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KODY HUDSON

Java and XSLT "O'Reilly Media, Inc."

Explores J2ME, covering topics including graphical user interfaces for small devices, designing applications for wireless environments, and the Mobile Information Device Profile.

XML Pocket Reference John Wiley & Sons XSL Formatting Objects Developer's Handbook is a syntactical reference and a guide for developing practical solutions using the complete XSL toolkit. In exploring the available tools and architectures, the book allows programmers to understand and apply XSL as practitioners. XSL-FO is a complex specification that provides a framework for describing detailed document formatting characteristics. A primary goal of XML is to separate the data from presentation. Unlike HTML documents, XML documents contain no information about how those documnets will appear when displayed. The XSL-FO specification provides a standardized way to build stylesheets that express

document formatting in pure XML notation.

SVG Essentials "O'Reilly Media, Inc."

Explores options for using J2EE technologies in the creation of scalable software, providing a case study on a database and focusing on selecting leading-edge technologies and implementing the sample system.

A Guide to XML Transformations

"O'Reilly Media, Inc."

"XQuery Kick Start" delivers a concise introduction to the XQuery standard, and useful implementation advice for developers needing to put it into practice. The book starts by explaining the role of XQuery in the XML family of specifications, and its relationship with XPath. The authors then explain the specification in detail, describing the semantics and data model, before moving to examples using XQuery to manipulate XML databases and document storage systems. Later chapters discuss Java implementations of XQuery and development tools that facilitate the development of Web sites with XQuery. This book is up to date with the latest XQuery specifications, and

includes coverage of new features for extending the XQuery language.

J2ME in a Nutshell Addison-Wesley Professional

Writing effective C# code: an example-rich primer from one of the world's leading C++ authors! Step-by-step coverage presented in the context of real code examples of the new C# techniques for building Web services and COM+ components.

Beginning XSLT O'Reilly Media
JavaServer Pages 2.0 Developer's Handbook provides a complete guide to JSP and extensive coverage of everything developers need to build JSP applications. Starting with JSP syntax and JSP's role in the J2EE architecture, the book covers building JSP front-ends for JavaBeans, presenting database information, creating custom JSP tag libraries, presenting and transforming XML data, and more. Later chapters cover advanced features including JSP security, using popular J2EE application servers, and building interfaces for wireless applications. Real world, practical examples illustrate every concept, and the book concludes with a large case study demonstrating many of the topic discussed in the book. Covers changes and new features introduced in JSP 2.0 and Servlets 2.4, including the expression language and custom actions.

Dreamweaver 8 Bible Apress

Scalable Vector Graphics -- or SVG -- is the new XML-based graphics standard from the W3C that will enable Web documents to be smaller, faster and more interactive. J. David Eisenberg's insightful book takes you through the ins and outs of SVG, beginning with basics needed to create simple line drawings and then moving through more complicated features like filters,

transformations, and integration with Java, Perl, and XSLT. Unlike GIFs, JPEGs or PNGs (which are bitmapped), SVG images are both resolution- and device-independent, so that they can scale up or down to fit proportionally into any size display or any Internet device -- from PDAs to large office monitors and high-resolution printers. Smaller than bitmapped files and faster to download, SVG images can be rendered with different CSS styles for each environment. They work well across a range of available bandwidths. SVG makes it possible for designers to escape the constant need to update graphics by hand or use custom code to generate bitmap images. And while SVG was created with the Web in mind, the language has a variety of other uses. SVG greatly simplifies tasks like:
 Creating web sites whose graphics reflect the content of the page, changing automatically if the content changes
 Generating graphs and charts from information stored in a wide variety of sources
 Exchanging detailed drawings, from architectural plans to CAD layouts to project management diagrams
 Creating diagrams that users can explore by zooming in and panning around
 Generating bitmap images for use in older browsers using simple automatable templates
 Managing graphics that support multiple languages or translations
 Creating complex animation
 By focusing sharply on the markup at the foundation of SVG, *SVG Essentials* gives you a solid base on which to create your own custom tools. Explanations of key technical tools -- like XML, matrix math, and scripting -- are included as appendices, along with a reference to the SVG vocabulary. Whether you're a graphic designer in search of new tools or a

programmer dealing with the complex task of creating and managing graphics, SVG Essentials provides you with the means to take advantage of SVG.

Beginning XSLT 2.0 Sams Publishing CD-ROM contains: Code samples used in text.

XML and Java Addison-Wesley Professional

Describes sections of the Java language specification (JLS) and the Java virtual machine specification (JVMS) that are of interest to mainstream business application programmers. The author progresses through literals, package declarations, import declarations, the static modifier, all of the primitive data types, the object class, the string class, iterators, and utility methods for arrays and other collections. c. Book News Inc.

