

iBatis

Data Mapper

(a.k.a SQL Maps)

Version 2.0

Developer Guide

August 9, 2006



Developer Guide Ibatis

CO Houle



Developer Guide Ibatis:

Professional Java Development with the Spring Framework Rod Johnson, Jürgen Höller, Alef Arendsen, Thomas Risberg, Colin Sampaleanu, 2007-08-27 The Spring Framework is a major open source application development framework that makes Java J2EE™ development easier and more productive This book shows you not only what Spring can do but why explaining its functionality and motivation to help you use all parts of the framework to develop successful applications You will be guided through all the Spring features and see how they form a coherent whole In turn this will help you understand the rationale for Spring's approach when to use Spring and how to follow best practices All this is illustrated with a complete sample application When you finish the book you will be well equipped to use Spring effectively in everything from simple Web applications to complex enterprise applications What you will learn from this book The core Inversion of Control container and the concept of Dependency Injection Spring's Aspect Oriented Programming AOP framework and why AOP is important in J2EE development How to use Spring's programmatic and declarative transaction management services effectively Ways to access data using Spring's JDBC functionality iBATIS SQL Maps Hibernate and other O/R mapping frameworks Spring services for accessing and implementing EJBs Spring's remoting framework Who this book is for This book is for Java J2EE architects and developers who want to gain a deeper knowledge of the Spring Framework and use it effectively Wrox Professional guides are planned and written by working programmers to meet the real world needs of programmers developers and IT professionals Focused and relevant they address the issues technology professionals face every day They provide examples practical solutions and expert education in new technologies all designed to help programmers do a better job

Persistence in the Enterprise Roland Barcia, Geoffrey Hambrick, Kyle Brown, Robert Peterson, Kulvir Singh Bhogal, 2008-05-01 The Definitive Guide to Today's Leading Persistence Technologies Persistence in the Enterprise is a unique up to date and objective guide to building the persistence layers of enterprise applications Drawing on their extensive experience five leading IBM Web development experts carefully review the issues and tradeoffs associated with persistence in large scale business critical applications The authors offer a pragmatic consistent comparison of each leading framework both proprietary and open source Writing for IT managers architects administrators developers and testers the authors address a broad spectrum of issues ranging from coding complexity and flexibility to scalability and licensing In addition they demonstrate each framework side by side via a common example application With their guidance you'll learn how to define your persistence requirements choose the most appropriate solutions and build systems that maximize both performance and value Coverage includes Taking an end to end application architecture view of persistence Understanding business drivers IT requirements and implementation issues Driving your persistence architecture via functional nonfunctional and domain requirements Modeling persistence domains Mapping domain models to relational databases Building a yardstick for comparing persistence frameworks and APIs Selecting the right persistence technologies

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iBATIS in Action Clinton Begin, Brandon Goodin, Larry Meadors, 2007-01-27 iBATIS in Action teaches Java developers and architects how to use the iBATIS framework to map relational databases to object oriented programs Written by the creator of iBATIS this practical book presents patterns and solutions that readers can apply immediately iBATIS in Action shows Java developers how to tackle the problem of data persistence using the elegant iBATIS framework iBATIS helps developers solve the problem of connecting or mapping relational databases to object oriented code An extensive running example presents reusable iBATIS patterns and common solutions The sample application shows where iBATIS fits in a typical web application as well as how iBATIS integrates with other popular frameworks like Struts iBATIS in Action focuses on solving existing problems without introducing new ones In addition to showing what iBATIS does iBATIS in Action also shows how iBATIS solves problems Readers explore the driving design philosophy behind iBATIS as presented by iBATIS creator Clinton Begin 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 *Rails for Java Developers* Stuart Dabbs Halloway, Justin Gehtland, 2007 Shows you using detailed comparisons and commentary how to translate your hard earned Java knowledge and skills into the world of Ruby and Rails

