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NetBeans™ IDE

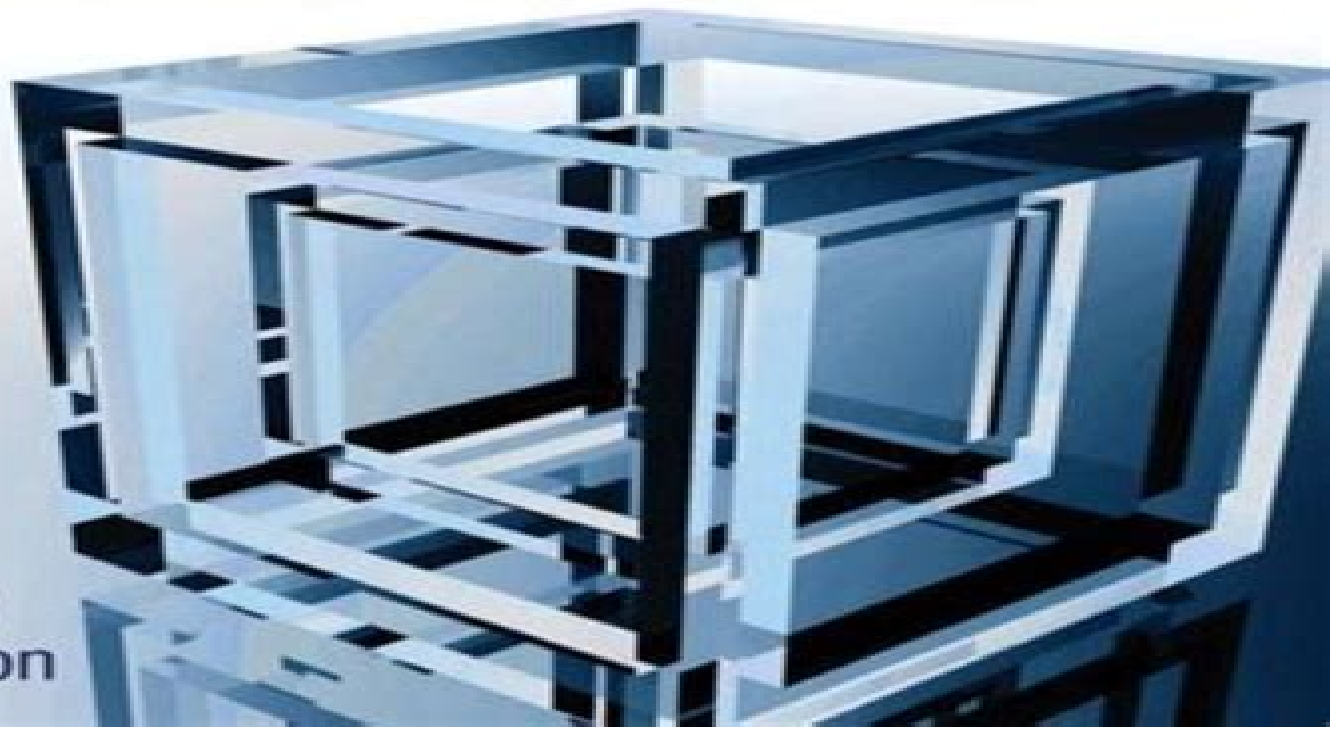
Field Guide

Developing Desktop,
Web, Enterprise, and
Mobile Applications

SECOND EDITION

Patrick Keegan • Ludovic Champenois • Gregory Crawley • Charlie Hunt • Christopher Webster

Forewords by
James Gosling
and Bill Shannon



Netbeans Ide Complete Reference Guide

Josh Juneau



Netbeans Ide Complete Reference Guide:

