

Spring Reference Guide

Starting your first project with Spring Boot can be a bit daunting given the vast options that it provides. This book will guide you step-by-step along the way to be a Spring Boot hero in no time. The book covers: * Setup of your project * Security and user management for your application * Writing REST endpoints * Connecting with a database from your application * Unit and integration testing for all aspects * Writing documentation for your REST endpoints * Support file upload from your REST API

Practical Spring LDAP is your guide to developing Java-based enterprise applications using the Spring LDAP Framework. This book explains the purpose and fundamental concepts of LDAP before giving a comprehensive tour of the latest version, Spring LDAP 1.3.2. It provides a detailed treatment of LDAP controls and the new features of Spring LDAP 1.3.2 such as Object Directory Mapping and LDIF parsing. LDAP has become the de-facto standard for storing and accessing information in enterprises. Despite its widespread adoption, developers often struggle when it comes to using this technology effectively. The traditional JNDI approach has proven to be painful and has resulted in complex, less modular applications. The Spring LDAP Framework provides an ideal alternative.

The SOLIDWORKS 2018 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2018. SOLIDWORKS is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SOLIDWORKS 2018. This book covers the following: System and Document properties FeatureManagers

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PropertyManagersConfigurationManagersRenderManagers2D and 3D Sketch toolsSketch entities3D Feature toolsMotion StudySheet MetalMotion StudySOLIDWORKS SimulationPhotoView 360Pack and Go3D PDFsIntelligent Modeling techniques3D printing terminology and more

Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2018 software. If you are completely new to SOLIDWORKS, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials. If you are familiar with an earlier release of SOLIDWORKS, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter provides detailed PropertyManager information on key topics with individual stand-alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature. The book provides access to over 250 models, their solutions and additional support materials. Learn by doing, not just by reading. Formulate the skills to create, modify and edit sketches and solid features. Learn the techniques to reuse features, parts and assemblies through symmetry, patterns, copied components, design tables, configurations and more. The book is designed to complement the Online Tutorials and Online Help contained in SOLIDWORKS 2018. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model. The 1960s Cultural Revolution is a highly readable and

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valuable resource revisiting personalities and events that sparked the cultural revolutions that have become synonymous with the 1960s. The 1960s Cultural Revolution: A Reference Guide is an engagingly written book that considers the forces that shaped the 1960s and made it the unique era that it was. An introductory historical overview provides context and puts the decade in perspective. With a focus on social and cultural history, subsequent chapters focus on the New Left, the antiwar movement, the counterculture, and 1968, a year that stands alone in American history. The book also includes a wealth of reference material, a comprehensive timeline of events, biographical profiles of key players, primary documents that enhance the significance of the social, political, and cultural climate, a glossary of key terms, and a carefully selected annotated bibliography of print and nonprint sources for further study. Offers an accessible overview of the 1960s cultural revolution that uniquely brings together narrative, biographies, primary source materials, and analysis Shares a new perspective on an era that is part of the core curriculum of U.S. history Provides context essential to appreciating the interests, ideas, and individuals responsible for shaping the cultural revolution of the 1960s Acts as a research guide for high school and undergraduate students Includes an annotated bibliography of print and online primary and secondary sources to encourage further study

2013 Spring Quarterly Art Review and Reference Guide

- A comprehensive reference book for SOLIDWORKS 2020 • Contains 260 plus standalone tutorials • Starts with a basic overview of SOLIDWORKS 2020 and its new features • Tutorials are written for each topic with new and intermediate users in mind • Includes access to each tutorial's initial and final state • Contains a chapter introducing you to 3D printing

The SOLIDWORKS 2020 Reference Guide is a

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comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2020. SOLIDWORKS is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SOLIDWORKS 2020. This book covers the following:

