

Java 9 Modules



Java 9

Sander Mak, Paul Bakker



Java 9:

Beginning Java 9 Fundamentals Kishori Sharan, 2017-11-01 Learn the basics of Java 9 including basic programming concepts and the object oriented fundamentals necessary at all levels of Java development Author Kishori Sharan walks you through writing your first Java program step by step Armed with that practical experience you ll be ready to learn the core of the Java language Beginning Java 9 Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the topics faster The book continues with a series of foundation topics including using data types working with operators and writing statements in Java These basics lead onto the heart of the Java language object oriented programming By learning topics such as classes objects interfaces and inheritance you ll have a good understanding of Java s object oriented model The final collection of topics takes what you ve learned and turns you into a real Java programmer You ll see how to take the power of object oriented programming and write programs that can handle errors and exceptions process strings and dates format data and work with arrays to manipulate data This book is a companion to two other books also by Sharan focusing on APIs and advanced Java topics What You ll Learn Write your first Java programs with an emphasis on learning object oriented programming in Java Work with data types operators statements classes and objects Handle exceptions assertions strings and dates and object formatting Use regular expressions Work with arrays interfaces enums and inheritance Take advantage of the new JShell REPL tool Who This Book Is For Those who are new to Java programming who may have some or even no prior programming experience

Modular Programming in Java 9 Koushik Kothagal, 2017-08-29 Kick start your modular programming journey and gear up for the future of Java development About This Book Master design patterns and best practices to build truly modular applications in Java 9 Upgrade your old Java code to Java 9 with ease Build and run a smooth functioning multi module application Who This Book Is For This book is written for Java developers who are interested in learning and understanding the techniques and best practices to build modular applications in Java The book assumes some previous programming experience in Java 8 or earlier familiarity with the basic Java types such as classes and interfaces as well as experience in compiling and executing Java programs What You Will Learn Get introduced to the concept of modules and modular programming by working on a fully modular Java application Build and configure your own Java 9 modules Work with multiple modules and establish inter module dependencies Understand and use the principles of encapsulation readability and accessibility Use jlink to generate fully loaded custom runtime images like a pro Discover the best practices to help you write awesome modules that are a joy to use and maintain Upgrade your old Java code to use the new Java 9 module system In Detail The Java 9 module system is an important addition to the language that affects the way we design write and organize code and libraries in Java It provides a new way to achieve maintainable code by the encapsulation of Java types as well as a way to write better libraries that have clear interfaces Effectively using the module system requires an understanding of how modules work and what the best practices of creating modules are This book will give you step by step

instructions to create new modules as well as migrate code from earlier versions of Java to the Java 9 module system You'll be working on a fully modular sample application and add features to it as you learn about Java modules You'll learn how to create module definitions setup inter module dependencies and use the built in modules from the modular JDK You will also learn about module resolution and how to use jlink to generate custom runtime images We will end our journey by taking a look at the road ahead You will learn some powerful best practices that will help you as you start building modular applications You will also learn how to upgrade an existing Java 8 codebase to Java 9 handle issues with libraries and how to test Java 9 applications

Style and Approach The book is a step by step guide to understanding Modularity and building a complete application using a modular design

Java 9 Modularity Revealed Alexandru Jecan, 2017-09-27 Develop modular applications using the Java Platform Module System the single most anticipated feature in Java 9 You will improve maintainability and performance of your Java applications by deploying only modules that are needed and encapsulating their implementation details Until now Java has been monolithic Using any one part of Java has meant incorporating the entirety of the runtime environment an approach ill suited to the increasing number of IoT devices such as fitness monitors kitchen appliances toys and games and so forth This book shows a new way to make Java scale from the smallest of footprints in the smallest of devices through desktop PCs and on up to server platforms With Java 9 Modularity Revealed you will learn to make your projects more reliable and scalable than ever using the most important feature in Java 9 The Java Platform Module System known more commonly as Project Jigsaw You will learn how to avoid one of the major pain points of Java programming that of conflicting class names from different modules or packages You will learn to create custom run time images that represent a minimal and more compact JRE containing only those modules that you need You will further learn to migrate existing Java applications to modular ones using different approaches and tools The end result is a new ability to plug together different modules without fear of namespace and other conflicts and you can deploy to everything from small devices to large servers This book provides code examples and explanations

