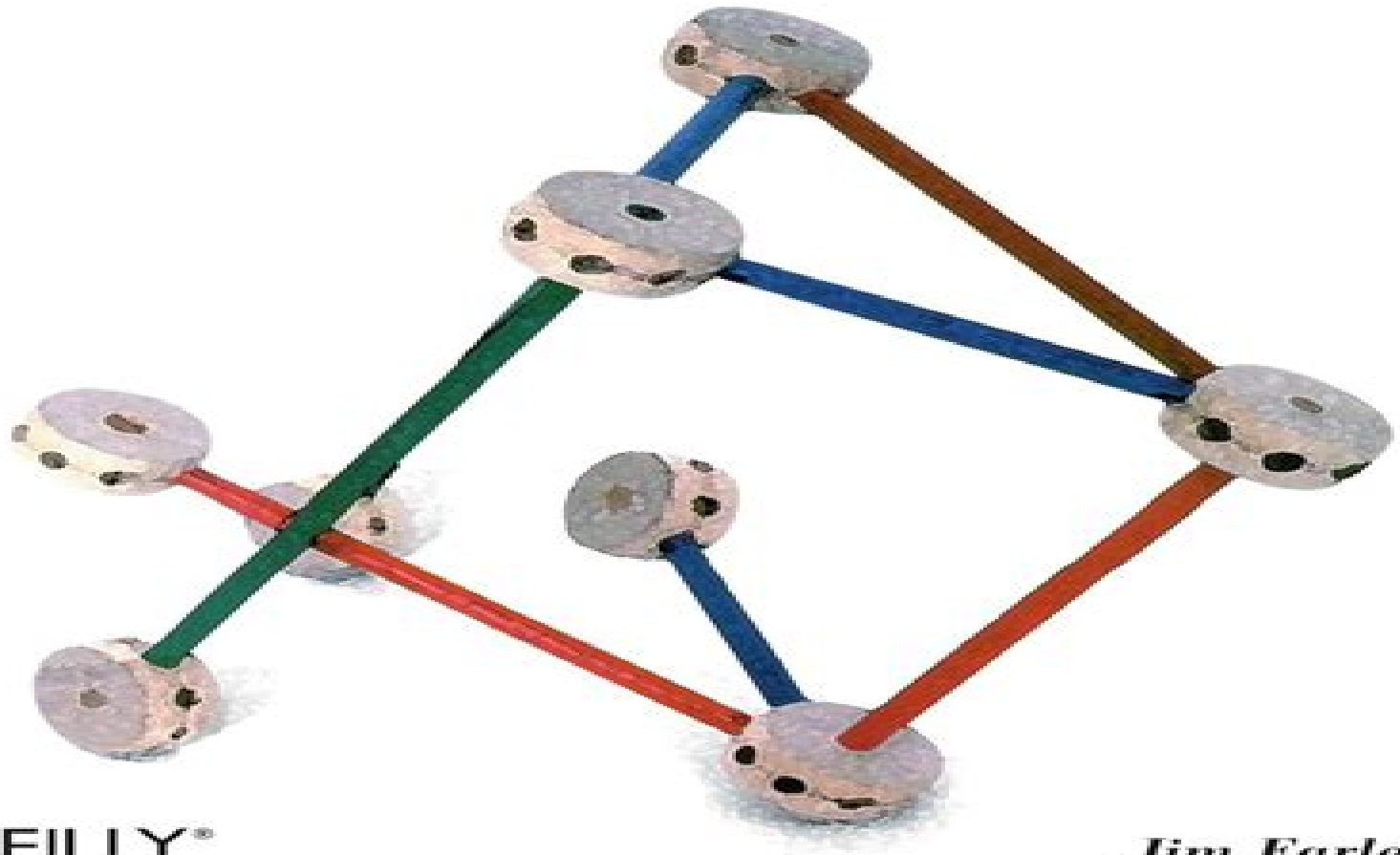


JAVA™

Distributed Computing



O'REILLY®

Jim Farley

Java Distributed Computing Jim Farley

David Flanagan



Java Distributed Computing Jim Farley:

Java Distributed Computing Jim Farley, 1998 Distributed computing and Java go together naturally As the first language designed from the bottom up with networking in mind Java makes it very easy for computers to cooperate Even the simplest applet running in a browser is a distributed application if you think about it The client running the browser downloads and executes code that is delivered by some other system But even this simple applet wouldn't be possible without Java's guarantees of portability and security the applet can run on any platform and can't sabotage its host Of course when we think of distributed computing we usually think of applications more complex than a client and server communicating with the same protocol We usually think in terms of programs that make remote procedure calls access remote databases and collaborate with others to produce a single result Java Distributed Computing discusses how to design and write such applications It covers Java's RMI Remote Method Invocation facility and CORBA but it doesn't stop there it tells you how to design your own protocols to build message passing systems and discusses how to use Java's security facilities how to write multithreaded servers and more It pays special attention to distributed data systems collaboration and applications that have high bandwidth requirements In the future distributed computing can only become more important Java Distributed Computing provides a broad introduction to the problems you'll face and the solutions you'll find as you write distributed computing applications Topics covered in Java Distributed Computing Introduction to Distributed Computing Networking Basics Distributed Objects Overview of CORBA and RMI Threads Security Message Passing Systems Distributed Data Systems Databases Bandwidth Limited Applications Collaborative Systems