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- RenderManagers
- 2D and 3D Sketch tools
- Sketch entities
- 3D Feature tools
- Motion Study
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- SOLIDWORKS Simulation
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achieve the certification. The questions and answer options tend to be longer than in PSM I and it takes more time to read and understand. As with all Scrum.org assessments, it is challenging and designed to test your real understanding of Scrum. The Guide also contains Questions and Answers which will help you prepare for the Professional Scrum Master II (PSM II) and / or Professional Scrum Product Owner II (Level 2) Exam. Information in this Guide references: 1.The Scrum Guide. (Nov 2020) 2.The Nexus Guide. (Jan 2021) 3.The Kanban Guide. (Jan 2021) 4. Professional Scrum Development Scrum Topics. 5. Evidence Based Management Guide. 6. Scrum Org Professional Scrum Master Learning Path. 7. Scrum Org Professional Scrum Product Owner Learning Path. 8. Scrum Org Professional Agile Learning Path. 9. Scrum Forums, white papers, articles and training videos (Scrum.Org). 10. Other Scrum sites and books. 11. Practice Questions and Answers. A) 160 Professional Scrum Master Basics Questions and Answers. B) 130 Scaled Professional Scrum Questions and Answers. C) 160 Professional Scrum Developer Questions and Answers. D) 134 Kanban Questions and Answers. E) 132 PAL-E and Professional Scrum Master (Level 2) Questions and Answers. F) 80 Professional Scrum Master II (Level 2) Questions and Answers.

Pro Spring MVC provides in-depth coverage of Spring MVC and Spring Web Flow, two highly customizable and powerful web frameworks brought to you by the developers and community of the Spring Framework. Spring MVC is a modern web application framework built upon the Spring Framework, and Spring Web Flow is a project that complements Spring MVC for building reusable web controller modules that encapsulate rich page navigation rules. Along with detailed analysis of the

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code and functionality, plus the first published coverage of Spring Web Flow 2.x, this book includes numerous tips and tricks to help you get the most out of Spring MVC, Spring Web Flow, and web development in general. Spring MVC and Spring Web Flow have been upgraded in the new Spring Framework 3.1 and are engineered with important considerations for design patterns and expert object-oriented programming techniques. This book explains not only the design decisions of the frameworks, but also how you can apply similar designs and techniques to your own code. This book takes great care in covering every inch of Spring MVC and Spring Web Flow to give you the complete picture. Along with all the best known features of these frameworks, you'll discover some new hidden treasures. You'll also learn how to correctly and safely extend the frameworks to create customized solutions. This book is for anyone who wishes to write robust, modern, and useful web applications with the Spring Framework. This book presents the latest trends in scientific methods and enabling technologies to advance e-business. It consists of selected high-quality papers from the 16th International Conference on E-Business Engineering (ICEBE 2019), held in Shanghai, China, on 11–13 October 2019. ICEBE is a leading international forum for researchers, engineers, and business specialists to exchange cutting-edge ideas, findings, and experiences in the field of e-business. The book covers a range of topics, including agents for e-business, big data for e-business, Internet of Things, mobile and autonomous computing, security/privacy/trust, service-oriented and

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cloud computing, software engineering, blockchain, and industry applications.

Bracken identifies and describes a substantial portion of the currently available reference sources in British and American literature with more than 1,500 resources on individual writers. Descriptive annotations offer thorough and detailed assessments of the works.

Get up to speed quickly with this comprehensive guide to Spring Beginning Spring is the complete beginner's guide to Java's most popular framework. Written with an eye toward real-world enterprises, the book covers all aspects of application development within the Spring Framework. Extensive samples within each chapter allow developers to get up to speed quickly by providing concrete references for experimentation, building a skillset that drives successful application development by exploiting the full capabilities of Java's latest advances. Spring provides the exact toolset required to build an enterprise application, and has become the standard within the field. This book covers Spring 4.0, which contains support for Java 8 and Java EE 7. Readers begin with the basics of the framework, then go on to master the most commonly used tools and fundamental concepts inherent in any Spring project. The book emphasizes practicality and real-world application by addressing needs such as meeting customer demand and boosting productivity, and by providing actionable information that helps developers get the most out of the framework. Topics include: Dependency Injection and Inversion of Control Unit testing Spring enabled Web Applications Data Access using Spring JDBC and ORM

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support along with Transaction Management Building Web Applications and RESTful Web Services with Spring MVC Securing Web Applications using Spring Security Spring Expression Language with its Extensive Features Aspect Oriented Programming Facilities Provided by Spring AOP Caching with 3rd Party Cache Providers' Support The Best of the Breed: Spring 4.0 The information is organized and structured an ideal way for students and corporate training programs, and explanations about inner workings of the framework make it a handy desk reference even for experienced developers. For novices, Beginning Spring is invaluable as a comprehensive guide to the real-world functionality of Spring.

