



Project Explorer showing a tree view of source packages:

- |- src
 - |- java
 - |- jsf
 - |- jsf.ut
 - jsfCrudELResolver.java
 - jsfUtil.java
 - PageInfo.java

```

Source
33 public static final String JSPRINCIPAL_CONTEXT
34 public static final String JSPRINCIPAL_CONTEXT_SUFFIX
35 public static final String JSPRINCIPAL_CONTEXT_SUFFIX_SUFFIX
36
37
38 /**
39  * (InheritedDoc)
40  */
41
42 public Object getValue(ELContext context,
43                       Object base,
44                       String property)
45 {
46     // ...
47 }

```

Hierarchy view showing subtypes of ELContext:

- java.el.ELContext
 - com.sun.faces.config.InitFacesContext
 - com.sun.faces.el.ELContextImpl
 - com.sun.faces.facelets.el.LegacyELContext
 - com.sun.faces.ngbean.BeanManager
 - javax.faces.validator.ValueExpression
 - javax.faces.view.facelets.FaceletContext
 - com.sun.faces.facelets.FaceletContextImpl

Autocomplete dropdown menu for the 'context' parameter in the 'getValue' method:

- ELContext
- ELException
- ELResolver
- Enum<E>
- EnumConstantNotPresentException
- Error
- Exception
- ExceptionInitializerError

Imported Items: Press Ctrl+SPACE Again for All Items

Method Navigator for 'getValue' showing members:

- clone(): java.lang.Object
- equals(java.lang.Object obj): boolean
- finalize()
- getClass(): java.lang.Class<?>
- getCommonPropertyType(javax.el.ELContext context, Object base, Object property): Object
- getFeatureDescriptors(javax.el.ELContext context): List<FeatureDescriptor>
- getParameterizedMethodToInvoke(javax.el.ELContext context, Object base, Object property): Method

JavaDoc for jsf.ut.jsfCrudELResolver:

jsf.ut.jsfCrudELResolver

`public Object getValue(ELContext context, Object base, Object property)`

Attempts to resolve the given property object on the given base object.

If this resolver handles the given (base, property) pair, the propertyResolved property of the ELContext object must be set to true by the resolver, before returning. If this property is not true after the method is called, the caller should ignore the return value.

Manual Java Netbeans Oracle

Ying Bai



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Step By Step Java GUI With JDBC & MySQL : Practical approach to build database desktop application with project based examples Hamzan Wadi, This book comes as an answer for students lecturers or the general public who want to learn Java GUI programming starting from scratch This book is suitable for beginner learners who want to learn Java GUI programming from the basic to the database level This book is also present for JAVA learners who want to increase their level of making GUI based database applications for small medium or corporate businesses level The discussion in this book is not wordy and not theoretical Each discussion in this book is presented in a concise and clear brief and directly to the example that implements the discussion Beginner learners who want to learn through this book should not be afraid of losing understanding of the programming concepts because this book in detail discusses the concepts of Java programming from the basic to the advanced level By applying the concept of learning by doing this book will guide you step by step to start Java GUI programming from the basics until you are able to create database applications using JDBC and MySQL Here are the material that you will learn in this book CHAPTER 1 This chapter will give you brief and clear introduction about how to create desktop application using Java GUI starting from how to setup your environments create your first project understand various control for your form and understand how to interact with your form using event handling CHAPTER 2 This chapter will discuss clearly about the concept and the implementatiton of data types and variables in Java GUI CHAPTER 3 This chapter will discuss in detail about how to make decisions or deal with a condition in the program This chapter is the first step to deeper understanding of logics in programming This chapter specifically discusses relational operators and logical operators if statements if else statements and switch case statements and how to implement all of these conditional statements using Java GUI CHAPTER 4 This chapter will discuss in detail the looping statements in Java including for statement while statement do while statement break statement and continue statement All of these looping statements will be implemented using Java GUI CHAPTER 5 This chapter will discuss how to use methods to group codes based on their funcitonality This discussion will also be the first step for programmers to learn how to create efficient program code This chapter will discuss in detail the basics of methods methods with return values how to pass parameters to methods how to overload your methods and how to make recursive methods CHAPTER 6 This chapter will discuss in detail how to create and use arrays read and write file operations and how to display data stored in arrays or files in graphical form CHAPTER 7 This chapter will discuss in detail the basics of MySQL how to access databases using JDBC and MySQL and how to perform CRUD operations using JDBC and MySQL CHAPTER 8 In this chapter we will discuss more about Java GUI programming This chapter will discuss in detail about how to make a program that consists of multi forms how to create MDI application and how to create report using iReport with data stored in a database

Practical Java Programming for IoT, AI, and Blockchain Perry Xiao,2019-07-23 Learn practical uses for some of the hottest tech applications trending among technology

