

# Grails In Action Second Edition

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## RAMOS RILEY

[Spring Boot in Action](#) Simon and Schuster  
[Reclaiming Productivity for faster Java Web Development.](#)  
[Regular Expressions Cookbook](#) Simon and Schuster  
 Over the last several decades, questions about practical reason have come to occupy the center stage in ethics and metaethics. The Routledge Handbook of Practical Reason is an outstanding reference source to this exciting and distinctive subject area and is the first volume of its kind. Comprising thirty-six chapters by an international team of contributors, the Handbook provides a comprehensive overview of the field and is divided into five parts: Foundational Matters Practical Reason in the History of Philosophy Philosophy of Practical Reason as Action Theory and Moral Psychology Philosophy of Practical Reason as Theory of Practical Normativity The Philosophy of Practical Reason as the Theory of Practical Rationality The Handbook also includes two chapters by the late Derek Parfit, 'Objectivism about Reasons' and 'Normative Non-Naturalism.' The Routledge Handbook of Practical Reason is essential reading for philosophy students and researchers in metaethics, philosophy of action, action theory, ethics, and the history of philosophy.

### Groovy 2 Cookbook

Apress  
 There are dozens of Java frameworks out there, but most of them require you to learn special coding techniques and new, often rigid, patterns of development. Wicket is different. As a component-based Web application framework, Wicket lets you build maintainable enterprise-grade web applications using the power of plain old Java objects (POJOs), HTML, Ajax, Spring, Hibernate and Maven. Wicket automatically manages state at the component level, which means no more awkward HttpSession objects. Its elegant programming model enables you to write rich web applications quickly. Wicket in Action is an authoritative, comprehensive guide for Java developers building Wicket-based Web applications. This book starts with an introduction to Wicket's structure and components, and moves quickly into examples of Wicket at work. Written by two of the project's earliest and most authoritative experts, this book shows you both the "how-to" and the "why" of Wicket. As you move through the book, you'll learn to use and customize Wicket components, how to interact with other technologies like Spring and Hibernate, and how to build rich, Ajax-driven features into your applications. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

[To Your Scattered Bodies Go](#) "O'Reilly Media, Inc."

Grails is a full-stack web development framework that enables you to build complete web applications in a fraction of the time and with less code than other frameworks. Grails uses the principle of convention over configuration and the dynamic Groovy programming language. This revised and updated new edition shows you how to use Grails by iteratively building a unique, working application. By the time you're done, you'll have built and deployed a real, functioning website. Using this hands-on, pragmatic approach, you'll explore topics such as Ajax in Grails, custom tags, and plugins. You'll dig into Grails' powerful view technology, Groovy Server Pages, and see how you can easily leverage the help offered by scaffolding to create custom user interfaces faster than you would have thought possible. Along the way, you'll learn about domain classes, controllers, and GSP views. And you'll see how Grails enables you to use powerful frameworks such as Spring and Hibernate. With Grails, you can get a lot done with little effort. With this book, you'll get a lot done as well. Get started with Grails today. What You Need: Grails 2 will run on any machine that supports Java. Grails applications can be deployed on any Java Servlet container, including Tomcat, Jetty, WebLogic, JBoss, and Websphere.

### Lucene in Action

"O'Reilly Media, Inc."  
 This is a fashion illustration book which depicts the dress mode from a retrospective point of view. It relates fashion not only to the social lifestyle of people but also to the economic and political trend of the times, thus, giving the term "Street Mode" a special influential meaning to culture and life. Throughout the detailed drawings of fashion as depicted since the 1700's to the present, with highlights from the 17th century Neoclassicism and Romanticism and onwards, the author aims for the reader to realize his/her roots in history. thereby, also to understand the direction of dress wear.