Welcome! Congratulations on taking the first important step towards preparing for the Exam! This book is a quick Reference Guide created for the PSU (Professional Scrum with User Experience) Examinations. The guide highlights all the important information present on : 1) The Scrum Guide Nov 2020) 2) The Book Lean UX: Designing Great Products with Agile Teams by Jeff Gothelf and Josh Seiden. The Guide also contains Questions and Answers which will help you prepare for the PSU Exam. The PSU I certification assessment focuses primarily on validating that one has a fundamental level of understanding about how to integrate modern UX practices into Scrum and to work effectively within Scrum Teams. Note: 1) Information and Content found on the Scrum Guide is repeated on this Reference guide. 2) This Reference guide is not a text book or a replacement to the Scrum Guide or to the Lean

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UX book. It's simply your workbook which has content (present on the Scrum guide and on the Lean UX Book) presented systematically to understand and memorize for the exam. 3) The Reference guide also has questions and answers which will help you prepare for the PSU exam. 4) Your feedback is much appreciated. Please feel free to email ScrumReferenceGuides@gmail.com in case of any questions. 5) % of the book is available for you to see before you buy it in the "Look Inside" Amazon Feature. This will help you understand exactly what you are buying. The Scrum.org the PSU (Professional Scrum with User Experience) is 60-minute time boxed assessments where you will answer 80 multiple choice questions (in English), similar to the Scrum Open Assessment. You get one attempt (upon payment of fee) and you decide when and where to the exam. There is no expiration date. You are not required to attend an assessment center and can take it from the comfort of your own home. If you do not pass the exam, you can retake the exam, however you would have to pay the fees again. Following are the steps for taking (and passing) the Scrum.org the PSU (Professional Scrum with User Experience) assessment and obtaining the certification: 1. If you are new to Scrum and have never been part of a Scrum team, taking a course is recommended. Attend a Scrum.org Professional Scrum Master or Professional Scrum Product Owner course and review these notes upon completion of the course. 2. Read the Scrum Guide and Lean UX book together with this Reference book. The Scrum Guide is extremely condensed and thus we have decomposed and

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categorized the most important information present on the Scrum Guide in this Reference Guide. 3. All the important information present in the SCRUM Guide is in this quick Reference Guide. 4. Read the Book Lean UX: Designing Great Products with Agile Teams by Jeff Gothelf and Josh Seiden 5. Go through the questions and answers at the bottom of the book. 6. Take the Scrum Open Assessment (<https://www.scrum.org/open-assessments>) until you can do the assessment quickly and score close to 100% three times in a row.

Volume 2.

Pass the Pivotal Certified Professional exam using source code examples, study summaries, and mock exams. In this book, you'll find a descriptive overview of certification-related Spring modules and a single example application demonstrating the use of all required Spring modules. Also, it is suitable as an introductory primer for Spring newcomers. Furthermore, in Pivotal Certified Professional Spring Developer Exam: A Study Guide each chapter contains a brief study summary and question set, and the book's free downloadable source code package includes one mock exam (50 questions – like a real exam). After using this study guide, you will be ready to take and pass the Pivotal Certified Professional exam. When you become Pivotal Certified, you will have one of the most valuable credentials in Java. The demand for Spring skills is skyrocketing. Pivotal certification helps you advance your skills and your career, and get the maximum benefit from Spring. Passing the exam demonstrates your understanding of Spring and validates your familiarity

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with: container-basics, aspect oriented programming (AOP), data access and transactions, Spring Security, Spring Boot, microservices and the Spring model-view-controller (MVC). Good luck! What You'll Learn

Understand the core principles of the popular Spring Framework Use dependency injection Work with aspects in Spring and do AOP (aspect oriented programming) Control transactional behavior and work with SQL and NoSQL (MongoDB) databases Create and secure web applications based on Spring MVC Get to know the format of exam and type of questions in it Create Spring microservices applications Who This Book Is For Spring developers who have taken the Pivotal Core Spring class are eligible to take the Pivotal Certified Professional exam.