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Pro Java 9 Games Development Wallace Jackson,2017-11-14 Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices Written by open source gaming expert Wallace Jackson this book uses Java 9 and NetBeans 9 to add leading edge features such as 3D textures animation digital audio and digital image compositing to your games Along the way you ll learn about game design including game design concepts genres engines and UI design techniques To completely master Java 3D game creation you will combine this knowledge with a number of JavaFX 9 topics such as scene graph hierarchy 3D scene configuration 3D model design and primitives model shader creation and 3D game animation creation With these skills you will be able to take your 3D Java games to the next level The final section of Pro Java 9 Games Development puts the final polish on your abilities You ll see how to add AI logic for random content selection methods harness a professional scoring engine and player proof your event handling After reading Pro Java 9 Games Development you will come away with enough 3D expertise to design develop and build your own professional Java 9 games using JavaFX 9 and the latest new media assets What You ll Learn Design and build professional 3D Java 9 games using NetBeans 9 Java 9 and JavaFX 9 Integrate new media assets such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game modeled textured and animated using JavaFX Optimize game assets for distribution and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience This book can be for experienced game developers new to Java programming

Advanced JAVA Laboratory Manual Gayatri Patel,2016-01-30 Advanced JAVA Lab Manual This lab manual is specially written for computer engineering and IT students for practicing Advanced JAVA features Also every one with interest in experementing JAVA s advanced features such as SWING Servlet JSP JDBC AWT Applet etc can refer this manual to get the knowledge of secure Web Application Development using Swing JDBC Servlet and JSP It covers virtually most of core features and some of the

advanced features of Web site Development including more than hands on examples tested in popular Web browser like Chrome IE and Firefox and platforms like Apache Web Server and WampServer Most of code samples are presented in easy to use way through any simple text editor starting from notepad Throughout the manual most of the programming features are explained through syntax and examples to develop state of the art Web applications Different approaches are used to explain various features of Advanced JAVA

[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 for Developers Pocket Primer Oswald Campesato,2022-12-14 No detailed description available for Java for Developers Pocket Primer

Java EE Applications on Oracle Java Cloud: Harshad Oak,2014-09-05 Master Java EE Application Development on Oracle Java Cloud Build highly available scalable secure distributed applications on Oracle Java Cloud In this Oracle Press guide Oracle ACE Director and Java Champion Harshad Oak leads you through the entire Java EE cloud based application lifecycle from development to deployment Filled with real world examples ready to use code and best practices Java EE Applications on Oracle Java Cloud is an invaluable resource for anyone looking to meet the growing demand for cloud based development skills Set up an Oracle Java Cloud instance and manage users and roles Build an application with NetBeans IDE and deploy it on Oracle Java Cloud Extend application functionality using servlets filters and listeners Streamline application development with JavaServer Pages JSP Standard Tag Library and expression language Create and deploy feature rich JavaServer Faces applications on Oracle Java Cloud Use Enterprise JavaBeans to effectively run business logic code in enterprise applications Develop and deploy SOAP and RESTful web services on Oracle Java Cloud Take advantage of the persistence capabilities of Oracle Java Cloud via Oracle Database Cloud Code examples from the book are available for download

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Practical Database Programming with Java Ying Bai,2011-09-09 Covers fundamental and advanced Java database programming techniques for beginning and experienced readers This book covers

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2019-02-26 JSP JSP 2 7

Java Android 15 (Brad Chao), 2017-12-19 iPAS UI UX App iPas Android PCuSER

Undocumented Secrets of MATLAB-Java Programming Yair M. Altman, 2011-12-05 For a variety of reasons the MATLAB Java interface was never fully documented This is really quite unfortunate Java is one of the most widely used programming languages having many times the number of programmers and programming resources as MATLAB Also unfortunate is the popular claim that while MATLAB is a fine programming platform for prototyping it is not suitable for real world modern looking applications Undocumented Secrets of MATLAB Java Programming aims to correct this misconception This book shows how using Java can significantly improve MATLAB program appearance and functionality and that this can be done easily and even without

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Java® Step By Step Solution with Programs book Dr Ashad Ullah Qureshi,2020-08-01 Learn Java with this comprehensive guide offering step by step solutions and practical programs This book covers fundamental concepts advanced techniques and real world applications making it an essential resource for both beginners and experienced programmers

Curso avanzado de Java Ismael López Quintero,2017-06-20 El presente libro tambi n explica conceptos relacionados con Java que son un tanto ambiguos como Entorno de ejecuci n Kit de desarrollo o Plataforma Java proporciona un panorama sobre el uso de la sintaxis b sica de Java e instrucciones para instalar el servidor de aplicaciones WebLogic Sever de Oracle da cuenta sobre c mo utilizar el framework JSF para crear una aplicaci n

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Web site Computerworld com twice monthly publication focused conference series and custom research form the hub of the world s largest global IT media network **InfoWorld** ,2004-05-10 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects *Programación orientada a objetos en Java* Luis Fernando García Llinás,2010 Este texto esta dirigido a personas con conocimientos previos en programacion que emplean el paradigma procedimental para la codificacion de soluciones especialmente usan lenguaje c y que ademas deseen aprender acerca del desarrollo de aplicaciones orientadas a objetos en java sin necesidad de leer la abundante y extensa literatura que por lo general contienen los manuales y gu as de usuarios Precisamente la s ntesis y la precisi n de la informaci n es uno de los atractivos de este texto que compila en 300 paginas los contenidos b sicos para un curso de programaci n orientada a objetos en java

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