### Grails 2

Simon and Schuster  
 Summary Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to build a full-fledged, real-world project. Along the way, it touches on advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. About the Technology Gradle is a general-purpose build automation tool. It extends the usage patterns established by its forerunners, Ant and Maven, and allows builds that are expressive, maintainable, and easy to understand. Using a flexible Groovy-based DSL, Gradle provides declarative and extendable language elements that let you model your project's needs the way you want. About the Book Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read

book discusses how to establish an effective build process for a full-fledged, real-world project. Along the way, it covers advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. The book assumes a basic background in Java, but no knowledge of Groovy. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Whats Inside A comprehensive guide to Gradle Practical, real-world examples Transitioning from Ant and Maven In-depth plugin development Continuous delivery with Gradle About the Author Benjamin Muschko is a member of the Gradleware engineering team and the author of several popular Gradle plugins. Table of Contents PART 1 INTRODUCING GRADLE Introduction to project automation Next-generation builds with Gradle Building a Gradle project by example PART 2 MASTERING THE FUNDAMENTALS Build script essentials Dependency management Multiproject builds Testing with Gradle Extending Gradle Integration and migration PART 3 FROM BUILD TO DEPLOYMENT IDE support and tooling Building polyglot projects Code quality management and monitoring Continuous integration Artifact assembly and publishing Infrastructure provisioning and deployment

### Java XML and JSON

Apress  
 CLOUD ATLAS, David Mitchell's bestselling Man Booker Prize-shortlisted novel which was also one of Richard & Judy's 100 Books of the Decade, has now been adapted for film. In this enhanced edition you can read the original novel along with a new essay by David Mitchell about the transformation of his novel into a film, and watch four exclusive videos about the book and film. The major motion picture, directed by Lana Wachowski, Tom Tykwer, and Andy Wachowski, stars Tom Hanks, Halle Berry, Susan Sarandon, Jim Sturgess, Ben Whishaw, Jim Broadbent Hugo Weaving, Doona Bae, James D'Arcy, Zhou Xun, Keith David and Hugh Grant. The novel features six characters in interlocking stories, each interrupting the one before it: a reluctant voyager crossing the Pacific in 1850; a disinherited composer blagging a precarious livelihood in between-the-wars Belgium; a high-minded journalist in Governor Reagan's California; a vanity publisher fleeing his gangland creditors; a genetically modified dinery server on death-row; and Zachry, a young Pacific islander witnessing the nightfall of science and civilisation. The narrators of CLOUD ATLAS hear each other's echoes down the corridor of history and their destinies are changed in ways great and small. Mitchell's other novels are GHOSTWRITTEN, NUMBER9DREAM, BLACK SWAN GREEN and A THOUSAND AUTUMS OF JACOB DE ZOET, all published by Sceptre. www.sceptrebooks.com Facebook: Sceptre Books Twitter: SceptreBooks

### BDD in Action

China Books

Summary Agile Metrics in Action is a rich resource for agile teams that aim to use metrics to objectively measure performance. You'll learn how to gather data that really counts, along with how to effectively analyze and act upon the results. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The iterative nature of agile development is perfect for experience-based, continuous improvement. Tracking systems, test and build tools, source control, continuous integration, and other built-in parts of a project lifecycle throw off a wealth of data you can use to improve your products, processes, and teams. The question is, how to do it? Agile Metrics in Action teaches you how. This practical book is a rich resource for an agile team that aims to use metrics to objectively measure performance. You'll learn how to gather the data that really count, along with how to effectively analyze and act upon the results. Along the way, you'll discover techniques all team members can use for better individual accountability and team performance. Practices in this book will work with any development process or tool stack. For code-based examples, this book uses Groovy, Grails, and MongoDB. What's Inside Use the data you generate every day from CI and Scrum Improve communication, productivity, transparency, and morale Objectively measure performance Make metrics a natural byproduct of your development process About the Author Christopher Davis has been a software engineer and team leader for over 15 years. He has led numerous teams to successful delivery using agile methodologies. Table of Contents PART 1 MEASURING AGILE TEAMS Measuring agile performance Observing a live project PART 2 COLLECTING AND ANALYZING YOUR TEAM'S DATA Trends and data from project-tracking systems Trends and data from source control Trends and data from CI and deployment servers Data from your production systems PART 3 APPLYING METRICS TO YOUR TEAMS, PROCESSES, AND SOFTWARE Working with the data you're collecting: the sum of the parts Measuring the technical quality of your software Publishing metrics Measuring your team against the agile principles