What You'll Learn Build Java applications using the new modular system introduced in Java 9 Create your own JRE consisting only of the modules that you require Adapt your testing techniques toward modular applications lay your dependencies on other modules Enable modules to export only specific packages Migrate existing Java applications to modular ones Improve maintainability and performance of Java applications

Who This Book Is For Experienced Java programmers wanting to keep up and become informed on the new modularity support in Java 9

Exploring Java 9 Fu Cheng, 2017-12-01 Discover all the new features and changes in Java 9 including module systems JPMS or Project Jigsaw This book covers the whole Java application development life cycle You'll review all the important concepts including module descriptor unnamed module automatic module and command line tools Exploring Java 9 also serves as a practical guide for migration to module systems Code samples from real world scenarios solidify a foundation for learning and development and allow you to apply best practices in actual development Additionally

you'll learn about concurrency ECMAScript 6 features in Nashorn and Parser API stack walking API Stream and Optional utilities classes and I/O. And it's now possible to build modularized applications in Java. You'll see how JPMS affects not only the JDK itself but also applications that are developed upon it. What You'll Learn Build modularized applications in Java. Migrate to module systems. Master enhanced method handles. Who This Book Is For Java developers with basic development skills. *Java 9 Revealed* Kishori Sharan, 2017-04-19 Explore the new Java 9 modules SDK JDK JVM JShell and more in this comprehensive book that covers what's new in Java 9 and how to use these new features. Java 9 Revealed is for experienced Java programmers looking to migrate to Java 9. Author Kishori Sharan begins by covering how to develop Java applications using the new module system introduced in Java 9 and how to use the JShell tool in Java 9 for prototyping, compiling, and testing. The book provides extensive coverage of new Java 9 features such as the new layout of the modular JDK JRE runtime image, new convenience factory methods for creating collections, the new spin wait hints introduced to improve performance of spin loops in your code, and the new Desktop API for implementing platform-specific desktop features. Along the way, you will also learn how to use the Reactive Streams API in Java 9 and most importantly, this book will show you the breaking changes in Java 9. What You'll Learn How JShell facilitates rapid development, code evaluation, and testing. Discover what is new in the Process API. Inspect a thread's stack with the Stack Walking API. Use the jlink tool to create a custom runtime image. Work with HTML5 Javadoc and use the new search feature in Javadoc. Learn how to use new methods and collectors in the Streams API. Learn how to create a custom logger to log messages from platform classes and how to use JVM logs. Learn about new methods in the Optional class and how to use them. Learn how to compare arrays and slices of arrays. Learn how to use the enhanced try-with-resources blocks. Make your object deserialization more secure by using object deserialization filters. Who This Book Is For Experienced Java programmers and developers. *Java 9 Programming By Example* Peter Verhas, 2017-04-26 Get the steps you need to discover the world of Java 9 programming using real-world examples. About This Book We bridge the gap between learning and doing by providing real-world examples that will improve your software development. Our example-based approach will get you started quickly with software programming, get you up to speed with Java 9, and improve your Java skills. This book will show you the best practices of Java coding and improve your productivity. Who This Book Is For This book is for anyone who wants to learn the Java programming language. You are expected to have some prior programming experience with another language such as JavaScript or Python, but no knowledge of earlier versions of Java is assumed. What You Will Learn Compile, package, and run a trivial program using a build management tool. Get to know the principles of test-driven development and dependency management. Separate the wiring of multiple modules from the application logic into an application using dependency injection. Benchmark Java execution using Java 9 microbenchmarking. See the workings of the Spring framework and use Java annotations for the configuration. Master the scripting API built into the Java language and use the built-in JavaScript interpreter. Understand static versus dynamic