POJOs in Action Chris Richardson, 2006-02-02 The standard platform for enterprise application development has been EJB but the difficulties of working with it caused it to become unpopular They also gave rise to lightweight technologies such as Hibernate Spring JDO iBATIS and others all of which allow the developer to work directly with the simpler POJOs Now EJB version 3 solves the problems that gave EJB 2 a black eye it too works with POJOs POJOs in Action describes the new easier ways to develop enterprise Java applications It describes how to make key design decisions when developing business logic using POJOs including how to organize and encapsulate the business logic access the database manage transactions and handle database concurrency This book is a new generation Java applications guide it enables readers to successfully build lightweight applications that are easier to develop test and maintain

Sales Management, 1952 *MyBatis in Practice* Srinivas Mudunuri, 2013-07-15 MyBatis in Practice book illustrates the use of MyBatis framework and its dependent technologies This book provides a step by step approach for developing applications using MyBatis framework It is specially designed to help the individuals who want to learn MyBatis 3 framework This book covers the MyBatis framework related technology standards such as introduction to MyBatis MyBatis support for executing select insert delete and update statements MyBatis provided annotations MyBatis support for executing stored procedures and functions MyBatis integration with Spring

MyBatis integration with Velocity MyBatis Spring support for transaction management and migration from iBatis to MyBatis A step by step approach is followed throughout and this book contains approximately 50 Java programs for a better understanding of the topics The following topics are covered in this book Introduction to MyBatis Database Operations CRUD MyBatis Annotations MyBatis Executing Stored Procedures and Functions MyBatis Spring Transaction Management MyBatis with Velocity Migrating from iBatis to MyBatis

Spring: A Developer's Notebook Bruce Tate, Justin Gehtland, 2005-04-10

Since development first began on Spring in 2003 there's been a constant buzz about it in Java development publications and corporate IT departments The reason is clear Spring is a lightweight Java framework in a world of complex heavyweight architectures that take forever to implement Spring is like a breath of fresh air to overworked developers In Spring you can make an object secure remote or transactional with a couple of lines of configuration instead of embedded code The resulting application is simple and clean In Spring you can work less and go home early because you can strip away a whole lot of the redundant code that you tend to see in most J2EE applications You won't be nearly as burdened with meaningless detail In Spring you can change your mind without the consequences bleeding through your entire application You'll adapt much more quickly than you ever could before Spring A Developer's Notebook offers a quick dive into the new Spring framework designed to let you get hands on as quickly as you like If you don't want to bother with a lot of theory this book is definitely for you You'll work through one example after another Along the way you'll discover the energy and promise of the Spring framework This practical guide features ten code intensive labs that'll rapidly get you up to speed You'll learn how to do the following and more install the Spring Framework set up the development environment use Spring with other open source Java tools such as Tomcat Struts and Hibernate master AOP and transactions utilize ORM solutions As with all titles in the Developer's Notebook series this no nonsense book skips all the boring prose and cuts right to the chase It's an approach that forces you to get your hands dirty by working through one instructional example after another examples that speak to you instead of at you

The Beginner's Guide to Android Game Development James S. Cho, 2014 Android Game Development Made Easy If you've always wanted to make Android games but didn't know where to start this book is for you Whether you are an absolute beginner with no programming experience or an experienced Java developer wanting to get started with game development this comprehensive book will help you accomplish your goals and teach you how to build your own games from scratch no game engines needed In this beginner friendly guide you will find focused step by step approaches designed to help you learn and practice one fundamental concept at a time You will study Java and write object oriented applications You will experiment with the building blocks of Android and create fun interactive 2D games with touch controls You will even learn how to integrate social features such as a global leaderboard and publish your game to be shared with the billion Android users across the world This book provides access to an extensive library of sample Java and Android game projects via its companion website so that you can continue learning on your own and grow as a game programmer