Java Distributed Computing Jim Farley, 1998 This book shows how to build software in which two or more computers cooperate to produce results It covers Java's RMI Remote Method Invocation facility in addition to CORBA and strategies for developing a distributed framework It pays attention to often neglected issues such as protocol design security and bandwidth requirements

Java Cookbook Ian F. Darwin, 2001 A comprehensive collection of problems solutions and practical examples for anyone programming in Java The Java Cookbook presents hundreds of tried and true Java recipes covering all of the major APIs as well as some APIs that aren't as well documented in other Java books The book provides quick solutions to particular problems that can be incorporated into other programs but that aren't usually programs in and of themselves

Java Threads Scott Oaks, Henry Wong, 1999 Threads Computer programs

Java & XML Brett McLaughlin, 2001 Java and XML share many features that are ideal for building Web based enterprise applications This manual shows how to put the two together building applications in which both the code and the data are truly portable

Java Message Service David A Chappell, Richard Monson-Haefel, 2000-12-04 This book is a thorough introduction to Java Message Service JMS the standard Java application program interface API from Sun Microsystems that supports the formal communication known as messaging between computers in a network JMS provides a common interface to standard messaging protocols and to special messaging services

in support of Java programs The messages exchange crucial data between computers rather than between users information such as event notification and service requests Messaging is often used to coordinate programs in dissimilar systems or written in different programming languages Using the JMS interface a programmer can invoke the messaging services of IBM s MQSeries Progress Software s SonicMQ and other popular messaging product vendors In addition JMS supports messages that contain serialized Java objects and messages that contain Extensible Markup Language XML pages Messaging is a powerful new paradigm that makes it easier to uncouple different parts of an enterprise application Messaging clients work by sending messages to a message server which is responsible for delivering the messages to their destination Message delivery is asynchronous meaning that the client can continue working without waiting for the message to be delivered The contents of the message can be anything from a simple text string to a serialized Java object or an XML document Java Message Service shows how to build applications using the point to point and publish and subscribe models how to use features like transactions and durable subscriptions to make an application reliable and how to use messaging within Enterprise JavaBeans It also introduces a new EJB type the MessageDrivenBean that is part of EJB 2 0 and discusses integration of messaging into J2EE Database Programming with JDBC and Java George Reese,2000 Java and databases make a powerful combination Getting the two sides to work together however takes some effort largely because Java deals in objects while most databases do not This book describes the standard Java interfaces that make portable object oriented access to relational databases possible and offers a robust model for writing applications that are easy to maintain It introduces the JDBC and RMI packages and uses them to develop three tier applications applications divided into a user interface an object oriented logic component and an information store The book begins with a quick overview of SQL for developers who may be asked to handle a database for the first time It then explains how to issue database queries and updates through SQL and JDBC It also covers the use of stored procedures and other measures to improve efficiency where these are available But the book s key contribution is a set of patterns that let developers isolate critical tasks like object creation information storage and retrieval and the committing or aborting of transactions The second edition includes more basics of JDBC and SQL with more examples and a deeper discussion about the architecture of a robust maintainable database application The second edition also explains the relationship between JDBC and Enterprise JavaBeans

Programming Embedded Systems in C and C++ Michael Barr,1999 This book introduces embedded systems to C and C programmers Topics include testing memory devices writing and erasing flash memory verifying nonvolatile memory contents controlling on chip peripherals device driver design and implementation and more *Java Enterprise in a Nutshell* Jim Farley,William Crawford,David Flanagan,2002 The Java Enterprise APIs are building blocks for creating enterprise wide distributed applications in Java Java Enterprise in a Nutshell covers the RMI Java IDL JDBC JNDI Java Servlet and Enterprise JavaBeans APIs with a fast paced tutorial and compact reference material on each technology Java Performance Tuning

Jack Shirazi, 2003-01-21 Java application performance is tied pretty heavily to the underlying Java Virtual Machine and the new 1.4 version of Java has significant changes that mean previously used performance tips and strategies may no longer work. Significantly revised and expanded, this second edition not only covers Java 1.4 but adds new coverage of JDBC, NIO, Servlets, EJB, and JSP. Suitable for intermediate and advanced Java developers, this text also covers JDBC, RMI, CORBA, Servlets, JSP, and custom tag libraries, XML, internationalization, JavaMail, Enterprise JavaBeans, and performance tuning. It should be a useful resource for teaching how to create a tuning strategy, how to use profiling tools to understand a program's behaviour, and how to avoid performance penalties from inefficient code, making them more efficient and effective. The result is code that's robust, maintainable, and fast.