The Definitive Guide to NetBeans™ Platform 7 Heiko Bck, 2012-01-24 The NetBeans Platform is the world's only modular Swing application framework used by very large organizations in mission critical scenarios such as at Boeing and Northrop Grumman as well as in the financial sector and in the oil gas industry For these large customers in enterprises who are increasingly interested in Maven and OSGi the book will have particular relevance The Definitive Guide to NetBeans™ Platform 7 is a thorough and authoritative introduction to the open source NetBeans Platform covering all its major APIs in detail with relevant code examples used throughout Provides a completely updated definitive guide to the NetBeans Platform using the latest APIs coding patterns and methodologies Focuses strongly on business features in an application since Oracle's customers are particularly interested in business related aspects For example how to use OSGi how to add authentication security how to monetize from a modular application The original German book on which this title is based was well received The NetBeans Platform Community has put together this English translation which covers the latest NetBeans Platform 7 APIs With an introduction by known NetBeans Platform experts Jaroslav Tulach and Tim Boudreau this is the most up to date book on this topic at the moment All NetBeans Platform developers will gain something from this book because several topics in the book have not been documented anywhere else Coding with ChatGPT and Other LLMs Dr. Vincent Austin

Hall, 2024-11-29 Leverage LLM large language models for developing unmatched coding skills solving complex problems faster and implementing AI responsibly Key Features Understand the strengths and weaknesses of LLM powered software for enhancing performance while minimizing potential issues Grasp the ethical considerations biases and legal aspects of LLM generated code for responsible AI usage Boost your coding speed and improve quality with IDE integration Purchase of the print or Kindle book includes a free PDF eBook Book Description Keeping up with the AI revolution and its application in coding can be challenging but with guidance from AI and ML expert Dr Vincent Hall who holds a PhD in machine learning and has extensive experience in licensed software development this book helps both new and experienced coders to quickly adopt best practices and stay relevant in the field You'll learn how to use LLMs such as ChatGPT and Bard to produce efficient explainable and shareable code and discover techniques to maximize the potential of LLMs The book focuses on integrated development environments IDEs and provides tips to avoid pitfalls such as bias and unexplainable code to accelerate your coding speed You'll master advanced coding applications with LLMs including refactoring debugging and optimization while examining ethical considerations biases and legal implications You'll also use cutting edge tools for code generation architecting description and testing to avoid legal hassles while advancing your career By the end of this book you'll be well prepared for future innovations in AI driven software development with the ability to anticipate emerging LLM technologies and generate ideas that shape the future of development What you will learn Utilize LLMs for advanced coding tasks such as refactoring and optimization Understand how IDEs and LLM tools help coding productivity Master advanced

debugging to resolve complex coding issues Identify and avoid common pitfalls in LLM generated code Explore advanced strategies for code generation testing and description Develop practical skills to advance your coding career with LLMs Who this book is for This book is for experienced coders and new developers aiming to master LLMs data scientists and machine learning engineers looking for advanced techniques for coding with LLMs and AI enthusiasts exploring ethical and legal implications Tech professionals will find practical insights for innovation and career growth in this book while AI consultants and tech hobbyists will discover new methods for training and personal projects

Rich Client Programming Geertjan Wielenga, Jaroslav Tulach, Tim Boudreau, 2007-04-30 The open source NetBeans Platform is an extraordinarily powerful framework for building write once run anywhere rich client applications Now for the first time since the release of NetBeans IDE 5.0 there is a comprehensive guide to rich client development on the NetBeans Platform Written for Java developers and architects who have discovered that basic Swing components are not enough for them this book will help you get started with NetBeans module development master NetBeans key APIs and learn proven techniques for building reliable desktop software Each chapter is filled with practical step by step instructions for creating complete rich client applications on top of the NetBeans Platform and plugins for NetBeans IDE Rich Client Programming's wide ranging content covers Why modular development makes sense for small medium and large applications Using NetBeans to accelerate development and improve efficiency Leveraging NetBeans productivity features from the Component Palette to Code Completion Leveraging NetBeans modular architecture in your own applications Implementing loosely coupled communication to improve code maintainability and robustness Managing user and system configuration data Building reloadable components with solid threading models Constructing sophisticated multiwindow applications and presenting rich data structures to users Adding user configurable options Integrating Web services with NetBeans desktop applications Automating module updates and providing user help Foreword by Jonathan Schwartz Foreword by Jan Chalupa Preface About the Authors and Contributors Acknowledgments Chapter 1 Getting Started with the NetBeans Platform Chapter 2 The Benefits of Modular Programming Chapter 3 Modular Architecture Chapter 4 Loosely Coupled Communication Chapter 5 Lookup Chapter 6 Filesystems Chapter 7 Threading Listener Patterns and MIME Lookup Chapter 8 The Window System Chapter 9 Nodes Explorer Views Actions and Presenters Chapter 10 DataObjects and DataLoaders Chapter 11 Graphical User Interfaces Chapter 12 Multiview Editors Chapter 13 Syntax Highlighting Chapter 14 Code Completion Chapter 15 Component Palettes Chapter 16 Hyperlinks Chapter 17 Annotations Chapter 18 Options Windows Chapter 19 Web Frameworks Chapter 20 Web Services Chapter 21 JavaHelp Documentation Chapter 22 Update Centers Chapter 23 Use Case 1 NetBeans Module Development Chapter 24 Use Case 2 Rich Unger on Application Development Chapter A Advanced Module System Techniques Chapter B Common Idioms and Code Patterns in NetBeans Chapter C Performance Index