With this up to date guide in your hand you will be able to successfully navigate common pitfalls and get up and running with your own projects in no time Tested on Android Lollipop All the code in the book has been tested on the Android Lollipop SDK 5 0 and is available under the open source MIT license at the book s companion site Table of Contents Unit 1 Java Basics Chapter 1 The Fundamentals of Programming Chapter 2 Beginning Java Chapter 3 Designing Better Objects Unit 2 Java Game Development Chapter 4 Laying the Foundations Chapter 5 Keeping It Simple Chapter 6 The Next Level Unit 3 Android Game Development Chapter 7 Beginning Android Development Chapter 8 The Android Game Framework Chapter 9 Building the Game Unit 4 Finishing Touches Chapter 10 Releasing Your Game Chapter 11 Continuing the Journey

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ATL Developer's Guide, 2nd Edition Tom Armstrong,Ron Patton,2000 *Android Os Os* Swift,2017-07-12 In Android Programming Ryan Hodson provides a useful overview of the Android application lifecycle Topics ranging from creating a UI to adding widgets and embedding fragments are covered and he provides plenty of links to Android documentation along the way Each chapter is conveniently summarized to ensure you get the most out of reading the book and summaries include helpful suggestions for expanding your abilities in this growing app market This updated and expanded second edition of Book provides a user friendly introduction to the subject Taking a clear structural framework it guides the reader through the subject s core elements A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts This succinct and enlightening overview is a required reading for all those interested in the subject We hope you find this book useful in

shaping your future career Business **Borland JBuilder 2** Borland international,1998 **Beginner's Guide to Android App Development** Serhan Yamacli,2017-06-30 This book covers Android app design fundamentals in Android Studio using Java programming language The author assumes you have no experience in app development The book starts with the installation of the required development environment and setting up the emulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Java programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Java lecture 7 complete Android apps are developed again by step by step instructions Each code line is explained As the reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Java code and testing the app on emulators and real devices The last chapter explains the installation of the Unity game engine developing a simple 2D platform game in Unity setting up touch controls for Android environment and exporting the game as a standalone apk file ready to be installed on Android devices Sample apps developed in this book are as follows 1 Headlight app Learn the basics of app development and use buttons in your code 2 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen 3 Simple dice roller app Using random number generator functions including images in your project displaying images on the screen and changing the displayed image programmatically 4 The compass app Accessing the magnetic field sensor setting required permissions extracting the direction angle and animating a compass figure 5 Show my location app Creating a map project setting required permissions accessing GPS device and showing real time location on the map 6 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS 7 Development of a 2D platform game Installing Unity game engine developing the visual part of the game implementing the game logic in the code setting up touch controls and exporting the game as a standalone apk file This book includes 237 figures and 130 code snippets that are used to explain app development concepts clearly Full resolution colour figures and complete project files can be downloaded from the book s companion website www.yamaclis.com/android **Building with Angular 20** James A Velazquez,2025-06-24

Android Development with Java Blerton Abazi,2017-04-15 In this guide series you ll become familiar with Java the programming language used to develop Android applications Our goal is to prepare those already familiar with one programming language such as PHP or Objective C to become comfortable working with the Java programming language and dive into Android app development In this tutorial you ll get a brief introduction to Java fundamentals including object oriented programming inheritance and more If you re new to Java or just looking to brush up on the details then this is for you **WebAssembly in Rust** Jose Gobert,2025-05-05 WebAssembly in Rust A Developer s Guide to High Performance Web Programming with Safe Systems Code is your complete practical resource for mastering how to build fast secure and portable applications by combining the strengths of Rust and WebAssembly Whether you re a web developer looking to push

