

## Java 9 Modularity Patterns And Practices For Developing Maintainable Applications

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What's New in Java 9Java 9 Modules with IntelliJ IDE Quick Start Java 9 Modularity in Action (Paul Bakker \u0026 Sander Mak) Java 9 Modularity (Java 9 Modules Tutorial) (JPMS) | # 2 | Why Java Introduced Module System ??? LTS Webinar \u201cJava 9 Modularity in Action\u201d with Sander Mak  
Course Preview: Java 9 Modularity: First LookErik Duvelblad - Modules in Java 9 Java 9 Modularity in Action - Sander Mak \u0026 Paul Bakker (DevCon 2016) Project Jigsaw in JDK 9: Modularity Comes To Java - Simon Ritter Modular Development with JDK 9 by Alex Buckley Java 9 Modularity: Patterns And Practices For Developing Maintainable Applications  
Java 9 introduced the Java Platform Module System. The introduction of the module system affects existing applications and offers 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.

Java 9 Modularity: Patterns and Practices for Developing ...  
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Java 9 introduced the Java Platform Module System. You'll also learn how to modularize existing code and how to build new Java applications in a modular way. Master the patterns and practices for building truly modular applications. - Java 9 Modularity : Patterns and Practices for Developing Maintainable Applic...

Java 9 Modularity: Patterns and Practices for Developing ...  
applications. Java 9 Modularity by Mak, Sander (ebook) Java 9 Modularity The Java module system offers 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. Java 9 Modularity A

Java 9 Modularity: Patterns And Practices For Developing ...  
The main goal of the Java 9 module system is to support modular programming in Java. So, by now Java has many first-class citizens, these language attributes: The package and object in OOP (that supports basic object-oriented programming) in Java SE 1.0; the package was introduced to organize Java types.

Java 9 Modularity: Module basics and rules - IBM Developer  
Java 9 Modularity: Patterns And Practices For Developing Maintainable Applications Mobi Download Book. September 2, 2017 ...

Java 9 Modularity: Patterns And Practices For Developing ...  
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Java 9 Modularity: Patterns and Practices PDF ?? Java????? ...  
In this article, I introduce the Java 9 Platform Module System (JPMS), the most important new software engineering technology in Java since its inception. Modularity--the result of Project Jigsaw--helps developers at all levels be more productive as they build, maintain, and evolve software systems, especially large systems. What is a Module? Modularity adds a higher level of aggregation above packages.

Understanding Java 9 Modules - Oracle  
Choose the Java modules diagram; you should see something like this: Next, let's have a look at Java 9 strong encapsulation and accessibility concepts and rules. Strong encapsulation and accessibility. A good question to ask at this point is how Java 9 implements strong encapsulation and accessibility.

Java 9 Modularity: How to design packages and create ...  
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Java 9 Modularity by Mak, Sander (ebook)  
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Java 9 Modularity [Book] - O'Reilly Online Learning  
Chapter 5. Modularity Patterns Mastering a new technology or language feature in some ways feels like acquiring a new superpower. You immediately see the potential, and you want to change ... - Selection from Java 9 Modularity [Book]

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

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.

Summary Java's much-awaited "Project Jigsaw" is finally here! Java 11 includes a built-in modularity framework, and The Java Module System is your guide to discovering it. In this new book, you'll learn how the module system improves reliability and maintainability, and how it can be used to reduce tight coupling of system components. Foreword by Kevin Henney. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. You'll find registration instructions inside the print book. About the Technology Packaging code into neat, well-defined units makes it easier to deliver safe and reliable applications. The Java Platform Module System is a language standard for creating these units. With modules, you can closely control how JARs interact and easily identify any missing dependencies at startup. This shift in design is so fundamental that starting with Java 9, all core Java APIs are distributed as modules, and libraries, frameworks, and applications will benefit from doing the same. About the Book The Java Module System is your in-depth guide to creating and using Java modules. With detailed examples and easy-to-understand diagrams, you'll learn the anatomy of a modular Java application. Along the way, you'll master best practices for designing with modules, debugging your modular app, and deploying to production. What's inside The anatomy of a modular Java app Building modules from source to JAR Migrating to modular Java Decoupling dependencies and refining APIs Handling reflection and versioning Customizing runtime images Updated for Java 11 About the Reader Perfect for developers with some Java experience. About the Author Nicolai Parlog is a developer, author, speaker, and trainer. His home is codefx.org. Table of Contents PART 1 - Hello, modules First piece of the puzzle Anatomy of a modular application Defining modules and their properties Building modules from source to JAR Running and debugging modular applications PART 2 - Adapting real-world projects Compatibility challenges when moving to Java 9 or later Recurring challenges when running on Java 9 or later Incremental modularization of existing projects Migration and modularization strategies PART 3 - Advanced module system features Using services to decouple modules Refining dependencies and APIs Reflection in a modular world Module versions: What's possible and what's not Customizing runtime images with Jlink Putting the pieces together