Author Keith L. Richards believes that design engineers spend only a small fraction of time actually designing and drawing, and the remainder of their time finding relevant design information for a specific method or problem. He draws on his own experience as a mechanical engineering designer to offer assistance to other practicing and student engineers facing the same struggle. Design Engineer's Reference Guide: Mathematics, Mechanics, and Thermodynamics provides engineers with a roadmap for navigating through common situations or dilemmas. This book starts off by introducing reference information on the coverage of differential and integral calculus, Laplace's transforms, determinants, and matrices. It provides a numerical

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analysis on numerical methods of integration, Newton–Raphson’s methods, the Jacobi iterative method, and the Gauss–Seidel method. It also contains reference information, as well as examples and illustrations that reinforce the topics of most chapter subjects. A companion to the Design Engineer's Handbook and Design Engineer's Case Studies and Examples, this textbook covers a range of basic engineering concepts and common applications including:

- Mathematics
- Numerical analysis
- Statics and kinematics
- Mechanical vibrations
- Control system modeling
- Basic thermodynamics
- Fluid mechanics and linkages

An entry-level text for students needing to understand the underlying principles before progressing to a more advanced level, Design Engineer's Reference Guide: Mathematics, Mechanics, and Thermodynamics is also a basic reference for mechanical, manufacturing, and design engineers. The SOLIDWORKS 2016 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SOLIDWORKS 2016. SOLIDWORKS is an immense software package, and no one book can cover all topics for all users. This book provides a centralized reference location to address many of the tools, features and techniques of SOLIDWORKS 2016. This book covers the following: System and Document properties, FeatureManagers, PropertyManagers, Configuration

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ManagersRenderManagers2D and 3D Sketch toolsSketch entities3D Feature toolsMotion StudySheet MetalMotion StudySolidWorks SimulationPhotoView 360Pack and Go3D PDFsIntelligent Modeling techniques3D printing terminology and more Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SOLIDWORKS 2016 software. If you are completely new to SOLIDWORKS, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SOLIDWORKS Tutorials. If you are familiar with an earlier release of SOLIDWORKS, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter provides detailed PropertyManager information on key topics with individual stand-alone short tutorials to reinforce and demonstrate the functionality and ease of the SOLIDWORKS tool or feature. The book provides access to over 240 models, their solutions and additional support materials. Learn by doing, not just by reading. Formulate the skills to create, modify and edit sketches and solid features. Learn the techniques to reuse features, parts and assemblies through symmetry, patterns, copied components, design tables, configurations and more. The book is designed to compliment the Online Tutorials and

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Online Help contained in SOLIDWORKS 2016. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SOLIDWORKS every day and his responsibilities go far beyond the creation of just a 3D model.

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- 2D and 3D Sketch tools
- Sketch entities
- 3D Feature tools
- Motion Study
- Sheet Metal
- Motion Study
- SOLIDWORKS Simulation
- PhotoView 360
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- 3D PDFs
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a 3D model.

The Spring framework is growing. It has always been about choice. Java EE focused on a few technologies, largely to the detriment of alternative, better solutions. When the Spring framework debuted, few would have agreed that Java EE represented the best-in-breed architectures of the day. Spring debuted to great fanfare, because it sought to simplify Java EE. Each release since marks the introduction of new features designed to both simplify and enable solutions. With version 2.0 and later, the Spring framework started targeting multiple platforms. The framework provided services on top of existing platforms, as always, but was decoupled from the underlying platform wherever possible. Java EE is still a major reference point, but it's not the only target. OSGi (a promising technology for modular architectures) has been a big part of the SpringSource strategy here. Additionally, the Spring framework runs on Google App Engine. With the introduction of annotation-centric frameworks and XML schemas, SpringSource has built frameworks that effectively model the domain of a specific problem, in effect creating domain-specific languages (DSLs). Frameworks built on top of the Spring framework have emerged supporting application integration, batch processing, Flex and Flash integration, GWT, OSGi, and much more. Lists Web sites offering free ideas, information, and

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solutions for gardeners and other plant-lovers. To most observers, molt seems an overwhelming subject. But birders use many aspects of molt more than they realize—to distinguish juvenile birds from adults, to pick out an individual hummingbird from among dozens visiting a feeder, and much more. And for those whose interest goes beyond simply identifying birds, questions such as What triggers molt to start? How fast do feathers grow? and How long do they last? offer a fascinating window into the lives of birds. Put plainly, molt relates in some way to everything a bird does, including where it lives, what it eats, and how far it migrates. Here, for the first time, molt is presented for the nonscientist. Molt is very orderly and built on only four underlying strategies: simple basic, complex basic, simple alternate, and complex alternate. This book clearly lays out these strategies, relates them to aspects of life history, such as habitat and migration, and makes this important subject accessible. Welcome! Kudos on taking the first important step towards prepping up for the Exam! This book is a quick Reference Guide created for the PSM (Professional Scrum Master) and PSPO (Professional Scrum Product Owner) Examinations. Questions and Answers (similar to the ones in the exam) are included. The guide helps highlight the most important information in the Scrum Guide for you to see at a glance. It also brings the most

