Programming Groovy Dynamic Productivity For The Java Developer

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Groovy Tutorial **How to dynamically add methods at runtime with Groovy Groovy for Beginners | Groovy Arithmetic and Dynamic Operators** *Groovy Tutorial For Beginners Runtime Metaprogramming With Groovy Applying Groovy Closures for Fun and Productivity* ~~Groovy update: What's new in Groovy 3 and coming in 4 - Paul King~~

Groovy Beginner Tutorial 1 | What is Groovy OpenOffice UNO Programming with Groovy ~~Meta-programming in Groovy~~ ~~Learning Groovy Episode 2 Exploring Groovy Metaprogramming~~ ~~Top signs of an inexperienced programmer~~ ~~How to learn to code (quickly and easily!)~~ **How to Prepare for Technical Interviews, Part 1 - Coding How I mastered Data Structures and Algorithms from scratch | MUST WATCH The Official Programming Language Tier List 2021** ~~AlgoExpert In Depth Review - Better Than Leetcode?~~ **Uptempo Music for Studying · Working · Focusing · Concentrating · 1 Hour**

How to Get a Software Engineering Job at Microsoft~~Jenkins Groovy Tutorial For Beginners | Jenkins Pipeline Tutorial | DevOps Training | Edureka~~ How to Create Java Web Project in IntelliJ IDEA Best Books for Learning Data Structures and Algorithms **Functional Groovy with Paul King** *Extreme Productivity | Robert C. Pozen | Book Summary* Groovy update: What's new in Groovy 3.0 and coming in 4.0 Powerful Metaprogramming Techniques With Groovy by Jeff Brown **Groovy things to do with Groovy** *Design Patterns in Groovy Design Patterns in Java and Groovy* ~~Programming Groovy Dynamic Productivity For~~

Engineering The Digital transformation leverages manufacturing's successful track record of improving productivity ... observability. Groovy, by nature, is and will always be a dynamic language.

~~What ' s new in Groovy 2.0?~~

Engineering The Digital transformation leverages manufacturing's successful track record of improving productivity and ... with focus on low code visual programming to help data scientists apply ...

Groovy brings you the best of both worlds: a flexible, highly productive, agile, dynamic language that runs on the rich framework of the Java Platform. Groovy preserves the Java semantics and extends the JDK to give you true dynamic language capabilities. Programming Groovy 2 will help you, the experienced Java developer, learn and take advantage of the latest version of this rich dynamic language. You'll go from the basics of Groovy to the latest advances in the language, including options for type checking, tail-call and memoization optimizations, compile time metaprogramming, and fluent interfaces to create DSLs. You don't have to leave the rich Java Platform to take advantage of Groovy. Groovy preserves Java's semantics and extends the JDK, so programming in Groovy feels like the Java language has been augmented; it's like working with a lighter, more elegant Java. If you're an experienced Java developer who wants to learn how Groovy works, you'll find exactly what you need in this book. You'll start with the fundamentals of programming in Groovy and how it works with Java, and then you'll explore advanced concepts such as unit testing with mock objects, using Builders, working with databases and XML, and creating DSLs. You'll master Groovy's powerful yet complex run-time and compile-time metaprogramming features. Much has evolved in the Groovy language since the publication of the first edition of Programming Groovy. Programming Groovy 2 will help you learn and apply Groovy's new features. Creating DSLs is easier now, and Groovy's already-powerful metaprogramming facilities have improved even more. You'll see how to work with closures, including tail call optimization and memoization. The book also covers Groovy's new static compilation feature. Whether you're learning the basics of the language or interested in getting proficient with the new features, Programming Groovy 2 has you covered. What You Need To work on the examples in the book you need Groovy 2.0.5 and Java JDK 5 or higher.

The strength of Java is no longer in the language itself; it s in the Java Platform (the JVM, JDK, and rich frameworks and libraries). But recently, the industry has turned to dynamic languages for increased productivity and speed to market.Groovy is one of a new breed of dynamic languages that run on the Java platform. You can use these new languages on the JVM and intermix them with your existing Java code. You can leverage your Java investments while benefiting from advanced features including true Closures, Meta Programming, the ability to create internal DSLs, and a higher level of abstraction.

A guide to the Groovy programming language covers such topics as dynamic typing, closures, strings, GDK, XML, scripts and classes, meta-object protocol, and unit testing and mocking.

Demonstrates how developers working with small- to mid-sized companies can take advantage of Amazon Web Services (AWS) such as the Simple Storage Service (S3), Elastic Compute Cloud (EC2), Simple Queue Service (SQS), Flexible Payments Service (FPS), and SimpleDB to build web-scale business applications.

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

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 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

Start building powerful apps that take advantage of the dynamic scripting capabilities of the Groovy language, including what's new in Groovy version 3.0. This book covers Groovy fundamentals, such as installing Groovy, using Groovy tools, and working with the Groovy Development Kit (GDK). You'll also learn more advanced aspects of Groovy, such as using Groovy design patterns, writing DSLs in Groovy, and taking advantage of Groovy's functional programming features. Also, Learning Groovy 3 has been updated to Groovy 3.0 to include the new Parrot parser which was extended to support additional syntax options and language features. It also includes coverage of Groovydoc, which allows you to embed Groovydoc comments in various ways. And, this book covers how Groovy supports Java type annotations and more. There is more to Groovy than the core language, so Learning Groovy 3, Second Edition covers the extended Groovy ecosystem. You'll see how to harness Gradle (Groovy's build system), Grails (Groovy's web application framework), Spock (Groovy's testing framework), and Ratpack (Groovy's reactive web library). What You Will Learn Grasp Groovy fundamentals, including the GDK Master advanced Groovy, such as writing Groovy DSLsDiscover functional programming in GroovyWork with GPars, the built-in concurrency libraryUse Gradle, the build systemMaster Grails, the web application frameworkWork with Spock, the testing frameworkHarness Ratpack, the reactive web library Who This Book Is For Those with a Java background, though anyone with basic programming skills can benefit from it. This book is a data-filled, yet easy-to-digest tour of the Groovy language and ecosystem.

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 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 K ö nig, Paul King, Guillaume Laforge, Hamlet D'Arcy, C é dric 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

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.

Your success—and sanity—are closer at hand when you work at a higher level of abstraction, allowing your attention to be on the business problem rather than the details of the programming platform. Domain Specific Languages—"little languages" implemented on top of conventional programming languages—give you a way to do this because they model the domain of your business problem. DSLs in Action introduces the concepts and definitions a developer needs to build high-quality domain specific languages. It provides a solid foundation to the usage as well as implementation aspects of a DSL, focusing on the necessity of applications speaking the language of the domain. After reading this book, a programmer will be able to design APIs that make better domain models. For experienced developers, the book addresses the intricacies of domain language design without the pain of writing parsers by hand. The book discusses DSL usage and implementations in the real world based on a suite of JVM languages like Java, Ruby, Scala, and Groovy. It contains code snippets that implement real world DSL designs and discusses the pros and cons of each implementation. 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 Tested, real-world examples How to find the right level of abstraction Using language features to build internal DSLs Designing parser/combinator-based little languages