JavaFX A Beginners Guide J. F. DiMarzio, 2011-02-05 Essential Skills Made Easy Create immersive interactive environments for any platform JavaFX A Beginner's Guide starts by

explaining the technology behind JavaFX and quickly moves on to installing the JavaFX development environment and tools including the JavaFX SDK the Java SE JDK and NetBeans Then you ll learn how to develop desktop browser and mobile applications with ease The book covers effects and transformations animation events and Swing components Techniques for creating custom modes embedding video and music using JavaFX layouts and styling with CSS are also discussed Get started using JavaFX right away with help from this fast paced tutorial Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q A sections filled with bonus information and helpful tips Try This Hands on exercises that show you how to apply your skills Notes Extra information related to the topic being covered Tips Helpful reminders or alternate ways of doing things Annotated Syntax Example code with commentary that describes the programming techniques being illustrated

JSON Quick Syntax Reference Wallace Jackson,2016-05-18 This compact syntax reference covers syntax and parameters central to JSON object definitions You ll learn the syntax used in the JSON object definition language logically organized by topical chapters and getting more advanced as chapters progress covering structures and file formats which are best for use with HTML5 Furthermore the JSON Quick Syntax Reference includes the key factors regarding the data footprint optimization work process the in lining of CSS and JS files and why a data footprint optimization work process is important What You ll Learn Use the object definition syntax supported in JSON Define a JSON content production workflow Gain an understanding of the concepts and principles behind JSON object definitions Use JSON code snippets and apply them in your web applications Utilize the NetBeans Android Studio and Eclipse IDEs for your JSON coding Who This Book Is For Web developers Android application developers and user interface designers

The Java Tutorial Sharon Biocca Zakhour,Sowmya Kannan,Raymond Gallardo,2013-02-27 The Java Tutorial Fifth Edition is based on Release 7 of the Java Platform Standard Edition This revised and updated edition introduces the new features added to the platform including a section on NIO 2 the new file I O API and information on migrating legacy code to the new API The deployment coverage has also been expanded with new chapters such as Doing More with Rich Internet Applications and Deployment in Depth and a section on the fork join feature has been added to the chapter on concurrency Information reflecting Project Coin developments including the new try with resources statement the ability to catch more than one type of exception with a single exception handler support for binary literals and diamond syntax which results in cleaner generics code has been added where appropriate The chapters covering generics Java Web Start and applets have also been updated In addition if you plan to take one of the Java SE 7 certification exams this guide can help A special appendix Preparing for Java Programming Language Certification lists the three exams available details the items covered on each exam and provides cross references to where more information about each topic appears in the text All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date

jMonkeyEngine 3.0 Beginner's Guide Ruth Kusterer,2013-01-01 With plenty of practical examples screenshots