*GroovyMag November 2008* Hachette UK

*Svelte and Sapper in Action* teaches you to design and build fast, elegant web applications. You'll start immediately by creating an engaging Travel Packing app as you learn to create Svelte components and develop great UX. You'll master Svelte's unique state management model, use Sapper for simplified page routing, and take on modern best practices like code splitting, offline support, and server-rendered views. Summary Imagine web apps with fast browser load times that also offer amazing developer productivity and require less code to create. That's what Svelte and Sapper deliver! Svelte pushes a lot of the work a frontend framework would handle to the compile step, so your app components come out as tight, well-organized JavaScript modules. Sapper is a lightweight web framework that minimizes application size through server-rendering front pages and only loading the JavaScript you need. The end result is more efficient apps with great UX and simplified state management. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Many web frameworks load hundreds of "just-in-case" code lines that clutter and slow your apps. Svelte, an innovative, developer-friendly tool, instead compiles applications to very small bundles for lightning-fast load times that do more with less code. Pairing Svelte with the Sapper framework adds features for flexible and simple page routing, server-side rendering, static site development, and more. About the book *Svelte and Sapper in Action* teaches you to design and build fast, elegant web applications. You'll start immediately by creating an engaging Travel Packing app as you learn to create Svelte components and develop great UX. You'll master Svelte's unique state management model, use Sapper for simplified page routing, and take on modern best practices like code splitting, offline support, and server-rendered views. What's inside - Creating Svelte components - Using stores for shared data - Configuring page routing - Debugging, testing, and deploying Svelte apps - Using Sapper for dynamic and static sites About the reader For web developers familiar with HTML, CSS, and JavaScript. About the author Mark Volkmann is a partner at Object Computing, where he has provided software consulting and training since 1996. Table of Contents PART 1 - GETTING STARTED 1 Meet the players 2 Your first Svelte app PART 2 - DEEPER INTO SVELTE 3 Creating components 4 Block structures 5 Component communication 6 Stores 7 DOM interactions 8 Lifecycle functions 9 Client-side routing 10 Animation 11 Debugging 12 Testing 13 Deploying 14 Advanced Svelte PART 3 - DEEPER INTO SAPPER 15 Your first Sapper app 16 Sapper applications 17 Sapper server routes 18 Exporting static sties with Sapper 19 Sapper offline support PART 4 - BEYOND SVELTE AND SAPPER 20 Preprocessors 21 Svelte Native

*Professional Excel Development* Books Nippan

Summary Grails in Action, Second Edition is a comprehensive introduction to Grails 2 focused on making you super-productive fast. In this totally revised new edition, you'll master Grails 2.3 core skills as you apply TDD techniques to developing a full-scale Twitter clone. Along the way you'll learn the latest single-page

web app UI techniques, work with NoSQL backends, integrate with enterprise messaging, and implement a complete RESTful API for your services. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It may be time for you to stop reconfiguring, rewriting, and recompiling your Java web apps. Grails, a Groovy-powered web framework, hides all that busy work so you can concentrate on what your applications do, not how they're built. In addition to its famously intuitive dev environment and seamless integration with Spring and Hibernate, the new Grails 2.3 adds improved REST support, better protection against attacks from the web, and better dependency resolution. About the Book Grails in Action, Second Edition is a comprehensive introduction to Grails 2. In this totally revised edition you'll master Grails as you apply TDD techniques to a full-scale example (a Twitter clone). Along the way you'll learn single-page web app techniques, work with NoSQL back ends, integrate with enterprise messaging, implement a RESTful API ... and more. No Java or Groovy knowledge is required. Some web development and OOP experience is helpful. What's Inside Covers Grails 2.3 from the ground up Agile delivery and testing using Spock How to use and manage plugins Tips and tricks from the trenches About the Authors There's no substitute for experience: Glen Smith and Peter Ledbrook have been fixtures in the Grails community, contributing code, blogging, and speaking at conferences worldwide, since Grails 0.2. Table of Contents PART 1 INTRODUCING GRAILS Grails in a hurry The Groovy essentials PART 2 CORE GRAILS Modeling the domain 63 Creating the initial UI Retrieving the data you need Controlling application flow Services and data binding Developing tasty forms, views, and layouts PART 3 EVERYDAY GRAILS Building reliable applications Using plugins: just add water Protecting your application Exposing your app to other programs Single-page web applications (and other UI stuff) Understanding Spring and transactions PART 4 ADVANCED GRAILS Understanding events, messaging, and scheduling NoSQL and Grails Beyond compile, test, run Grails in the cloud BONUS ONLINE CHAPTERS Advanced GORM kung fu Developing plugins