past JavaScript's performance limits a systems programmer exploring new deployment targets or a full stack engineer seeking the next generation backend runtime this book gives you the knowledge and tools to use WebAssembly professionally with Rust as your systems grade language You'll learn how to write Rust code that compiles to Wasm interface safely with JavaScript manipulate the DOM optimize Wasm binaries and deploy both in browsers and on backend platforms like Cloudflare Workers and Wasmtime With deep coverage of WASI interop memory management and CI/CD pipelines this book doesn't just show you how it shows you how to build software that is fast safe and production ready Through step by step walkthroughs real world examples and tested patterns you'll learn Why Rust and WebAssembly make an ideal combination How to set up a reliable Rust Wasm development environment How to communicate between JavaScript and Wasm effectively How to optimize performance reduce bundle size and improve loading How to use WASI and run Rust Wasm modules on the server How to debug test and deploy Wasm apps with confidence How to reuse Wasm modules across browsers backend and desktop apps If you're serious about building software that runs anywhere with speed and safety at its core this book will equip you with the techniques and clarity to get there Start writing Rust Compile to WebAssembly Deploy everywhere Grab your copy and build the future of cross platform development today

Professional Android Reto Meier, Ian Lake, 2018-09-25 The comprehensive developer guide to the latest Android features and capabilities Professional Android 4th Edition shows developers how to leverage the latest features of Android to create robust and compelling mobile apps This hands on approach provides in depth coverage through a series of projects each introducing a new Android platform feature and highlighting the techniques and best practices that exploit its utmost functionality The exercises begin simply and gradually build into advanced Android development Clear concise examples show you how to quickly construct real world mobile applications This book is your guide to smart efficient effective Android development Learn the best practices that get more out of Android Understand the anatomy lifecycle and UI metaphor of Android apps Design for all mobile platforms including tablets Utilize both the Android framework and Google Play services

Mastering Angularjs Rhys Gallagher, 2025-09-07 The AngularJS landscape has shifted Are you building modern web applications with the confidence and efficiency you need or are you still relying on outdated patterns that hold you back In Mastering AngularJS A Developer's Guide to the 2020s and Beyond you'll move beyond the basics and unlock the full potential of this powerful framework This isn't just a reference manual it's your roadmap to mastering the advanced concepts that define professional scalable development We'll solve the real world problems developers face every day from taming complex state management to building lightning fast production ready applications Inside you'll discover how to architect applications for optimal performance debug with precision and navigate the nuances of component communication like a pro This book will transform how you build helping you write cleaner more maintainable code with advanced topics on dependency injection custom directives and the latest best practices in testing You'll gain the skills to confidently build applications that are not only

powerful today but are also built to last Stop getting stuck and start building with purpose Pick up Mastering AngularJS today and future proof your development skills *Starting with LibGDX* Frahaan Hussain,Kameron Hussain,2023-12-08

Starting with LibGDX Your First Steps in Java Game Development is an essential guide for aspiring game developers and programming enthusiasts This comprehensive book takes you on an insightful journey through the world of game development using the LibGDX framework a popular tool in the realm of Java programming Whether you are a complete beginner or have some experience in Java this book is designed to provide you with a solid foundation in game development It begins with an introduction to Java programming ensuring that readers of all levels are on the same page From there you will delve into the exciting world of LibGDX exploring its capabilities and how it simplifies the game development process The book is structured to gradually build your knowledge and confidence It starts with setting up your development environment followed by an in depth look at the core concepts of the LibGDX framework You will learn about graphics rendering handling user input managing game assets creating game logic and designing user interfaces Each chapter introduces new concepts and includes practical examples to solidify your understanding *Starting with LibGDX* also covers advanced topics such as deploying games to different platforms including mobile and desktop It provides insights into the best practices of game development and offers tips on optimizing performance and creating engaging user experiences Beyond the technical aspects this book emphasizes the importance of creativity and design in game development It guides you through the process of brainstorming game ideas designing levels and crafting compelling gameplay mechanics Throughout the book you will work on building a complete game project putting into practice the skills and knowledge you ve gained This hands on approach ensures that by the end of the book you will not only understand the theory behind game development with LibGDX but also have the practical experience to start your own projects *Starting with LibGDX Your First Steps in Java Game Development* is more than just a programming guide it s a gateway to the thrilling world of game development It s a book that will inspire you to explore your creativity challenge your skills and embark on your journey as a game developer

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