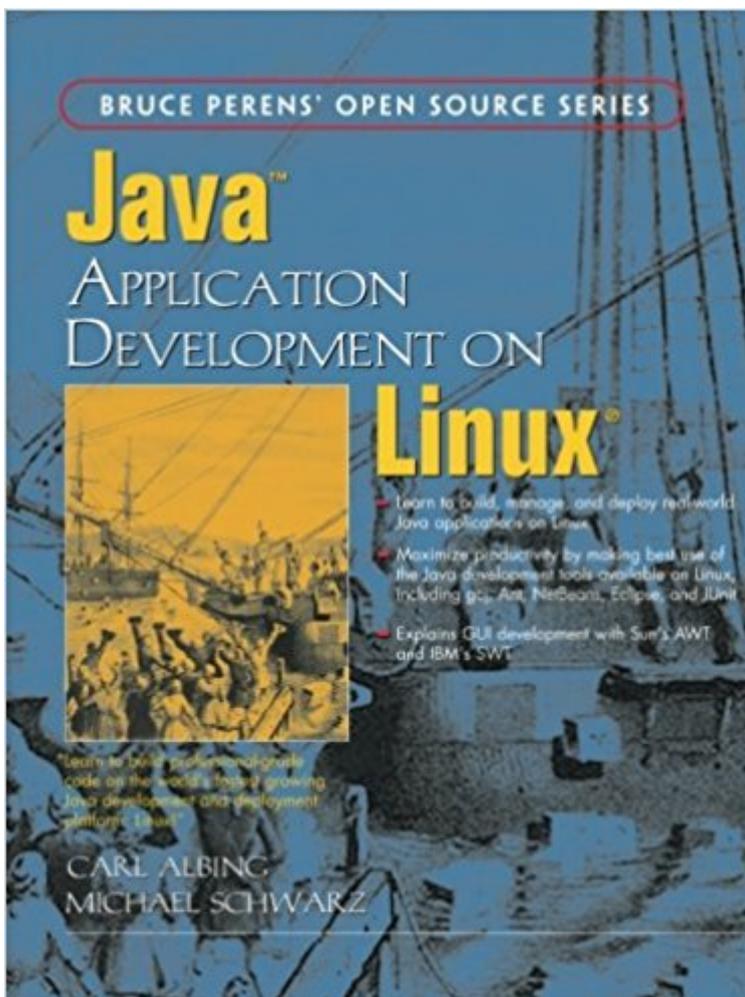


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Java Application Development On Linux



Synopsis

Linux is the fastest-growing Java development platform because it saves money and time by serving as a platform for both development and deployment. But developers face significant platform-specific challenges when managing and deploying Java applications in a controlled production environment. Written for Java and Linux developers alike, *Java™ Application Development on Linux*® is the hands-on guide to the full Java application development lifecycle on Linux. Determined to spare other developers hours of trial and error, Albing and Schwarz demonstrate the platform, tools, and application development by showing realistic, easy-to-follow examples. After a simple command-line application introduces basic tools, this program leads readers through business-logic object analysis, database design, Java servlet UIs, Java Server Pages (JSP) UIs, Swing GUIs, and Standard Widget Toolkit (SWT) GUIs. Scaling up to the enterprise level provides the opportunity to use both the JBoss Application Server and the Apache Geronimo Application Servers, and Enterprise JavaBeans (EJB). Readers learn how to Use development tools available on Linux, such as the GNU Compiler for Java (gcj), Ant, the NetBeans IDE, IBM's Eclipse Java IDE, JUnit, and SunONE Studio Develop business logic layers using Java DataBase Connectivity (JDBC) Add a Web interface using servlets and JSPs Add a GUI using Sun's Abstract Window Toolkit (AWT) and IBM's SWT Deploy EJBs in Linux The authors conclude by demonstrating how a hierarchy of budgets can be created, tracked, and shared with Concurrent Versions System (CVS). A companion Website includes all source code and a link to each tool described. *Java™ Application Development on Linux*® can propel you from a standing start to the full-speed development and deployment of Java applications on Linux.

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Customer Reviews

Java and Linux have come a long way since their respective introductions. Java is a serious contender as a platform for application development on the web, while Linux is widely regarded as an excellent platform for developing applications. For those who haven't kept current with Java development since the heady days of applet development, the myriad of Java technologies can look like a morass of car parts, musical genres, and acronyms. *Java Application Development on Linux* helps make sense of the current Java technologies and developments, while ensuring that the reader uses Open Source technologies as much as possible from start to finish. Part one of *Java Application Development on Linux* covers the Linux and Java foundations used in the rest of the book. Chapter one covers the fundamentals of UNIX and Linux by introducing Standard I/O, Pipes, Environment Variables, and rudimentary commands such as ls, find, chmod, tar, and man. Next, the authors introduce the venerable vi editor. The basic moves of vi are explained as well as regular expressions. (Lest other editor afficianados complain, other editors, as well as sed, are introduced, but not fully covered). Chapter 3 is a whirlwind tour of the fundamentals of Java and Object Oriented programming. This chapter is an admirable distillation of the concepts of Java, but by no means will it teach a rank beginner all of the points needed for full Java proficiency. Chapter 4 ties the first three chapters together by creating a simple Java program, compiling it, and redirecting input streams into the compiled program. The latter part of the chapter deals with incorporating environment variables into Java code using `getProperties()` and `getProperty()`, and with executing code via the `Runtime` class.

Java was developed to be a cross-platform language. "Write Once, Run Anywhere" is the slogan, and an admirable ideal to attempt to reach. So when I first saw the title of the book *Java Application Development on Linux*, I expected to find descriptions of some idiosyncrasies in the Linux environment that affected the "Run Anywhere" part of the equation. What I got was a lot more. The authors, Carl Albing and Michael Schwarz, chose to create a book that is a complete guide to writing commercial-quality Java programs. They focused on how to use the tools of Linux to assist in the creation of Java programs. The book is broken up into five major parts: Getting Started, Developing Business Logic, Developing Graphical User Interfaces, Developing Web Interfaces, and Developing Enterprise Scale Software. Each chapter is self-contained, and the reader can choose

what they read without losing track. Each chapter starts with a summary of what you'll learn, and concludes with a "What You Still Don't Know" section. Part I provides a 10-chapter overview of Linux, Java, the SDK's (Software Development Kits) from Sun and IBM, version control via CVS, and IDEs. The first two chapters cover a sampling of command-line Linux, plus the Vi editor to create your programs. Chapter 3 gives you a overview of the Java language, and Chapter 4 covers how the program can deal with the context in which it's running. The next two chapters cover Sun's SDK and IBM's development kit (briefly). Chapter 7 describes how to use the GNU Compiler for Java (gcj) to create native-code programs. Larger programs definitely need some form of source control, so the widely available Concurrent Versioning System (CVS) is clearly described out.

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