*GroovyMag December 2008* Simon and Schuster

Take the guesswork out of using regular expressions. With more than 140 practical recipes, this cookbook provides everything you need to solve a wide range of real-world problems. Novices will learn basic skills and tools, and programmers and experienced users will find a wealth of detail. Each recipe provides samples you can use right away. This revised edition covers the regular expression flavors used by C#, Java, JavaScript, Perl, PHP, Python, Ruby, and VB.NET. You'll learn powerful new tricks, avoid flavor-specific gotchas, and save valuable time with this huge library of practical solutions. Learn regular expressions basics through a detailed tutorial Use code listings to implement regular expressions with your language of choice Understand how regular expressions differ from language to language Handle common user input with recipes for validation and formatting Find and manipulate words, special characters, and lines of text Detect integers, floating-point numbers, and other numerical formats Parse source code and process log files Use regular expressions in URLs, paths, and IP addresses Manipulate HTML, XML, and data exchange formats Discover little-known regular expression tricks and techniques

*Svelte and Sapper in Action* Packt Publishing Ltd

This book follows a Cookbook style and is packed with intermediate and advanced level recipes. This book is for Java developers who have an interest in discovering new ways to quickly get the job done using a new language that shares many similarities with Java. The book's recipes start simple, therefore no previous Groovy experience is required to understand the code and the explanations accompanying the examples.

*Grails in Action* Pearson Education

Grails is a full stack framework which aims to greatly simplify the task of building serious web applications for the JVM. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails 2 framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web. [The Definitive Guide to Grails](#) BlogIntoBook.com

Use this guide to master the XML metalanguage and JSON data format along with significant Java APIs for parsing and creating XML and JSON documents from the Java language. New in this edition is coverage of Jackson (a JSON processor for Java) and

Oracle's own Java API for JSON processing (JSON-P), which is a JSON processing API for Java EE that also can be used with Java SE. This new edition of Java XML and JSON also expands coverage of DOM and XSLT to include additional API content and useful examples. All examples in this book have been tested under Java 11. In some cases, source code has been simplified to use Java 11's var language feature. The first six chapters focus on XML along with the SAX, DOM, StAX, XPath, and XSLT APIs. The remaining six chapters focus on JSON along with the mjson, GSON, JsonPath, Jackson, and JSON-P APIs. Each chapter ends with select exercises designed to challenge your grasp of the chapter's content. An appendix provides the answers to these exercises. What You'll Learn Master the XML language Create, validate, parse, and transform XML documents Apply Java's SAX, DOM, StAX, XPath, and XSLT APIs Master the JSON format for serializing and transmitting data Code against third-party APIs such as Jackson, mjson, Gson, JsonPath Master Oracle's JSON-P API in a Java SE context Who This Book Is For Intermediate and advanced Java programmers who are developing applications that must access data stored in XML or JSON documents. The book also targets developers wanting to understand the XML language and JSON data format.

**Practical JSF in Java EE 8** Addison-Wesley Professional Groovy Programming is an introduction to the Java-based scripting language Groovy. Groovy has much in common with popular scripting languages such as Perl, Python, and Ruby, but is written in a Java-like syntax. And, unlike these other languages, Groovy is sanctioned by the Java community for use on the Java platform. Since it is based on Java, applications written in Groovy can make full use of the Java Application Programmer Interfaces (APIs). This means Groovy can integrate seamlessly with applications written in Java, while avoiding the complexities of the full Java language. This bare-bones structure also means Groovy can be used as an introduction to Java and to programming in general. Its simpler constructions and modern origins make it ideal as a first language and for introducing principles such as object-oriented programming. This book introduces all the major aspects of Groovy development and emphasizes Groovy's potential as a learning tool. Case studies and exercises are included, along with numerous programming examples. The book begins assuming only a general familiarity with Java programming, and progresses to discuss advanced topics such as GUI builders, Groovlets, Unit Testing, and Groovy SQL. The first comprehensive book on Groovy programming that shows how writing applications and scripts for the Java platform is fast and easy Written by leading software engineers and acclaimed computing instructors Offers numerous programming examples, code samples, detailed case studies, exercises for self-study, and a companion website with a Windows-based Groovy editor [Cloud Atlas](#) Packt Publishing Ltd