implementation of code and high order reactive programming in Java In Detail This book gets you started with essential software development easily and quickly guiding you through Java s different facets By adopting this approach you can bridge the gap between learning and doing immediately You will learn the new features of Java 9 quickly and experience a simple and powerful approach to software development You will be able to use the Java runtime tools understand the Java environment and create Java programs We then cover more simple examples to build your foundation before diving to some complex data structure problems that will solidify your Java 9 skills With a special focus on modularity and HTTP 2 0 this book will guide you to get employed as a top notch Java developer By the end of the book you will have a firm foundation to continue your journey towards becoming a professional Java developer Style and approach Throughout this book our aim is to build Java programs We will be building multiple applications ranging from simpler ones to more complex ones Learning by doing has its advantages as you will immediately see the concepts explained in action *Java in Easy Steps* Mike McGrath,2003-11-01 Now in its fifth edition Java in Easy Steps begins by explaining how to download and install the free Java Development Kit JDK for the Java SE Standard Edition platform This allows the reader to quickly begin creating their own executable programs by copying the examples This book assumes no previous knowledge of any programming language so it s ideal for the newcomer to computer programming Each chapter builds the reader s knowledge of Java By the end of this book the reader will have gained a sound understanding of the Java language and be able to write their own Java programs and compile them into executable files that can be run on any Java enabled computer Covers Java 8 Java 9 with JShell Gaston C. Hillar,2017-03-29 Explore Java 9 with JShell and UML About This Book A full account of Java 9 s new features This tutorial emphasises fluency using JShell exercises Get a thorough introduction to contract programming code reuse via Java generics Learn how to use the new module system How to use proper functional programming style inside Java 9 Who This Book Is For This book can be understood by anyone who is a graduate of computer science or someone who has just begun working as a software engineer Basically an understanding of an object oriented programming language like Python C or indeed an earlier Java version is sufficient It would be helpful to have participated in the full product cycle of a software engineering project What You Will Learn Engage with object oriented programming in Java 9 starting with code snippets in JShell Optimize your code applying functional programming features Discover the advantages of modularity Become very proficient at using JShell itself Learn the new approach to Java programming which uses the REPL as a prototyping tool In Detail The release of Java 9 has brought many subtle and not so subtle changes to the way in which Java programmers approach their code The most important ones are definitely the availability of a REPL known as JShell which will make experiments and prototyping much more straightforward than the old IDE based project led approach Another more subtle change can be seen in the module system which will lead to more modularized maintainable code The techniques to take full advantage of object oriented code functional programming and the new modularity features in Java 9 form the main subjects

of this book Each chapter will add to the full picture of Java 9 programming starting out with classes and instances and ending with generics and modularity in Java Style and approach You will learn by doing using JShell as their prototyping environment you will take full advantage of the new features of Java 9 in particular the full module system and the functional features of Java 9 There won't be any theory only small and medium sized examples enabling the reader to use the new Java features in professional software engineering projects

Java 9 Modularity Sander Mak,Paul Bakker,2017-09-07 The upcoming Java 9 module system will affect existing applications and offer new ways of creating modular and maintainable applications With this hands on book Java developers will learn not only about the joys of modularity but also about the patterns needed to create truly modular and reliable applications Authors Sander Mak and Paul Bakker teach you the concepts behind the Java 9 module system along with the new tools it offers You'll also learn how to modularize existing code and how to build new Java applications in a modular way Understand Java 9 module system concepts Master the patterns and practices for building truly modular applications Migrate existing applications and libraries to Java 9 modules Use JDK 9 tools for modular development and migration

Java 9 High Performance Mayur Ramgir,Nick Samoylov,2017-11-01 Best practices to adapt and bottlenecks to avoid About This Book Tackle all kinds of performance related issues and streamline your development Master the new features and new APIs of Java 9 to implement highly efficient and reliable codes Gain an in depth knowledge of Java application performance and obtain best results from performance testing Who This Book Is For This book is for Java developers who would like to build reliable and high performance applications Prior Java programming knowledge is assumed What You Will Learn Work with JIT compilers Understand the usage of profiling tools Generate JSON with code examples Leverage the command line tools to speed up application development Build microservices in Java 9 Explore the use of APIs to improve application code Speed up your application with reactive programming and concurrency In Detail Finally a book that focuses on the practicalities rather than theory of Java application performance tuning This book will be your one stop guide to optimize the performance of your Java applications We will begin by understanding the new features and APIs of Java 9 You will then be taught the practicalities of Java application performance tuning how to make the best use of garbage collector and find out how to optimize code with microbenchmarking Moving ahead you will be introduced to multithreading and learning about concurrent programming with Java 9 to build highly concurrent and efficient applications You will learn how to fine tune your Java code for best results You will discover techniques on how to benchmark performance and reduce various bottlenecks in your applications We'll also cover best practices of Java programming that will help you improve the quality of your codebase By the end of the book you will be armed with the knowledge to build and deploy efficient scalable and concurrent applications in Java Style and approach This step by step guide provides real world examples to give you a hands on experience

