

Groovy In Action

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~~Groovy in Action, Second Edition, June 2015 'Pete the Cat and His Magic Sunglasses' by Kimberly \u0026 James Dean - READ ALOUD FOR KIDS! Pete the Cat and His Four Groovy Buttons GOOZY #1! Slime Monster Prop Hunt (FGTeeV's New Mobile Game) Groovy Tutorial~~

~~The Very Hungry Caterpillar - Animated Film Skippyjon Jones: Class Action Groovy Joe: Dance Party Countdown by Eric Litwin Groovy Joe: Ice Cream \u0026 Dinosaurs! - Read Aloud Pete the Cat | The Petes Go Marching | Official Book Trailer KScope18 Why Groovy is Game Changing Scholastic's Groovy Joe: Ice Cream \u0026 Dinosaurs (Espa\u00f1ol)~~

~~IRL PAPER.IO 2 Impossible Ideas??!?! (FGTEEV #1) Eating Only ONE Color of Food for 24 Hours!!! (FV Family Challenge) Pete The Cat Full Video - Funny Cartoon For Kids ROCKET LEAGUE 2020! Lose \u0026 You Eat Loser Food! (FGTeeV Multiplayer Challenge) AMONG US for Halloween 2020! (FV Family Trick or Treat Vlog) There's a Hacker AMONG US and we STOP HIM! (FGTeeV Family Gameplay) **Wheels on the Bus + More Nursery Rhymes \u0026 Kids Songs - CoComelon**~~

~~AMONG US: Stream Sniping DanTDM the Imposter [LIVE] Youtuber Collab #2 (FGTeeV Sus **PIGGY in SPACE! FGTeeV Builds Custom Minecraft Creeper Map (NEW BUILD MODE) ROBLOX PIGGY @ the MALL! Chapter 10 FGTeeV Multiplayer Escape (The Secret is Out) AMONG US w/ My Family but they BETRAY ME! (FGTeeV #3 Collab w/ Funny Sentence Usernames)**~~

~~ALL Groot Awakening Challenges Guide in Fortnite - How to UNLOCK Battle Brother Rocket Backbling *Making all Roblox Piggy (Book 2) Characters \u25b6 Part 5 \u2728 Polymer Clay Tutorial The Jungle Book - I wanna be like you w/lyrics Groovy Joe by Eric Litwin \u0026 Tom Lichtenheld Know 1970s: Groovy Books of the 1970s **Note Blocks - Animation vs. Minecraft Shorts Ep. 5 (music by Aaron Grooves) PETE THE CAT \u0026 His Four Groovy Buttons | Book Trailer \u0026 Music Video Groovy In Action***~~

Groovy in Action is a comprehensive guide to Groovy programming, introducing Java developers to the new dynamic features that Groovy provides. To bring you Groovy in Action, Manning again went to the source by working with a team of expert authors including both members and the Manager of the Groovy Project team. The result is the true definitive guide to the new Groovy language.

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Groovy in Action: Amazon.co.uk: Dierk Konig, Andrew Glover ...

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Manning | Groovy in Action

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.

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Groovy in Action - Java book - developer Fusion

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Groovy in Action describes this very common situation as "the chicken and egg dependency problem."

Book Excerpt and Review: Groovy in Action

Groovy in Action, 2nd 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.

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Groovy in Action - ResearchGate

Buy Groovy in Action 2 by Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, Jon Skeet (ISBN: 9781935182443) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

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groovy alltests However, since some listings rely on external constraints like special versions of the JVM (e.g. to test Groovy features for Java 8) or OS-specific integration features, some listings may be excluded from execution. Listings are usually made such that you can cd into the directory for that chapter and call the listing via

Groovy In Action - GitHub

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Groovy in Action, Second Edition [Book] - O'Reilly Media

Groovy in Action is a comprehensive guide to Groovy programming, introducing Java developers to the new dynamic features that Groovy provides. To bring you Groovy in Action , Manning again went to the source by working with a team of expert authors includin Groovy, the brand-new language for the Java platform, brings to Java many of the features that have made Ruby popular.

Groovy in Action by Dierk König - Goodreads

Computer Science 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.

[PDF] Groovy in Action | Semantic Scholar

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Groovy in Action, 2nd Edition | Dierk Konig, Paul King ...

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Groovy in Action | Guide books

Das Buch "Groovy in Action" stammt aus der bekannten "in Action"-Reihe und ist eine sehr gelungene Einführung in Groovy. Nach der Begründung, warum man überhaupt Groovy verwenden sollte, wird mit den Grundlagen von dynamischen Programmiersprachen und danach konkret mit Groovy begonnen.

Groovy in Action: Dierk Koenig, Andrew Glover, Paul King ...

British Pathe, the world's leading multimedia resource with a history stretching back over a century. The finest and most comprehensive archive of fabulous footage and stunning stills.

A guide to the Groovy programming language covers such topics as shell scripting, dynamic programming, Grails, GDK, and XML.

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

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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 König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric 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 GParS Domain-specific languages The Groovy ecosystem

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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

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 Groov is a

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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

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

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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.

Groovy in Action introduces Groovy by example, presenting lots of reusable code while explaining the underlying concepts. Java developers new to Groovy find a smooth transition into the dynamic programming world. Groovy experts gain a solid reference that challenges them to explore Groovy deeply and creatively. Groovy in Action is a fast-paced tutorial covering the Groovy language and how and when to apply it. Java developers will master Groovy's enhancements to Java such as builders, template engines and support for regular expressions and database programming. The book includes dozens of practical examples. It provides tips and tricks for daily work, unit testing; build support and even scripting Windows.

Summary Griffon in Action is a comprehensive tutorial written for Java developers who want a more productive approach to UI development. After a quick Groovy tutorial, you'll immediately dive into Griffon and start building examples that explore its high productivity approach to Swing development. About the Technology You can think of Griffon as Grails for the desktop. It is a Groovy-driven UI framework for the JVM that wraps and radically simplifies Swing. Its declarative style and approachable abstractions are instantly familiar to developers using Grails or JavaFX. About the Book Griffon in Action gets you going quickly. Griffon's convention-over-configuration approach requires minimal code to get an app off the ground, so you can start seeing results immediately. You'll learn how SwingBuilder and other Griffon "builders" provide a coherent DSL-driven development experience. Along the way, you'll explore best practices for structure, architecture, and lifecycle of a Java desktop application. Written for Java developers—no experience with Groovy, Grails, or Swing is required. 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. What's Inside Griffon from the ground up Full compatibility with Griffon 1.0 Using SwingBuilder and the other "builders" Practical, real-world examples Just enough Groovy

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With relevant examples, and careful explanations of Groovy's key concepts and features, this comprehensive book provides insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development. --

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