

Play For Scala Peter Hilton

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First, download Play framework 2.3 from the Play framework download page. The default approach is to download Activator and use that to create a new Play application; alternatively, you can add Play as a dependency to a new sbt project. Next create a new Play/Scala application, which we will use to deploy the business process. Using Activator:

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Summary Play for Scala shows you how to build Scala-based web applications using the Play 2 framework. This book starts by introducing Play through a comprehensive overview example. Then, you'll look at each facet of a typical Play application both by exploring simple code snippets and by adding to a larger running example.

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Play For Scala Peter Hilton Play is a Scala web framework with built-in advantages: Scala's strong type system helps deliver bug-free code, and the Akka framework helps achieve hassle-free concurrency and peak performance. Play builds on the web's stateless nature for excellent scalability, and because it is event-based and nonblocking...

Play For Scala Peter Hilton

Peter Hilton is a senior solution architect at Lunatech Research in the Netherlands and a committer on the Play framework. Erik Bakker, also at Lunatech, is a Play module contributor and regularly...

Play for Scala: Covers Play 2 - Peter Hilton, Erik Bakker ...

Peter Hilton is a software developer, writer, speaker, trainer, and amateur musician. His professional interests are business process management, web application development, functional design, agile software development and documentation. Peter currently consults for Signavio in Berlin, remotely from Rotterdam where he has lived since January ...

Scaling business application development with Play and Scala

Play for Scala by Peter Hilton, Erik Bakker and Francisco Canedo was published by Manning Publications in September 2013. The book teaches web developers how to use the Play Framework to build web applications using the Scala programming language.

About - Peter Hilton

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Scaling down Play and Scala web applications - Peter Hilton

Play for Scala. Covers Play 2. Peter Hilton, Erik Bakker, and Francisco Canedo. Foreword by James Ward. October 2013. ISBN 9781617290794. 328 pages. printed in black & white.

Manning | Play for Scala

Find helpful customer reviews and review ratings for Play for Scala: Covers Play 2 by Peter Hilton (2013-10-14) at Amazon.com. Read honest and unbiased product reviews from our users.

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Play for Scala The book teaches web developers how to use the Play Framework to build web applications using the Scala programming language. Peter Hilton presented widely on the topic and was a certified trainer for Typesafe's Fast Track to Play with Scala training course, before they rebranded as Lightbend .

Peter Hilton's blog

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Both projects used Play, Scala, Slick, Bootstrap and minimal JavaScript or front-end development. The lessons learned from these projects show how this architecture makes trade-offs between development cost and complexity. Best of all, there wasn't any PHP at all. Peter will be speaking on the same topic at Scala eXchange 2014.

Scaling business application development with Play and Scala

Play For Scala Covers Play 2 Amazonit Peter Hilton play for scala teaches you to build scala based web applications using play 2 it gets you going with a comprehensive overview example it then explores each facet of a typical play application by walking through sample code snippets and adding features to a running example

Summary Play for Scala shows you how to build Scala-based web applications using the Play 2 framework. This book starts by introducing Play through a comprehensive overview example. Then, you'll look at each facet of a typical Play application both by exploring simple code snippets and by adding to a larger running example. Along the way, you'll deepen your knowledge of Scala as a programming language and work with tools like Akka. About this Book Play is a Scala web framework with built-in advantages: Scala's strong type system helps deliver bug-free code, and the Akka framework helps achieve hassle-free concurrency and peak performance. Play builds on the web's stateless nature for excellent scalability, and because it is event-based and nonblocking, you'll find it to be great for near real-time applications. Play for Scala teaches you to build Scala-based web applications using Play 2. It gets you going with a comprehensive overview example. It then explores each facet of a typical Play application by walking through sample code snippets and adding features to a running example. Along the way, you'll deepen your knowledge of Scala and learn to work with tools like Akka. Written for readers familiar with Scala and web-based application architectures. No knowledge of Play is assumed. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Intro to Play 2 Play's MVC structure Mastering Scala templates and forms Persisting data and using web services Using Play's advanced features About the Authors Peter Hilton, Erik Bakker, and Francisco Canedo, are engineers at Lunatech, a consultancy with Scala and Play expertise. They are contributors to the Play framework. Table of Contents PART 1: GETTING STARTED Introduction to Play Your first Play application PART 2: CORE FUNCTIONALITY Deconstructing Play application architecture Defining the application's HTTP interface Storing data—the persistence layer Building a user interface with view templates Validating and processing input with the forms API PART 3: ADVANCED CONCEPTS Building a single-page JavaScript application with JSON Play and more Web services, iterates, and WebSockets