Java 9: Building Robust Modular Applications Dr. Edward Lavieri,Peter Verhas,Jason Lee,2018-04-13 Mastering advanced features of Java and implement them to build amazing projects Key

Features Take advantage of Java's new modularity features to write real world applications that solve a variety of problems Explore the major concepts introduced with Java 9 including modular programming HTTP 2.0 API changes and more Get to grips with tools techniques and best practices to enhance application development Book Description Java 9 and its new features add to the richness of the language Java is one of the languages most used by developers to build robust software applications Java 9 comes with a special emphasis on modularity with its integration with Jigsaw This course is your one stop guide to mastering the language You'll be provided with an overview and explanation of the new features introduced in Java 9 and the importance of the new APIs and enhancements Some new features of Java 9 are ground breaking if you are an experienced programmer you will be able to make your enterprise applications leaner by learning these new features You'll be provided with practical guidance in applying your newly acquired knowledge of Java 9 and further information on future developments of the Java platform This course will improve your productivity making your applications faster Next you'll go on to implement everything you've learned by building 10 cool projects You will learn to build an email filter that separates spam messages from all your inboxes a social media aggregator app that will help you efficiently track various feeds and a microservice for a client server note application to name just a few By the end of this course you will be well acquainted with Java 9 features and able to build your own applications and projects This Learning Path contains the best content from the following two recently published Packt products Mastering Java 9 Java 9 Programming Blueprints What you will learn Package Java applications as modules using the Java Platform Module System Implement process management in Java using the all new process handling API Integrate your applications with third party services in the cloud Interact with mail servers using JavaMail to build an application that filters spam messages Use JavaFX to build rich GUI based applications which are an essential element of application development Leverage the possibilities provided by the newly introduced Java shell Test your application's effectiveness with the JVM harness See how Java 9 provides support for the HTTP 2.0 standard Who this book is for This learning path is for Java developers who are looking to move a level up and learn how to build robust applications in the latest version of Java

Java 9 for Programmers Paul Deitel,Harvey Deitel,2017-05-16 The professional programmer's Deitel guide to Java 9 and the powerful Java platform Written for programmers with a background in another high level language this book applies the Deitel signature live code approach to teaching programming and explores the Java 9 language and APIs in depth The book presents concepts in fully tested programs complete with code walkthroughs syntax shading code highlighting and program outputs It features hundreds of complete Java 9 programs with thousands of lines of proven code and hundreds of software development tips that will help you build robust applications Start with an introduction to Java using an early classes and objects approach then rapidly move on to more advanced topics including JavaFX GUI graphics animation and video exception handling lambdas streams functional interfaces object serialization concurrency generics generic collections database with JDBCTM and JPA and compelling new Java 9 features such as the

