crack their interviews.

Java 9 for Programmers Packt Publishing Ltd
Master the art of implementing scalable microservices in your production environment with ease About This Book Use domain-driven design to build microservices Use Spring Cloud to use Service Discovery and Registeration Use Kafka, Avro and Spring Streams for implementing event based microservices Who This Book Is For This book is for Java developers who are familiar with the microservices architecture and now wants to take a deeper dive into effectively implementing microservices at an enterprise level. A reasonable knowledge level and understanding of core microservice elements and applications is expected. What You Will Learn Use domain-driven design to design and implement microservices Secure microservices using Spring Security Learn to develop REST service development Deploy and test microservices Troubleshoot and debug the issues faced during development Learning best practices and common principals about microservices In Detail Microservices are the next big thing in designing scalable, easy-to-maintain applications. It not only makes app development easier, but also offers great flexibility to utilize various resources optimally. If you want to build an enterprise-ready implementation of the microservices architecture, then this is the book for you! Starting off by understanding the core concepts and framework, you will then focus on the high-level design of large software projects. You will gradually move on to setting up the development environment and configuring it before implementing continuous integration to deploy your microservice architecture. Using Spring security, you will secure microservices and test them effectively using REST Java clients and other tools like RxJava 2.0. We'll show you the best patterns, practices and common principals of microservice design and you'll learn to troubleshoot and debug the issues faced during development. We'll show you how to design and implement reactive microservices. Finally, we'll show you how to migrate a monolithic application to microservices based application. By the end of the book, you will know how to build smaller, lighter, and faster services that can be implemented easily in a production environment. Style and approach This book starts from the basics, including environment setup and provides easy-to-follow steps to implement the sample project using microservices.

Java 9 Modularity Revealed Packt Publishing Ltd
Master the principles to make applications robust, scalable and responsive About This Book Implement concurrent applications using the Java 9 Concurrency API and its new components Improve the performance of your applications and process more data at the same time, taking advantage of all of your resources Construct real-world examples related to machine learning, data mining, natural language processing, and more Who This Book Is For This book is for competent Java developers who have basic understanding of concurrency, but knowledge of effective implementation of concurrent programs or usage of streams for making processes more efficient is not required What You Will Learn Master the principles that every concurrent application must follow See how to parallelize a sequential algorithm to obtain better performance without data inconsistencies and deadlocks Get the most from the Java Concurrency API components Separate the thread management from the rest of the application with the Executor component Execute phased-based tasks in an efficient way with the Phaser components Solve problems using a parallelized version of the divide and conquer paradigm with the Fork / Join framework Find out how to use parallel Streams and Reactive Streams Implement the "map and reduce" and "map and collect" programming models Control the concurrent data structures and synchronization mechanisms provided by the Java Concurrency API Implement efficient solutions for some actual problems such as data mining, machine learning, and more In Detail Concurrency programming allows several large tasks to be divided into smaller sub-tasks, which are further processed as individual tasks that run in parallel. Java 9 includes a comprehensive API with lots of ready-to-use components for easily implementing powerful concurrency applications, but with high flexibility so you can adapt these components to your needs. The book starts with a full description of the design principles of concurrent applications and explains how to parallelize a sequential algorithm. You will then be introduced to Threads and Runnables, which are an integral part of Java 9's concurrency API. You will see how to use all the components of the Java concurrency API, from the basics to the most advanced techniques, and will implement them in powerful real-world concurrency applications. The book ends with a detailed description of the tools and techniques you can use to test a concurrent Java application, along with a brief insight into other concurrency mechanisms in JVM. Style and approach This is a complete guide that implements real-world examples of algorithms related to machine learning, data mining, and natural language processing in client/server environments. All the examples are explained using a step-by-step approach.

Core Java Interview Questions You'll Most Likely Be Asked
Packt Publishing Ltd
Explore Java 9 with JShell and UML About This Book A full account of Java 9's new features This tutorial emphasises fluency using JShell exercises Get a thorough introduction to contract programming code reuse via Java generics Learn how to use the new module system How to use proper functional programming style inside Java 9 Who This Book Is For This book can be understood by anyone who is a graduate of computer science or someone who has just begun working as a software engineer. Basically, an understanding of an object-oriented programming language like Python, C++ or indeed, an earlier Java version is sufficient. It would be helpful to have participated in the full product cycle of a software engineering project. What You Will Learn Engage with object-oriented programming in Java 9, starting with code snippets in JShell Optimize your code, applying functional programming features Discover the advantages of modularity Become very proficient at using JShell itself Learn the new approach to Java programming, which uses the REPL as a prototyping tool In Detail The release of Java 9 has brought many subtle and not-so-subtle changes to the way in which Java programmers approach their code. The most important ones are definitely the availability of a REPL, known as JShell, which will make experiments and prototyping much more straightforward than the old IDE-based project-led approach. Another, more subtle change can be seen in the module system, which will lead to more modularized, maintainable code. The techniques to take full advantage of object-oriented code, functional programming and the new modularity features in Java 9 form the main subjects of this book. Each chapter will add to the full picture of Java 9 programming starting out with classes and instances and ending with generics and modularity in Java. Style and approach You will learn by doing: : using JShell as their prototyping environment, you will take full advantage of the new features of Java 9, in particular the full module system and the functional features of Java 9.. There won't be any theory, only small and medium-sized exampled enabling the reader to use the new Java features in professional software engineering projects.