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Scott Oaks

# Java Performance Definitive Guide

**Steve Wilson, Jeff Kesselman** 

## **Java Performance Definitive Guide:**

Java Performance: The Definitive Guide Scott Oaks,2014-04-10 Coding and testing are often considered separate areas of expertise In this comprehensive guide author and Java expert Scott Oaks takes the approach that anyone who works with Java should be equally adept at understanding how code behaves in the JVM as well as the tunings likely to help its performance You Il gain in depth knowledge of Java application performance using the Java Virtual Machine JVM and the Java platform including the language and API Developers and performance engineers alike will learn a variety of features tools and processes for improving the way Java 7 and 8 applications perform Apply four principles for obtaining the best results from performance testing Use JDK tools to collect data on how a Java application is performing Understand the advantages and disadvantages of using a JIT compiler Tune JVM garbage collectors to affect programs as little as possible Use techniques to manage heap memory and JVM native memory Maximize Java threading and synchronization performance features Tackle performance issues in Java EE and Java SE APIs Improve Java driven database application performance

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messages that contain serialized Java objects and messages that contain Extensible Markup Language XML pages Messaging is a powerful new paradigm that makes it easier to uncouple different parts of an enterprise application Messaging clients work by sending messages to a message server which is responsible for delivering the messages to their destination Message delivery is asynchronous meaning that the client can continue working without waiting for the message to be delivered The contents of the message can be anything from a simple text string to a serialized Java object or an XML document Java Message Service shows how to build applications using the point to point and publish and subscribe models how to use features like transactions and durable subscriptions to make an application reliable and how to use messaging within Enterprise JavaBeans It also introduces a new EJB type the MessageDrivenBean that is part of EJB 2 0 and discusses integration of messaging into J2EE 
CGI Programming with Perl Scott Guelich, Shishir Gundavaram, Gunther Birznieks, 2000 A comprehensive explanation of CGI for people who hold on to the dream of providing their own information servers on the Web This edition has been completely rewritten to use the current techniques available in Version 5 of Perl and two popular Perl modules CGI pm and CGI\_lite plus discussions of speed up techniques such as FastCGI and mod\_perl

HTML, the Definitive Guide Chuck Musciano, Bill Kennedy, 1997 Covers the latest standard HTML 3 2 and all of the features supported by every popular Web browser including the latest editions of Netscape and Internet Explorer Explains how each element of HTML works and how it interacts with other elements describes HTML style and gives models for writing Web pages and mastering advanced features like style sheets and frames with hundreds of examples of code Includes reference appendices For anyone from casual users to design professionals interested in using HTML Assumes no experience with HTML or the Web Annotation copyrighted by Book News Inc Portland OR Programming Embedded Systems in C and C++ Michael Barr, 1999 This book introduces embedded systems to C and C programmers Topics include testing memory devices writing and erasing flash memory verifying nonvolatile memory contents controlling on chip peripherals device driver design and implementation and more Java Cookbook Ian F Darwin, 2004-06-14 Covers all of the major APIs from Java 1 4 and 1 5 Covers many specialized APIs including those for working with Struts Ant and other Open Source tools

Java Platform Performance Steve Wilson, Jeff Kesselman, 2000 Drawing on the authors knowledge of the Java programming language and their extensive experience working on performance issues the book reveals common mistakes and misconceptions concerning the performance characteristics of Java technologies It offers overall development strategies and concrete battle tested techniques to dramatically improve the performance of applications constructed with the Java programming language Java Platform Performance highlights the importance of integrating performance evaluation into the application development process and discusses measurement techniques The book then presents practical tactics for enhancing application performance in the areas of I O RAM footprint small object management algorithms data structures Swing and deployment Specific topics covered include Incorporating performance evaluation into the development process

Profiling and benchmarking Building scalable fast Swing GUIs Using high speed I O Computing and controlling the RAM footprint Reducing the number of classes Eliminating temporary objects Selecting high performance algorithms and data structures Using Java native code and applet packaging efficiently A hand-book for travellers on the Continent: being a guide through Holland, Belgium, Prussia and Northern Germany, and along the Rhine from Holland to Switzerland ... With an index map John Murray (Firm), 1875 Ajax on Java Steven Douglas Olson, 2007-02-22 Provides information on building Web applications using Ajax and Java Web Performance Tuning Patrick Killelea, 1998 Get the best performance from the Web Aimed at Web administrators content developers and users Web Performance Tuning covers general principles of performance such as network latency and caching It also gives specific tips on tuning Web browsers Web servers operating systems and hardware for best performance The Military Career: a Guide to Young Officers, Army Candidates and Parents Sir William Bellairs, 1889 Incident Response Kenneth R. Van Wyk, Richard Forno, 2001 Incident Response is a complete guide for organizations of all sizes and types who are addressing their computer security issues Jacket Be Developer's Guide Be Development Team, 1997 The Be Developer's Guide and Be Advanced Topics are the official programmer's reference manuals for the BeOS a revolutionary new operating system built around multimedia threading and multiprocessing Be Developer's Guide includes the BeOS on CD ROM Be Advanced Topics includes the Be Specific CD ROM from Adamation containing a variety of tools applications and freeware designed specifically for the Be platform XMI. in a Nutshell Elliotte Rusty Harold, W. Scott Means, 2001 Introduces the basic rules of XML syntax for document markup the details of document type definition DTD creation and the APIs used to read and write XML documents in a variety of programming languages A series of quick reference chapters lists syntax rules for XPath XSLT SAX and DOM c Book News Enterprise JavaBeans Richard Monson-Haefel, 2000 Enterprise JavaBeans provides a thorough introduction to EJB 1 Inc 1 and 1 0 for the enterprise software developer It shows readers how to develop enterprise Beans to model their business objects a processes The book teaches readers how to take advantage of the flexibility and simplicity this new powerful architecture provides Network Troubleshooting Tools Joseph D Sloan, 2001 Over the years thousands of tools have been developed for debugging TCP IP networks They range from very specialized tools that do one particular task to generalized suites that do just about everything except replace bad Ethernet cables Even better many of them are absolutely free There s only one problem who has time to track them all down sort through them for the best ones for a particular purpose or figure out how to use them Network Troubleshooting Tools does the work for you by describing the best of the freely available tools for debugging and troubleshooting You can start with a lesser known version of ping that diagnoses connectivity problems or take on a much more comprehensive program like MRTG for graphing traffic through network interfaces There s tkined for mapping and automatically monitoring networks and Ethereal for capturing packets and debugging low level problems This book isn't just about the tools available for troubleshooting common network problems. It also outlines a systematic approach

to network troubleshooting how to document your network so you know how it behaves under normal conditions and how to think about problems when they arise so you can solve them more effectively The topics covered in this book include Understanding your network Connectivity testing Evaluating the path between two network nodes Tools for capturing packets Tools for network discovery and mapping Tools for working with SNMP Performance monitoring Testing application layer protocols Software sources If you re involved with network operations this book will save you time money and needless experimentation

## Java Performance Definitive Guide Book Review: Unveiling the Magic of Language

In an electronic era where connections and knowledge reign supreme, the enchanting power of language has become more apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is truly remarkable. This extraordinary book, aptly titled "Java Performance Definitive Guide," published by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound affect our existence. Throughout this critique, we shall delve to the book is central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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