Java Platform Module System interactive Java with JShell for discovery experimentation and rapid prototyping and more You ll enjoy the Deitels classic treatment of object oriented programming and the object oriented design ATM case study including a complete Java implementation When you re finished you ll have everything you need to build industrial strength object oriented Java 9 applications New Java 9 Features Java 9 s Platform Module System Interactive Java via JShell Java 9 s REPL Collection Factory Methods Matcher Methods Stream Methods JavaFX Updates Using Modules in JShell Completable Future Updates Security Enhancements Private Interface Methods and many other language and API updates Core Java Features Classes Objects Encapsulation Inheritance Polymorphism Interfaces Composition vs Inheritance Programming to an Interface not an Implementation Lambdas Sequential and Parallel Streams Functional Interfaces with Default and Static Methods Immutability JavaFX GUI 2D and 3D Graphics Animation Video CSS Scene Builder Files I O Streams XML Serialization Concurrency for Optimal Multi Core Performance JavaFX Concurrency APIs Generics and Generic Collections Recursion Database JDBC and JPA Keep in Touch Contact the authors at deitel deitel com Join the Deitel social media communities LinkedIn at bit ly DeitelLinkedIn Facebook at facebook com DeitelFan Twitter at twitter com deitel YouTubeTM at youtube com DeitelTV Subscribe to the Deitel Buzz e mail newsletter at www deitel com newsletter subscribe html For source code and updates visit www deitel com books Java9FP [Java: High-Performance Apps with Java 9](#) Mayur Ramgir, 2018-03-13 Optimize the powerful techniques of Java 9 to boost your application s performance Key Features Tackle all kinds of performance related issues and streamline your development Dive into the new features of Java 9 Implement highly efficient and reliable codes with the help of new APIs of Java Embedded with assessments that will help you revise the concepts you have learned in this book Book Description Java 9 which is one of the most popular application development languages The latest released version Java 9 comes with a host of new features and new APIs with lots of ready to use components to build efficient and scalable applications Streams parallel and asynchronous processing multithreading JSON support reactive programming and microservices comprise the hallmark of modern programming and are now fully integrated into the JDK This book focuses on providing quick practical solutions to enhance your application s performance You will explore the new features APIs and various tools added in Java 9 that help to speed up the development process You will learn about jshell Ahead of Time AOT compilation and the basic threads related topics including sizing and synchronization You will also explore various strategies for building microservices including container less self contained and in container This book is ideal for developers who would like to build reliable and high performance applications with Java This book is embedded with useful assessments that will help you revise the concepts you have learned in this book What you will learn Familiarize with modular development and its impact on performance Learn various string related performance improvements including compact string and modify string concatenation Explore various underlying compiler improvements such as tiered attribution and Ahead of Time AOT compilation Learn security manager improvements Understand

enhancements in graphics rasterizers Use of command line tools to speed up application development Learn how to implement multithreading and reactive programming Build microservices in Java 9 Implement APIs to improve application code Who this book is for This book is targeted at developers who would like to build reliable and high performance applications with Java *JAVA 9.0 To 13.0 New Features* Mandar Jog, 2019-09-17 A comprehensive guide to study the version updates from JDK9 0 to JDK13 0 DESCRIPTION Version release is one of the important phases of success of any programming language Over the years Java had made many improvements in its API to make to reliable and flexible to use This book aims at providing you information related to all the updates from JDK9 0 to JDK13 0 in one place This book starts with a brief history of Java It covers how Java has evolved as a complete programming language over the years by launching different versions You will learn the concept of module system and other important concepts introduced in JSE9 0 and JSE10 0 Moving ahead the book will take you through updates in JDK11 0 Concepts like Epsilon ZGC and Nest Based access control have also been discussed Though the version updates are good to learn they create complexities in updating the existing code to make it compatible with the new version This book talks in detail about how you can migrate your legacy code to match up with the new versions It also covers how to use jshell a tool used to test your code snippet without writing the complete application class with numerous examples Further this book covers in detail the concept of reactive programming Concepts like publisher subscriber subscription and back pressure have been discussed with examples At the end of the book you will learn about the very recent updates which have been released by Java The chapters talk about JDK12 0 and JDK13 0 They cover concepts like Shenondaoh microbenchmark suit modified switch expression from JDK12 0 Though Java13 is still a hot plated dish this book gives you a fair idea about what are the new updates which have been proposed in this version KEY FEATURES _ Learn the journey of Java from its initial days till date _ Learn how to implement modular programming in java9 _ Study the updates in different versions of Java from version 9 0 to 13 0 _ Understand the need and working of reactive programming _ Learn to migrate the pre existing Java code to new versions _ Learn how to use jshell to test a new API before using in a project WHAT WILL YOU LEARN By the end of this book you will be able to implement the updates provided in different versions of Java This book has covered the updates from version 9 0 to 13 0 You will be able to work with the Java Module System You will be able to test the new API using jshell Along with this you will be able to migrate your legacy code to match the recommendations of new versions of Java WHO THIS BOOK IS FOR This book covers the new version updates in Java So prior knowledge of Java is recommended before reading this book Though we are covering the versions from JSE9 0 onwards it is not necessary that the reader should be expert in the earlier versions If you are keen to know the recent developments in Java API this is the perfect book for you Table of Contents 1 Insights of Versioning 2 What s new in Java9 3 Understanding JDK10 Step towards JDK11 4 Dive in JDK11 5 Migrating the code 6 Working with JShell 7 Reactive Programming and Concurrency Updates 8 What next in Java12 9 Introduction to Java13 **Java for Absolute Beginners**