Enterprise JavaBeans Richard Monson-Haefel, 2004
Enterprise JavaBeans Fourth Edition is the definitive guide to EJB 2.1. It shows you how to build complex, mission-critical systems using snap-together software components that model business objects and processes. EJB 2.1 makes several important steps forward in EJB technology: message-driven beans are much more flexible; a timer service has been added; and EJBs have been integrated with web services. Enterprise JavaBeans delivers on a promise that was astonishing a few years ago: not only can EJBs run without modification on any operating system, they can run on any J2EE application server. However, after writing EJBs, you have to deploy them in an application server, and deploying EJBs can be a painful task. This edition includes the JBoss Workbook, which shows you how to deploy the examples on the open-source JBoss Application Server. If you've done any enterprise software development in the past few years, you already know the extent to which EJB has changed the field. Use this book to catch up on the latest developments. If you're new to enterprise software development or if you haven't been working with EJB, this book will bring you up to speed on this exciting technology for building business systems.

Java Internationalization Andrew Deitsch, David Czarnecki, 2001-03-15 Czarnecki explores and provides concrete examples for using the features of Java's Unicode to create internationalized graphical user interfaces, to correctly format currency, dates, times, and numbers, and to ensure font support for different languages. This guide addresses creating internationalized Web applications using servlets and JSP.

Java Servlet Programming Jason Hunter, William Crawford, 2001 This book is a great introduction to Java servlets and their various communication mechanisms. It includes deep and comprehensive coverage of the Java Servlet API and also of HTTP, non-HTTP socket communications, Remote Method Invocation, RMI, and more. Throughout, the authors present illustrative codes and explain why things work the way they do.

Computers Languages Programming Applied SOA Patterns on the Oracle Platform Sergey Popov, 2014-08-12 Applied SOA Patterns on the Oracle Platform is aimed at architects practicing SOA or traditional integration and also at technical team leaders implementing Oracle Fusion under SCRUM or WF methodology.

Java Input/output Elliott Rusty Harold, 1999 Intermediate programmers can refer to this guide to gain a solid understanding of text formatting in an object-oriented language. Java I/O explores streams, which provide simple ways to read and write data of

different types and shows how to control number formatting use characters aside from the standard but outdated ASCII character set and get a head start on writing truly multi lingual software

Java Examples in a Nutshell David Flanagan,2004-01-21 The author of the best selling Java in a Nutshell has created an entire book of real world Java programming examples that you can learn from If you learn best by example this is the book for you This third edition covers Java 1.4 and contains 193 complete practical examples over 21 900 lines of densely commented professionally written Java code covering 20 distinct client side and server side APIs It includes new chapters on the Java Sound API and the New I/O API The chapters on XML and servlets have been rewritten to cover the latest versions of the specifications and to demonstrate best practices for Java 1.4 New and updated examples throughout the book demonstrate many other new Java features and APIs Java Examples in a Nutshell is a companion volume to Java in a Nutshell Java Foundation Classes in a Nutshell and Java Enterprise in a Nutshell It picks up where those quick references leave off providing a wealth of examples for both novices and experts This book doesn't hold your hand it simply delivers well commented working examples with succinct explanations to help you learn and explore Java and its APIs Java Examples in a Nutshell contains examples that demonstrate Core APIs including I/O New I/O threads networking security serialization and reflection Desktop APIs highlighting Swing GUIs Java 2D graphics preferences printing drag and drop JavaBeans applets and sound Enterprise APIs including JDBC database access JAXP XML parsing and transformation Servlets 2.4 JSP 2.0 JavaServer Pages and RMI The book begins with introductory examples demonstrating structured and object oriented programming techniques for new Java programmers A special index at the end of the book makes it easy to look up examples that use a particular Java class or accomplish a desired task In between each chapter includes exercises that challenge readers and suggest further avenues for exploration

JAVA 虚拟机,2002 Java Web Services David A. Chappell,Tyler Jewell,2002 This volume offers the experienced Java developer a way into the Web services world It explains the range of technologies in use and how they relate to Java and shows Java developers how to put them to use to solve real problems

Professional C++ Nicholas A. Solter,Scott J. Kleper,2005-01-07 Geared to experienced C developers who may not be familiar with the more advanced features of the language and therefore are not using it to its full capabilities Teaches programmers how to think in C that is how to design effective solutions that maximize the power of the language The authors drill down into this notoriously complex language explaining poorly understood elements of the C feature set as well as common pitfalls to avoid Contains several in depth case studies with working code that's been tested on Windows Linux and Solaris platforms

Managing & Using MySQL George Reese,Randy Yarger,Tim King,Hugh E. Williams,2002 MySQL is a robust open source database product that supports key subsets of SQL on both Linux and Unix systems This text goes through the whole process from installation and configuration to programming interfaces and database administration

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