Summary Play for Java shows you how to build Java-based web applications using the Play 2 framework. The book starts by introducing Play through a comprehensive overview example. Then, you'll look at each facet of a typical Play application, both by exploring simple code snippets and by adding to a larger running example. Along the way, you'll contrast Play and JEE patterns and learn how a stateless web application can fit seamlessly in an enterprise environment. About the Book For a Java developer, the Play web application framework is a breath of fresh air. With Play you get the power of Scala's strong type system and functional programming model, and a rock-solid Java API that makes it a snap to create stateless, event-driven, browser-based applications ready to deploy against your existing infrastructure. Play for Java teaches you to build Java-based web applications using Play 2. This book starts with an overview example and then explores each facet of a typical application by discussing simple snippets as they are added to a larger example. Along the way, you'll contrast Play and JEE patterns and learn how a stateless web application can fit seamlessly in an enterprise Java environment. You'll also learn how to develop asynchronous and reactive web applications. The book requires a background in Java. No knowledge of Play or of Scala is assumed. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Build Play 2 applications using Java Leverage your JEE skills Work in an asynchronous way Secure and test your Play application About the Authors Nicolas Leroux is a core developer of the Play framework. Sietse de Kaper develops and deploys Java-based Play applications. Table of Contents PART 1 INTRODUCTION AND FIRST STEPS An introduction to Play The parts of an application A basic CRUD application PART 2 CORE FUNCTIONALITY An enterprise app, Play-style Controllers—handling HTTP requests Handling user input Models and persistence Producing output with view templates PART 3 ADVANCED TOPICS Asynchronous data Security Modules and deployment Testing your application

When traditional web development techniques don't cut it, try React. Use React to create highly interactive web pages faster and with fewer errors. With a little JavaScript experience under your belt, you'll be up and running in no time creating dynamic web applications. Craft isolated components that make your apps easier to develop and maintain, with plenty of guidance on best practices. Set up automated tests, and make pages render fast for your users. See how to use your React skills to integrate with other front-end technologies when needed. Dive right into React by defining components, the basic building blocks of a React application. Integrate modern JavaScript language features such as classes and arrow functions in your app. Analyze the relationships in your data to isolate state, and sync the data model with what your users see. Once you're familiar with how a React application works, organize your code base with modules. Configure a production build and deliver your app as efficiently as possible with Webpack. Master testing with React-specific advice and tools to catch the most bugs with the least amount of code. Learn the basics of the Redux library. Define actions and manage an immutable central state with reducers, then connect Redux to your React components to build even larger and more complex interfaces. Package your React code as a standalone widget so anyone can use it in their own applications. Reuse existing JavaScript code in your React components, and build a new React view on top of an existing data model shared with a legacy application. When you finish this book, you'll be well on your way to solving your front-end problems with React. What You Need: Node.js 6.x or later, and a modern web browser.

If you want to push your Java skills to the next level, this book provides expert advice from Java leaders and practitioners. You'll be encouraged to look at problems in new ways, take broader responsibility for your work, stretch yourself by learning new techniques, and become as good at the entire craft of development as you possibly can. Edited by Kevin Henney and Trisha Gee, *97 Things Every Java Programmer Should Know* reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8. A few of the 97 things you should know: "Behavior Is Easy, State Is Hard"—Edson Yanaga "Learn Java Idioms and Cache in Your Brain"—Jeanne Boyarsky "Java Programming from a JVM Performance Perspective"—Monica Beckwith "Garbage Collection Is Your Friend"—Holly K Cummins "Java's Unspeakable Types"—Ben Evans "The Rebirth of Java"—Sander Mak "Do You Know What Time It Is?"—Christin Gorman

This book is in Packt's Cookbook series. A Packt Cookbook contains recipes for solutions to the most important problems you face when working with a topic. Inside the Cookbook you will find: A straightforward and easy to follow format. A selection of the most important tasks and problems. Carefully organized instructions for solving the problem efficiently. Clear explanations of what you did, Details for applying the solution to other situations. This is the ideal book for people who have already written a first application with the Play Framework or have just finished reading through the documentation. In other words - anyone who is ready to get to grips with Play! Having a basic knowledge of Java is good, as well as well as some web developer skills - HTML and JavaScript

If you want to push your Java skills to the next level, this book provides expert advice from Java leaders and practitioners. You'll be encouraged to look at problems in new ways, take broader responsibility for your work, stretch yourself by learning new techniques, and become as good at the entire craft of development as you possibly can. Edited by Kevin Henney and Trisha Gee, *97 Things Every Java Programmer Should Know* reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8. A few of the 97 things you should know: "Behavior Is Easy, State Is Hard"—Edson Yanaga "Learn Java Idioms and Cache in Your Brain"—Jeanne Boyarsky "Java Programming from a JVM Performance Perspective"—Monica Beckwith "Garbage Collection Is Your Friend"—Holly K Cummins "Java's Unspeakable Types"—Ben Evans "The Rebirth of Java"—Sander Mak "Do You Know What Time It Is?"—Christin Gorman

Provides a guide to using Scala and Clojure to solve in-depth programming problems.

In this constantly surprising book, Peter Biskind, the author of the film classics "Easy Riders, Raging Bulls" and "Down and Dirty Pictures," writes the most intimate, revealing, and balanced biography ever of Hollywood legend Warren Beatty.

This easy-to-read 2010 book demonstrates how a simple geometric idea reveals fascinating connections and results in number theory, the mathematics of polyhedra, combinatorial geometry, and group theory. Using a systematic paper-folding procedure it is possible to construct a regular polygon with any number of sides. This remarkable algorithm has led to interesting proofs of certain results in number theory, has been used to answer combinatorial questions involving partitions of space, and has enabled the authors to obtain the formula for the volume of a regular tetrahedron in around three steps, using nothing more complicated than basic arithmetic and the most elementary plane geometry. All of these ideas, and more, reveal the beauty of mathematics and the interconnectedness of its various branches. Detailed instructions, including clear illustrations, enable the reader to gain hands-on experience constructing these models and to discover for themselves the patterns and relationships they unearth.

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