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The Scrum.org Professional Scrum Master I (PSM I) and Professional Scrum Product Owner (PSPO I) certifications require that students demonstrate their knowledge and understanding of Scrum through a rigorous assessment. The certification is not proof of attendance, but is rather proof of Scrum knowledge. This certificates are lifelong, and do not require any additional payments or renewal. The Scrum.org

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Professional Scrum Master I (PSM I) and Professional Scrum Product Owner (PSPO I) are 60 minute time boxed assessment where you have to answer 80 questions (in English) of multiple choice, very similar in style to the Scrum Open assessment. You get one attempt (for the fees you pay) and you decide when and where to take it. There is no expiration date. You are not required to attend an assessment center and can take it from the comfort of your own home. If you do not pass the exam you can pay the exams fees again and retake the exam. Here are the Steps on taking (and passing) the Scrum.org Professional Scrum Master I (PSM I) and Professional Scrum Product Owner (PSPO I) assessment and gaining certification: 1) If you are very new to Scrum and have never part of a Scrum team, then I would recommend you to take a course. Attend a Scrum.org Professional Scrum Master or Professional Scrum Product Owner course and read these notes once you are done. 2) Read the Scrum Guide and keep this reference book open while doing so. The Guide is extremely condensed and thus we have decomposed & categorized the most important information present on the Guide. 3) All the important information present on the SCRUM Guide is in this quick reference guide. Make sure you read the categorized information along with reading the Scrum guide. 4) If you see information missing on the reference guide, then add it as

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needed. Highlight the points you want. Make this your workbook. Be thorough with all the content. 5) Go through the questions at the bottom of the Book. These questions are compiled very carefully. Go through the answers and make sure you understand the concepts. Do the Scrum Open assessment until you can do it fast and score close to 100% 3 times in a row.

This illuminating work offers readers a comprehensive overview of ISIS, with more than 100 in-depth articles on a variety of topics related to the notorious terrorist group, and more than a dozen key primary source documents. • Provides an important resource for understanding the historic and geopolitical background of the rise of ISIS • Explains the reasoning behind the Islamic State's decisions and actions • Offers readers material for understanding the key decisions that led to contemporary dysfunction in the Middle East • Demonstrates how ISIS and affiliated extremist organizations use Islam as a primary recruiting and operational tool

Unleash the power of Spring MVC and build enterprise-grade, lightning-fast web applications About This Book Configure Spring MVC to build logic-less controllers that transparently support the most advanced web techniques Secure your developments with easy-to-write, reliable unit and end-to-end tests Get this fast-paced, practical guide to produce REST resources and templates as required by the latest front-end best practices Who This Book Is For This Learning Path is for

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Java developers who want to exploit Spring MVC and its features to build web applications. It will help you step up in your career and stay up to date or learn more about Spring's web scalability. What You Will Learn Set up and build standalone and web-based projects using Spring Framework with Maven or Gradle Develop RESTful API applications for XML and JSON data transfers Investigate Spring data access mechanisms with Spring Data Repositories Generate templates for a responsive and powerful front end with AngularJS and Bootstrap Authenticate over REST with a BASIC authentication scheme and OAuth2; handle roles and permissions Communicate through WebSocket and STOMP messages Design complex advanced-level forms and validate the model Create maintainable unit and acceptance tests to secure the apps Deploy the web application to the cloud in a snap In Detail Spring MVC helps you build flexible and loosely coupled web applications. The Spring MVC Framework is designed in such a way that every piece of logic and functionality is highly configurable. This Learning Path aims to make you an expert in designing web applications with Spring MVC 4. In our first module, we'll begin with an introduction to the Spring framework. You'll then learn aspect-oriented programming. Packed with real-world examples, you'll get an insight into how you can use Spring Expression Language in your applications to make them easier to manage and maintain. In the second module, you'll learn everything you need to build modern Spring-based enterprise web applications. From practical development techniques and useful tools from