and example code create a complete game step by step Learn by doing Less theory more results If you have an inventive mind are experienced in Java enjoy looking through the smoke and mirrors of VFX and the world of game mechanics then this book is for you Java 8 Pocket Guide Robert Liguori, Patricia Liguori, 2014-04-08 When you need quick answers for developing or debugging Java programs this pocket guide provides a handy reference to standard features of the Java programming language and its platform You ll find helpful programming examples tables figures and lists as well as Java 8 features such as Lambda Expressions and the Date and Time API It s an ideal companion whether you re in the office in the lab or on the road This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam Quickly find Java language details such as naming conventions types statements and blocks and object oriented programming Get details on the Java SE platform including development basics memory management concurrency and generics Browse through information on basic input output NIO 2 0 the Java collections framework and the Java Scripting API Get supplemental references to fluent APIs third party tools and basics of the Unified Modeling Language UML

Groovy in Action Cédric Champeau, Dierk Koenig, Hamlet D'Arcy, Paul King, 2015-06-03 Summary Groovy in Action Second Edition is a thoroughly revised comprehensive guide to Groovy programming It introduces Java developers to the dynamic features that Groovy provides and shows how to apply Groovy to a range of tasks including building new apps integration with existing code and DSL development Covers Groovy 2 4 Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology In the last ten years Groovy has become an integral part of a Java developer s toolbox Its comfortable common sense design seamless integration with Java and rich ecosystem that includes the Grails web framework the Gradle build system and Spock testing platform have created a large Groovy community About the Book Groovy in Action Second Edition is the undisputed definitive reference on the Groovy language Written by core members of the Groovy language team this book presents Groovy like no other can from the inside out With relevant examples careful explanations of Groovy s key concepts and features and insightful coverage of how to use Groovy in production tasks including building new applications integration with existing code and DSL development this is the only book you ll need Updated for Groovy 2 4 Some experience with Java or another programming language is helpful No Groovy experience is assumed What s Inside Comprehensive coverage of Groovy 2 4 including language features libraries and AST transformations Dynamic static and extensible typing Concurrency actors data parallelism and dataflow Applying Groovy Java integration XML SQL testing and domain specific language support Hundreds of reusable examples About the Authors Authors Dierk K nig Paul King Guillaume Laforge Hamlet D Arcy C dric Champeau Erik Pragt and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation Groovy style Dynamic programming with

Groovy Compile time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GParc Domain specific languages The Groovy ecosystem [Handbook of Research on Hybrid Learning Models: Advanced Tools, Technologies, and Applications](#) Wang, Fu Lee, Fong, Joseph, Kwan, Reggie, 2009-12-31 This book focuses on Hybrid Learning as a way to compensate for the shortcomings of traditional face to face teaching distance learning and technology mediated learning Provided by publisher

The Best Guide to Database Programming with Java GUI, PostgreSQL, and SQL Server Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-13 This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL Server As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In chapter two you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter four you will create a PostgreSQL database named Bank and its tables In chapter five you will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter six you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter seven you create a table named Client_Data which has seven columns client_data_id primary key account_id primary_key birth_date address mother_name

telephone and photo_path In chapter eight you will be taught how to create a SQL Server database named Crime and its tables In chapter nine you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter ten you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter eleven you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter twelve you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter thirteen you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java PostgreSQL SQL Server programmer

[Learn JDBC The Hard Way: A Hands-On Guide to PostgreSQL and SQL Server Driven Programming](#) Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-23 This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL Server As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In chapter two you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore

generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter four you will create a PostgreSQL database named Bank and its tables In chapter five you will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter six you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter seven you create a table named Client_Data which has seven columns client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In chapter eight you will be taught how to create a SQL Server database named Crime and its tables In chapter nine you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter ten you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter eleven you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter twelve you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter thirteen you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java PostgreSQL SQL Server programmer

Beginning Database-Driven Application Development in Java EE Yuli Vasiliev, 2009-04-21