If you're an experienced Java developer in the enterprise, this practical, hands-on book shows you how to use OSGi to design, develop, and deploy modular cloud applications. You'll quickly learn how to use OSGi, through concise code examples and a set of best practices derived from the authors' experiences with real-world projects. Through the course of this book, you'll learn to develop modern web applications with tools and techniques such as RESTful Web Services, NoSQL, provisioning, elasticity, Auto Scaling, hotfixes, and automatic failover. Code samples are available from GitHub. Work with dynamic OSGi services to create modular applications Explore the basics of OSGi bundles and modular application design Learn advanced topics, including semantic versioning, integration testing, and configuring components Understand OSGi pitfalls, anti-patterns, and features you should avoid Create a modular architecture for cloud-based web applications Discover how maintainability, extensibility, scalability, and testability are affected by modular design Get a look at various options for creating web applications with a modular approach Interact with persistent storage services, including relational databases and NoSQL Examine alternatives for deploying modular applications to the cloud

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"I'm dancing! By god I'm dancing on the walls. I'm dancing on the ceiling. I'm ecstatic. I'm overjoyed. I'm really, really pleased." -From the Foreword by Robert C. Martin (a.k.a. Uncle Bob) This isn't the first book on Java application architecture. No doubt it won't be the last. But rest assured, this title is different. The way we develop Java applications is about to change, and this title explores the new way of Java application architecture. Over the past several years, module frameworks have been gaining traction on the Java platform, and upcoming versions of Java will include a module system that allows you to leverage the power of modularity to build more resilient and flexible software systems. Modularity isn't a new concept. But modularity will change the way we develop Java applications, and you'll only be able to realize the benefits if you understand how to design more modular software systems. Java Application Architecture will help you Design modular software that is extensible, reusable, maintainable, and adaptable Design modular software today, in anticipation of future platform support for modularity Break large software systems into a flexible composite of collaborating modules Understand where to place your architectural focus Migrate large-scale monolithic applications to applications with a modular architecture Articulate the advantages of modular software to your team Java Application Architecture lays the Foundation you'll need to incorporate modular design thinking into your development initiatives. Before it walks you through eighteen patterns that will help you architect modular software, it lays a solid foundation that shows you why modularity is a critical weapon in your arsenal of design tools. Throughout, you'll find examples that illustrate the concepts. By designing modular applications today, you are positioning yourself for the platform and architecture of tomorrow. That's why Uncle Bob is dancing.

Explains how to leverage Java's architecture and mechanisms to design enterprise applications and considers code modularity, nonduplication, network efficiency, maintainability, and reusability.

The introduction of functional programming concepts in Java SE 8 was a drastic change for this venerable object-oriented language. Lambda expressions, method references, and streams fundamentally changed the idioms of the language, and many developers have been trying to catch up ever since. This cookbook will help. With more than 70 detailed recipes, author Ken Kousen shows you how to use the newest features of Java to solve a wide range of problems. For developers comfortable with previous Java versions, this guide covers nearly all of Java SE 8, and includes a chapter focused on changes coming in Java 9. Need to understand how functional idioms will change the way you write code? This cookbook--chock full of use cases--is for you. Recipes cover: The basics of lambda expressions and method references Interfaces in the java.util.function package Stream operations for transforming and filtering data Comparators and Collectors for sorting and converting streaming data Combining lambdas, method references, and streams Creating instances and extract values from Java's Optional type New I/O capabilities that support functional streams The Date-Time API that replaces the legacy Date and Calendar classes Mechanisms for experimenting with concurrency and parallelism

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. Patterns of Enterprise Application Architecture is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include · Dividing an enterprise application into layers · The major approaches to organizing business logic · An in-depth treatment of mapping between objects and relational databases · Using Model-View-Controller to organize a Web presentation · Handling concurrency for data that spans multiple transactions · Designing distributed object interfaces

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