Summary Making Java Groovy is a practical handbook for developers who want to blend Groovy into their day-to-day work with Java. It starts by introducing the key differences between Java and Groovy—and how you can use them to your advantage. Then, it guides you step-by-step through realistic development challenges, from web applications to web services to desktop applications, and shows how Groovy makes them easier to put into production. About this Book You don't need the full force of Java when you're writing a build script, a simple system utility, or a lightweight web app—but that's where Groovy shines brightest. This elegant JVM-based dynamic language extends and simplifies Java so you can concentrate on the task at hand instead of managing minute details and unnecessary complexity. Making Java Groovy is a practical guide for developers who want to benefit from Groovy in their work with Java. It starts by introducing the key differences between Java and Groovy and how to use them to your advantage. Then, you'll focus on the situations you face every day, like consuming and creating RESTful web services, working with databases, and using the Spring framework. You'll also explore the great Groovy tools for build processes, testing, and deployment and learn how to write Groovy-based domain-specific languages that simplify Java development. Written for developers familiar with Java. No Groovy experience required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Easier Java Closures, builders, and metaprogramming Gradle for builds, Spock for testing Groovy frameworks like Grails and Griffon About the Author Ken Kousen is an independent consultant and trainer specializing in Spring, Hibernate, Groovy, and Grails. Table of Contents PART 1: UP TO SPEED WITH GROOVY Why add Groovy to Java? Groovy by example Code-level integration Using Groovy features in Java PART 2: GROOVY TOOLS Build processes Testing Groovy and Java projects PART 3: GROOVY IN THE REAL WORLD The Spring framework Database access RESTful web services Building and testing web applications *Expert Spring MVC and Web Flow* Routledge Learn how to develop REST-style and SOAP-based web services and clients with this quick and thorough introduction. This hands-on book delivers a clear, pragmatic approach to web services by providing an architectural overview, complete working code examples, and short yet precise instructions for compiling, deploying, and executing them. You'll learn how to write services

from scratch and integrate existing services into your Java applications. With greater emphasis on REST-style services, this second edition covers HttpServlet, Restlet, and JAX-RS APIs; jQuery clients against REST-style services; and JAX-WS for SOAP-based services. Code samples include an Apache Ant script that compiles, packages, and deploys web services. Learn differences and similarities between REST-style and SOAP-based services Program and deliver RESTful web services, using Java APIs and implementations Explore RESTful web service clients written in Java, JavaScript, and Perl Write SOAP-based web services with an emphasis on the application level Examine the handler and transport levels in SOAP-based messaging Learn wire-level security in HTTP(S), users/roles security, and WS-Security Use a Java Application Server (JAS) as an alternative to a standalone web server

*Spring Roo in Action* Packt Publishing Ltd

The definitive guide to developing applications with Microsoft Excel, this book is written by four authors who are Excel MVPs and run their own companies developing Excel-based applications.

□□□□□□□□□□ Simon and Schuster

With Gradle, you can efficiently build automation framework along with some flexible alternatives to customized build logic. This book starts with sound basics about build automation and how Gradle fits into this automation. It then moves on to give you a good exposure on Groovy—a scripting language used to write Gradle—and helps you understand a key elements of Groovy programming language. In the following chapters, you will deal with task management and learn how to integrate Ant tasks into build scripts. Furthermore, you will learn dependency management, plugin management, and its configuration techniques in Gradle. You will also get hands-on with building and testing projects using Gradle. You will then begin to cover diverse topics, such as Continuous Integration with Jenkins and TeamCity, Migration strategies, and Deployment, which enables you to learn concepts useful for Agile software development. Finally, you will also learn how to create a simple mobile application using Android and explore how Gradle can help you to build and test the application.

### **Grails 1.1 Web Application Development** Apress

Streamline software development with Jenkins, the popular Java-based open source tool that has revolutionized the way teams think about Continuous Integration (CI). This complete guide shows you how to automate your build, integration, release, and deployment processes with Jenkins—and demonstrates how CI can save you time, money, and many headaches. Ideal for developers, software architects, and project managers, Jenkins: The Definitive Guide is both a CI tutorial and a comprehensive Jenkins reference. Through its wealth of best practices and real-world tips, you'll discover how easy it is to set up a CI service with Jenkins. Learn how to install, configure, and secure your Jenkins server Organize and monitor general-purpose build jobs Integrate automated tests to verify builds, and set up code quality reporting Establish effective team notification strategies and techniques Configure build pipelines, parameterized jobs, matrix builds, and other advanced jobs Manage a farm of Jenkins servers to run distributed builds Implement automated deployment and continuous delivery