Iuliana Cosmina,2018-12-05 Write your first code in Java using simple step by step examples that model real word objects and events making learning easy With this book you ll be able to pick up the concepts without fuss Java for Absolute Beginners teaches Java development in language anyone can understand giving you the best possible start You ll see clear code descriptions and layout so that you can get your code running as soon as possible After reading this book you ll come away with the basics to get started writing programs in Java Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly all the bits and pieces a novice needs to get started programming in Java First you ll discover how Java is executed what type of language it is and what it is good for With the theory out of the way you ll install Java choose an editor such as IntelliJ IDEA and write your first simple Java program Along the way you ll compile and execute this program so it canrun on any platform that supports Java As part of this tutorial you ll see how to write high quality code by following conventions and respecting well known programming principles making your projects more professional and efficient Finally alongside the core features of Java you ll learn skills in some of the newest and most exciting features of the language Generics Lambda expressions modular organization local variable type inference and local variable syntax for Lambda expressions Java for Absolute Beginners gives you all you need to start your Java 9 programming journey No experience necessary What You ll Learn Use data types operators and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi resolution APIs Use the publish subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java

Java 9 Programming Blueprints Jason Lee,2017-07-27 Build a variety of real world applications by taking advantage of the newest features of Java 9 About This Book See some of the new features of Java 9 and be introduced to parts of the Java SDK This book provides a set of diverse interesting projects that range in complexity from fairly simple to advanced and cover HTTP 2 0 Take advantage of Java s new modularity features to write real world applications that solve a variety of problems Who This Book Is For This book is for Java developers who are already familiar with the language Familiarity with more advanced topics such as network programming and threads would be helpful but is not assumed What You Will Learn Learn how to package Java applications as modules by using the Java Platform Module System Implement process management in Java by using the all new process handling API Integrate your applications with third party services in the cloud Interact with mail servers using JavaMail to build an application that filters spam messages Learn to use JavaFX to build rich GUI based applications which are an essential element of application development Write microservices in Java using platform libraries and third party frameworks Integrate a Java application with MongoDB to build a cloud based note taking application In Detail Java is a powerful language that has applications in a wide variety of fields From playing games on your computer to performing banking transactions Java is at the heart of everything The book starts by unveiling the new features of Java 9 and quickly walks you through the building blocks that form the basis of writing

applications There are 10 comprehensive projects in the book that will showcase the various features of Java 9 You will learn to build an email filter that separates spam messages from all your inboxes a social media aggregator app that will help you efficiently track various feeds and a microservice for a client server note application to name a few The book covers various libraries and frameworks in these projects and also introduces a few more frameworks that complement and extend the Java SDK Through the course of building applications this book will not only help you get to grips with the various features of Java 9 but will also teach you how to design and prototype professional grade applications with performance and security considerations Style and approach This is a learn as you build practical guide to building full fledged applications using Java 9 With a project based approach we ll improve your Java skills You will experience a variety of solutions to problems with Java

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

Modular Programming in Java 9 Koushik Kothagal,2017-08-28 Kick start your modular programming journey and gear up for the future of Java developmentAbout This Book Master design patterns and best practices to build truly modular applications in Java 9 Upgrade your old Java code to Java 9 with ease Build and run a smooth functioning multi module application Who This Book Is ForThis book is written for Java developers who are interested in learning and understanding the techniques and best practices to build modular applications in Java The book assumes some previous programming experience in Java 8 or earlier familiarity with the basic Java types such as classes and interfaces as well as experience in compiling and executing Java programs What You Will Learn Get introduced to the concept of modules

and modular programming by working on a fully modular Java application Build and configure your own Java 9 modules Work with multiple modules and establish inter module dependencies Understand and use the principles of encapsulation readability and accessibility Use jlink to generate fully loaded custom runtime images like a pro Discover the best practices to help you write awesome modules that are a joy to use and maintain Upgrade your old Java code to use the new Java 9 module system