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the wider Spring ecosystem, to the new JEE standards, the impact of JavaScript, and even the Internet of Things, you'll feel confident that you can deploy Spring for an impressive range of creative purposes. In the final module, you'll find out how to take advantage of Spring MVC's advanced features - essential if you are to properly master the framework. To do this you'll investigate the inner mechanics of Spring MVC, and how they tie into to the broader principles that inform many modern web architectures. With further guidance on how to test, secure, and optimize your application, as well as designing RESTful services, you'll very quickly be ready to use Spring in your next web project. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Spring Essentials by Shameer Kunjumohamed, Hamidreza Sattari Spring MVC Cookbook by Alex Bretet Mastering Spring MVC 4 by Geoffroy Warin Style and approach This is a hands-on, practical guide based on logical modules of the whole Spring framework family, employing a combination of theory and examples with pro-level practices, techniques, and solutions.

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designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department managers, professors, vendors and manufacturers. He is directly involved with SolidWorks every day and his responsibilities go far beyond the creation of just a 3D model.

This invaluable resource offers a comprehensive overview of the Iraq War, with more than 100 in-depth articles by leading scholars on an array of topics and themes and more than a dozen key primary source documents.

- Explores how the Bush Doctrine was employed to justify the US decision to invade Iraq
- Illuminates the key leaders and the military strategy they implemented in conducting the Iraq War
- Explains how a series of flawed military and political decisions created a dysfunctional government in Baghdad
- Informs readers of the disruptive influence the Iraq War has had on the entire Middle East

The Reference Manual on Scientific Evidence, Third Edition, assists judges in managing cases involving complex scientific and technical evidence by describing the basic tenets of key scientific fields from which legal evidence is typically derived and by providing examples of cases in which that evidence has been used. First published in 1994 by the Federal Judicial Center, the Reference Manual on Scientific Evidence has been relied upon in the legal and academic communities and is often cited by various courts and others. Judges faced with disputes over the admissibility of scientific and technical evidence refer to the manual to help them

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better understand and evaluate the relevance, reliability and usefulness of the evidence being proffered. The manual is not intended to tell judges what is good science and what is not. Instead, it serves to help judges identify issues on which experts are likely to differ and to guide the inquiry of the court in seeking an informed resolution of the conflict. The core of the manual consists of a series of chapters (reference guides) on various scientific topics, each authored by an expert in that field. The topics have been chosen by an oversight committee because of their complexity and frequency in litigation. Each chapter is intended to provide a general overview of the topic in lay terms, identifying issues that will be useful to judges and others in the legal profession. They are written for a non-technical audience and are not intended as exhaustive presentations of the topic. Rather, the chapters seek to provide judges with the basic information in an area of science, to allow them to have an informed conversation with the experts and attorneys.

Protest songs are united by the fact they all have something to say, something to dispute, or something to rile against, whether it be political, social, or personal. Story Behind the Protest Song features 50 of the most influential musical protests and statements recorded to date, providing pop-culture viewpoints on some of the most tumultuous times in modern history. Among the featured: songs about the Vietnam War, the civil rights movement, the most recent upheaval over policy in the Middle East, as well as teenage rebellion, animal rights, criticisms of mass media, and even protest songs that

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lambaste other protest songs. This indispensable guide tackles it all: the behind-the-scenes stories of the most influential protest songs in American popular culture, examining the subjects they address, the legacy they left, and the fabric of the songs themselves. Chronically arranged entries cover nearly 70 years of music and offer an expansive range of genres, including rock, punk, pop, soul, hip-hop, country, folk, indie, heavy metal, and more. Each entry discusses the songwriter(s); the inspiration behind the song; and the social, cultural, and political context in which the song was released. Following a detailed musical and lyrical analysis, the entries explain the songs' impact and relevance today. Among the featured: • The Unknown Soldier (The Doors) • Masters of War (Bob Dylan) • Say It Loud-I'm Black and I'm Proud (James Brown) • Get Up, Stand Up (The Wailers) • Big Yellow Taxi (Joni Mitchell) • Their Law (Prodigy) • American Idiot (Green Day) • Sweet Home Alabama (Lynrd Skynrd) • Born in the USA (Bruce Springsteen) • Southern Man (Neil Young) Entries are accompanied by further readings and a select discographies as well as a comprehensive resource guide at the end of the book. A must-read for students of music, history, and politics, this volume offers a unique reflection on the most significant and moving protest songs in American history.