Building Java Enterprise

Applications "O'Reilly Media, Inc." XSLT 1.0 Pocket Reference "O'Reilly Media, Inc."

Developing Web Applications

Addison-Wesley Professional
The XML Pocket Reference, 2nd Edition, is both a handy introduction to XML terminology and syntax, and a quick reference to XML instructions, attributes, entities, and datatypes. The new edition introduces information on XSLT (Extensible Stylesheet Language Transformations) and Xpath.

Developing Java Web Applications "O'Reilly Media, Inc."

* Updated for XSLT 2.0, the latest revision * A clear, step-by-step introduction to XSLT for practical, everyday tasks * Suitable for complete beginners, even people who have never programmed before * Comprehensive, but focuses on techniques that are used time and time again; Uses a fun byut realistic case study throughout * Includes introductions to many of the

most popular XML vocabularies Written by one of the leading experts on both XSLT and XML Schema; technical review by Michael Kay, the leading and well-known expert on XSLT.

Learning Java XSLT 1.0 Pocket Reference

This title provides an in-depth technical look at XML Data Binding, offering complete documentation of all features in both the Sun Microsystems API and popular open source alternative implementations.

A Practical Approach Prentice Hall Professional

This guide for beginners who are learning the art of Web design includes tips on what to do and what not to do, with a tutorial on building usable Web sites that covers information design, interface design, and navigation systems. Also covered are HTML basics, images, and the use of software to enhance Web pages.

Java Rules "O'Reilly Media, Inc."

"Definitive XSL-FO" delivers concise, authoritative coverage of every key facet of the new W3C recommendation, XSL-FO. XSL-FO (XSL Formatting Objects) is the critical enabling technology that allows enterprise applications to produce production-quality output from large XML data stores.

XSLT 1.0 Pocket Reference "O'Reilly Media, Inc."

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

A Desktop Quick Reference "O'Reilly Media, Inc."

Web tier frameworks have soared in popularity over the past year or so due to the increasing complexity of Java itself, and the need to get more work done with fewer resources. Developers

who used to spend hours and hours writing low-level features can use a well-written framework to build the presentation tier so they start coding the "good stuff" sooner--the business logic at the core of the program. The Jakarta Struts Framework is one of the most popular presentation frameworks for building web applications with Java Servlet and JavaServer Pages (JSP) technologies. If you work with the Struts Framework, then you know it speeds development time. You also know that many of its features are made up of components that are used repeatedly. Having to stop to check each component's parameters and programming details can be a time waster. The answer? The Jakarta Struts Pocket Reference. This portable book gives you easy access to the facts you need to get your job done. The Jakarta Struts Pocket Reference is a quick reference to all the core features of the Jakarta Struts framework. An excellent companion to Programming Jakarta Struts, the pocket reference contains detailed information on the extensive Struts tag libraries, which were described in less detail in the larger work as they were still in development at that time. This little book also provides convenient coverage of the following: Configuration Built-in Action classes Action forms Complete Tag Reference (struts 1.1) and much more. O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to the answer quickly, the new Jakarta Struts Pocket Reference is the book you'll want

close at hand.

Journal of Object-oriented Programming

Pearson Education
Build a dynamic, high-impact Web site with the remarkable power of Dreamweaver 8 and the latest version of this top-selling guide from well-known Dreamweaver guru Joseph Lowery. Packed with hands-on instruction and step-by-step tutorials, this comprehensive manual starts you on the basics of Web design and moves to advanced techniques in no time. From quick design prototyping to ongoing Web site management—plus a special focus on Dreamweaver 8's new features for CSS, Flash video, code development, and more - this professional guide is a must for Web masters and developers. Inside, you'll find complete coverage of Dreamweaver 8 Create dynamic Web pages using Cascading Style Sheets Punch up your page with progressive or streaming video Build interactive forms and client-side image maps Insert, delete, and update data in your Web pages Improve your HTML coding with the new Coding toolbar Integrate with Photoshop(r), Flash(r), Fireworks(r), ColdFusion(r), and other apps Use templates and the Library to unify and update your pages Extend Dreamweaver's power by creating your own custom tags and behaviors Bonus CD-ROM The value-packed CD-ROM includes Dreamweaver 8 tryout edition and exclusive interactive on-screen tutorials! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Essential ADO.NET

Addison-Wesley Professional
An interactive guide to the fundamentals of the Java programming language utilizes icons, cartoons, and numerous other visual aids to introduce the

features and functions of Java and to teach the principles of designing and writing Java programs. Original. (Beginner)
Mastering XSLT Addison-Wesley

Professional
Explains how to process XML with Java, build XML applications, and parse complicated documents.