Beginning Database Driven Application Development in Java™ EE Using GlassFish™ focuses on the open source GlassFish persistence engine This book shows Java programmers how to develop applications utilizing relational database technologies with examples using Oracle and MySQL and the GlassFish application development framework and deployment platform all

based on Java EE The book explains in detail how you can organize your Java EE solution into a multilayer architecture placing most emphasis on how to implement the persistence and database tiers of an application Through many examples this book shows how you can efficiently use the Java Persistence features available in the Java EE platform Find out how you can greatly simplify the task of building the persistence layer of your Java EE application by moving some application logic into the underlying database utilizing database views stored programs and triggers The book also explains how to deploy Java EE applications to GlassFish a free open source Java EE 5 compliant application server

Java EE 7 Recipes Josh Juneau, 2013-06-26 Java EE 7 Recipes takes an example based approach in showing how to program Enterprise Java applications in many different scenarios Be it a small business web application or an enterprise database application Java EE 7 Recipes provides effective and proven solutions to accomplish just about any task that you may encounter You can feel confident using the reliable solutions that are demonstrated in this book in your personal or corporate environment The solutions in Java EE 7 Recipes are built using the most current Java Enterprise specifications including EJB 3 2 JSF 2 2 Expression Language 3 0 Servlet 3 1 and JMS 2 0 While older technologies and frameworks exist it is important to be forward looking and take advantage of all that the latest technologies offer Rejuvenate your Java expertise to use the freshest capabilities or perhaps learn Java Enterprise development for the first time and discover one of the most widely used and most powerful platforms available for application development today Let Java EE 7 Recipes show you the way by showing how to build streamlined and reliable applications much faster and easier than ever before by making effective use of the latest frameworks and features on offer in the Java EE 7 release Shows off the most current Java Enterprise Edition technologies Provides solutions to creating sophisticated user interfaces Demonstrates proven solutions for effective database access

Learning Java with Games Chong-wei Xu, 2018-11-16 This innovative approach to teaching Java language and programming uses game design development as the method to applying concepts Instead of teaching game design using Java projects are designed to teach Java in a problem solving approach that is both a fun and effective Learning Java with Games introduces the concepts of Java and coding then uses a project to emphasize those ideas It does not treat the object oriented and procedure and loop parts of Java as two separate entities to be covered separately but interweaves the two concepts so the students get a better picture of what Java is After studying a rich set of projects the book turns to build up a Three layer Structure for Games as an architecture template and a guiding line for designing and developing video games The proposed three layer architecture not only merges essential Java object oriented features but also addresses loosely coupled software architecture

Java Server Programming Java EE 5 (J2EE 1.5) Black Book (Platinum Edition) w/CD Kogent Solutions Inc., 2008-07 Many bookstores offer numerous choices of books on Java Server Programming however most of these books are intricate and complex to grasp So what are your chances of picking up the right one If this question has been troubling you be rest assured now This book Java Server Programming Java EE 5 J2EE 1 5 Black Book Platinum Edition

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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

JavaFX Developer's Guide Kim Topley, 2010-09-24 Updated for JavaFX 1.3 The JavaFX platform makes it possible to write applications that can be deployed across devices ranging from cell phones to desktops with little or no change required JavaFX applications are written using JavaFX Script a new and easy to use scripting language Kim Topley's JavaFX™ Developer's Guide thoroughly covers the JavaFX language and its core libraries and shows you step by step how to develop and deliver JavaFX applications for the desktop and for mobile devices It provides complete coverage of all aspects of the language including Language syntax Tools you can use to develop debug and deploy JavaFX applications User interface classes Animation How to play audio and video How to use RESTful Web services and databases to retrieve the data for your application How to create custom components Transformations User interface basics attributes events and controls JavaFX and networking JavaFX development with NetBeans and Eclipse Packaging and deployment Topley highlights critical topics that other books gloss over presents detailed examples that stretch JavaFX to its limits and shows you exactly how to build on the skills you already have Whether you've been focused on HTML XML CSS Web development or Java Swing this book will help you get outstanding results with JavaFX

Information Resources Management: Concepts, Methodologies, Tools and Applications Management Association, Information Resources, 2010-04-30 This work is a comprehensive four volume reference addressing major issues trends and areas for advancement in information management research containing chapters investigating human factors in IT management as well as IT governance outsourcing and diffusion Provided by publisher

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