The SolidWorks 2014 Reference Guide is a comprehensive reference book written to assist the beginner to intermediate user of SolidWorks 2014. SolidWorks is an immense software package, and no one book can cover all topics for all users. This book

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provides a centralized reference location to address many of the tools, features and techniques of SolidWorks 2014. Chapter 1 provides a basic overview of the concepts and terminology used throughout this book using SolidWorks 2014 software. If you are completely new to SolidWorks, you should read Chapter 1 in detail and complete Lesson 1, Lesson 2 and Lesson 3 in the SolidWorks Tutorials. Videos are provided to introduce the new user to the basics of using SolidWorks 3D CAD software. If you are familiar with an earlier release of SolidWorks, you still might want to skim Chapter 1 to become acquainted with some of the commands, menus and features that you have not used; or you can simply jump to any section in any chapter. Each chapter (18 total) provides detailed PropertyManager information on key topics with individual standalone short tutorials to reinforce and demonstrate the functionality and ease of the SolidWorks tool or feature. All models for the 240 plus tutorials are located on the enclosed book CD with their solution (initial and final). Learn by doing, not just by reading! Formulate the skills to create, modify and edit sketches and solid features. Learn the techniques to reuse features, parts and assemblies through symmetry, patterns, copied components, design tables, configurations and more. The book is designed to compliment the Online Tutorials and Online Help contained in SolidWorks 2014. The goal is to illustrate how multiple design situations and systematic steps combine to produce successful designs. The author developed the tutorials by combining his own industry experience with the knowledge of engineers, department

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managers, professors, vendors and manufacturers. He is directly involved with SolidWorks every day and his responsibilities go far beyond the creation of just a 3D model.

This essential reference work helps promote a thorough understanding of the conflict that divided the nation and proved more costly in terms of human suffering than any in American history. • 100 entries on leaders, battles, and more • Approximately 20 primary source documents with introductions that provide context to the text • Numerous images and maps • A detailed chronology that will help students place important events related to the Civil War that occurred before, during, and after the conflict • A comprehensive bibliography of print resources

You can choose several data access frameworks when building Java enterprise applications that work with relational databases. But what about big data? This hands-on introduction shows you how Spring Data makes it relatively easy to build applications across a wide range of new data access technologies such as NoSQL and Hadoop. Through several sample projects, you'll learn how Spring Data provides a consistent programming model that retains NoSQL-specific features and capabilities, and helps you develop Hadoop applications across a wide range of use-cases such as data analysis, event stream processing, and workflow. You'll also discover the features Spring Data adds to Spring's existing JPA and JDBC support for writing RDBMS-based data access layers. Learn about Spring's template helper classes to simplify the use of database-specific functionality Explore Spring Data's repository abstraction and advanced query functionality Use Spring Data with Redis (key/value store), HBase(column-family), MongoDB (document database), and Neo4j (graph database) Discover

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the GemFire distributed data grid solution Export Spring Data JPA-managed entities to the Web as RESTful web services Simplify the development of HBase applications, using a lightweight object-mapping framework Build example big-data pipelines with Spring Batch and Spring Integration

The Vietnam War was one of America's longest, bloodiest, and most controversial wars. This volume examines the complexities of this protracted conflict and explains why the lessons learned in Vietnam are still highly relevant today. • More than 45 contributors, including Robert K. Brigham, Cecil B. Currey, Arnold R. Isaacs, Lewis Sorley, Spencer C. Tucker, and David T. Zabecki • Introductory essays provide a broad overview of the Vietnam War and help readers understand the causes and consequences of the conflict • Maps depicting South Vietnam, infiltration routes, and key battles

With over 75 million downloads per month, Spring Boot is the most widely used Java framework available. Its ease and power have revolutionized application development from monoliths to microservices. Yet Spring Boot's simplicity can also be confounding. How do developers learn enough to be productive immediately? This practical book shows you how to use this framework to write successful mission-critical applications. Mark Heckler from VMware, the company behind Spring, guides you through Spring Boot's architecture and approach, covering topics such as debugging, testing, and deployment. If you want to develop cloud native Java or Kotlin applications with Spring Boot rapidly and effectively--using reactive programming, building APIs, and creating database access of all kinds--this book is for you. Learn how Spring Boot simplifies cloud native application development and deployment Build reactive applications and extend communication across the network boundary to create distributed systems Understand how Spring Boot's

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architecture and approach increase developer productivity
and application portability Deploy Spring Boot applications for
production workloads rapidly and reliably Monitor application
and system health for optimal performance and reliability
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