In DetailThe Java 9 module system is an important addition to the language that affects the way we design write and organize code and libraries in Java It provides a new way to achieve maintainable code by the encapsulation of Java types as well as a way to write better libraries that have clear interfaces Effectively using the module system requires an understanding of how modules work and what the best practices of creating modules are This book will give you step by step instructions to create new modules as well as migrate code from earlier versions of Java to the Java 9 module system You ll be working on a fully modular sample application and add features to it as you learn about Java modules You ll learn how to create module definitions setup inter module dependencies and use the built in modules from the modular JDK You will also learn about module resolution and how to use jlink to generate custom runtime images We will end our journey by taking a look at the road ahead You will learn some powerful best practices that will help you as you start building modular applications You will also learn how to upgrade an existing Java 8 codebase to Java 9 handle issues with libraries and how to test Java 9 applications

Style and ApproachThe book is a step by step guide to understanding Modularity and building a complete application using a modular design

Java: High-Performance Apps with Java 9 Mayur Ramgir,Nick Samoylov,2018-03-09 Optimize the powerful techniques of Java 9 to boost your application s performance

About This Book Tackle all kinds of performance related issues and streamline your development Dive into the new features of Java 9 Implement highly efficient and reliable codes with the help of new APIs of Java Embedded with assessments that will help you revise the concepts you have learned in this book

Who This Book Is ForThis book is targeted at developers who would like to build reliable and high performance applications with Java

What You Will Learn Familiarize with modular development and its impact on performance Learn various string related performance improvements including compact string and modify string concatenation Explore various underlying compiler improvements such as tiered attribution and Ahead of Time AOT compilation Learn security manager improvements Understand enhancements in graphics rasterizers Use of command line tools to speed up application development Learn how to implement multithreading and reactive programming Build microservices in Java 9 Implement APIs to improve application code

In DetailJava 9 which is one of the most popular application development languages The latest released version Java 9 comes with a host of new features and new APIs with lots of ready to use components to build efficient and scalable applications Streams parallel and asynchronous processing multithreading JSON support reactive programming and microservices comprise the hallmark of modern programming and are now fully integrated into the JDK This book focuses on providing quick practical solutions to enhance your application s

performance You will explore the new features APIs and various tools added in Java 9 that help to speed up the development process You will learn about jshell Ahead of Time AOT compilation and the basic threads related topics including sizing and synchronization You will also explore various strategies for building microservices including container less self contained and in container This book is ideal for developers who would like to build reliable and high performance applications with Java This book is embedded with useful assessments that will help you revise the concepts you have learned in this book Style and approach This book is a fast paced guide that provides practical solutions to enhance your application s performance Note This book is a blend of text and quizzes all packaged up keeping your journey in mind It includes content from the following Packt product Java 9 High Performance by Mayur Ramgir and Nick Samoylov **Distributed Computing in Java 9** Raja Malleswara Rao Pattamsetti, 2017-06-30 Explore the power of distributed computing to write concurrent scalable applications in Java About This Book Make the best of Java 9 features to write succinct code Handle large amounts of data using HPC Make use of AWS and Google App Engine along with Java to establish a powerful remote computation system Who This Book Is For This book is for basic to intermediate level Java developers who is aware of object oriented programming and Java basic concepts What You Will Learn Understand the basic concepts of parallel and distributed computing programming Achieve performance improvement using parallel processing multithreading concurrency memory sharing and hpc cluster computing Get an in depth understanding of Enterprise Messaging concepts with Java Messaging Service and Web Services in the context of Enterprise Integration Patterns Work with Distributed Database technologies Understand how to develop and deploy a distributed application on different cloud platforms including Amazon Web Service and Docker CaaS Concepts Explore big data technologies Effectively test and debug distributed systems Gain thorough knowledge of security standards for distributed applications including two way Secure Socket Layer In Detail Distributed computing is the concept with which a bigger computation process is accomplished by splitting it into multiple smaller logical activities and performed by diverse systems resulting in maximized performance in lower infrastructure investment This book will teach you how to improve the performance of traditional applications through the usage of parallelism and optimized resource utilization in Java 9 After a brief introduction to the fundamentals of distributed and parallel computing the book moves on to explain different ways of communicating with remote systems objects in a distributed architecture You will learn about asynchronous messaging with enterprise integration and related patterns and how to handle large amount of data using HPC and implement distributed computing for databases Moving on it explains how to deploy distributed applications on different cloud platforms and self contained application development You will also learn about big data technologies and understand how they contribute to distributed computing The book concludes with the detailed coverage of testing debugging troubleshooting and security aspects of distributed applications so the programs you build are robust efficient and secure Style and approach This is a step by step practical guide with real world examples

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