

## Java 2 Performance And Idiom Guide

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A complex filter condition is better in performance perspective, but the best performance will show old fashion for loop with a standard if clause is the best option. The difference on a small array 10 elements difference might ~ 2 times, for a large array the difference is not that big.

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Java 5 Idioms. The word 'Idiom', in this context, should be taken to mean something like 'Common Practice'. This page isn't an appropriate place to put patterns, it's a place to put example of common solutions to java coding problems. If the Idiom linked to off this page has no code, then its a pattern.

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Lambda: performance Lambda linkage capture invocation vs Anonymous Class class loading instantiation invocation Slide 4/55.

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This idiom creates an anonymous inner class with just an instance initializer in it, which "can use any [...] methods in the containing scope". ... I'm actually a Rip van Winkle returning to Java from the 1.2 days ... Java: Performance Implications of Inline Initialization Of HashMaps. 1.

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Software -- Programming Languages.

Hands-on information to help you fully exploit the capabilities of MIDP 2.0 on Symbian OS (including MMA, WMA and Bluetooth). This practical guide will walk you through developing example applications illustrating key functionality and explain how to install these applications onto real devices. Focuses on J2ME MIDP 1.0 and 2.0, as this platform has become the Java standard for phones Covers the optional J2ME APIs that Symbian OS Java is currently supporting Code samples are provided throughout Contains case studies that demonstrate how to develop games and enterprise applications

\* Full analysis of performance characteristics of the .NET Framework, including actual benchmark results \* Information on the internals of the .NET Framework and exposure to the various elements that make up the .NET Framework \* Description of tools and techniques for identifying performance problems developers may encounter \* References to sources of further information on various performance topics \* Written by a Microsoft MVP in a

technically unique style and of the highest quality

Server-Side Development Is Easier Than You Think Not so long ago, anyone who knew HTML, even casually, was considered to have a special skill. Now, if you don't at least dabble in server-side web development, you're already behind. Fortunately, Mastering JSP is a great way to build the skills you need today. Inside, you'll learn to design and develop a wide range of JSP-based web applications, beginning with a basic, dynamically generated website. From there you'll build apps that read from and write to databases, create your own custom tags, and process and present XML. Throughout, you're helped by detailed, completely illuminated examples. Coverage includes: Making a servlet configurable Using JavaBeans inside Java Server Pages Building basic JavaBeans for storing user preferences and utility functions Recovering source code from binary class files Building a basic database application Handling exceptions and using asserts Redirecting error output to a file Scanning error logs using a servlet Using a pop-up menu to avoid troublesome actions Displaying XML files using XSLT and JSP Making a servlet-based watermarking application Providing dynamic authentication with roles, permissions, and access Building a Model-View Controller application Improving prototyping with ResultSets using a custom class Abstracting data access code using Java Objects Creating a custom tag to handle client-side JavaScript Abstracting data access SQL using meta-data, JavaBeans, and EJB Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

This book presents a set of 11 papers accompanying the lectures of leading researchers given at the 7th edition of the International School on Formal Methods for the Design of Computer, Communication and Software Systems, SFM 2007, held in Bertinoro, Italy in May/June 2007. SFM 2007 was devoted to formal techniques for performance evaluation and covered several aspects of the field.

Initially, computer systems performance analyses were carried out primarily because of limited resources. Due to ever increasing functional complexity of computational systems and user requirements, performance engineering continues to play a major role in software development. This book assesses the state of the art in performance engineering. Besides revised chapters drawn from two workshops on performance engineering held in 2000, additional chapters were solicited in order to provide complete coverage of all relevant aspects. The first part is devoted to the relation between software engineering and performance engineering; the second part focuses on the use of models, measures, and tools; finally, case studies with regard to concrete technologies are presented. Researchers, professional software engineers, and advanced students interested in performance analysis will find this book an indispensable source of information and reference.

A detailed exploration of the basic patterns underlying today's component infrastructures. The latest addition to this best-selling series opens by providing an "Alexandrian-style" pattern language covering the patterns underlying EJB, COM+ and CCM. It addresses not only the underlying building blocks, but also how they interact and why they are used. The second part of the book provides more detail about how these building blocks are employed in EJB. In the final section the authors fully explore the benefits of building a system based on components. \* Examples demonstrate how the 3 main component infrastructures EJB, CCM and COM+ compare \* Provides a mix of principles and concrete examples with detailed UML diagrams and extensive source code \* Forewords supplied by industry leaders: Clemens Szyperski and Frank Buschmann

Software testing is indispensable and is one of the most discussed topics in software development today. Many companies address this issue by assigning a dedicated software testing phase towards the end of their development cycle. However, quality cannot be tested into a buggy application. Early and continuous unit testing has been shown to be crucial for high quality software and low defect rates. Yet current books on testing ignore the developer's point of view and give little guidance on how to bring the overwhelming amount of testing theory into practice. Unit Testing in Java represents a practical introduction to unit testing for software developers. It introduces the basic test-first approach and then discusses a large number of special issues and problem cases. The book instructs developers through each step and motivates them to explore further. Shows how the discovery and avoidance of software errors is a demanding and creative activity in its own right and can build confidence early in a project. Demonstrates how automated tests can detect the unwanted effects of small changes in code within the entire system. Discusses how testing works with persistency, concurrency, distribution, and web applications. Includes a discussion of testing with C++ and Smalltalk.

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

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