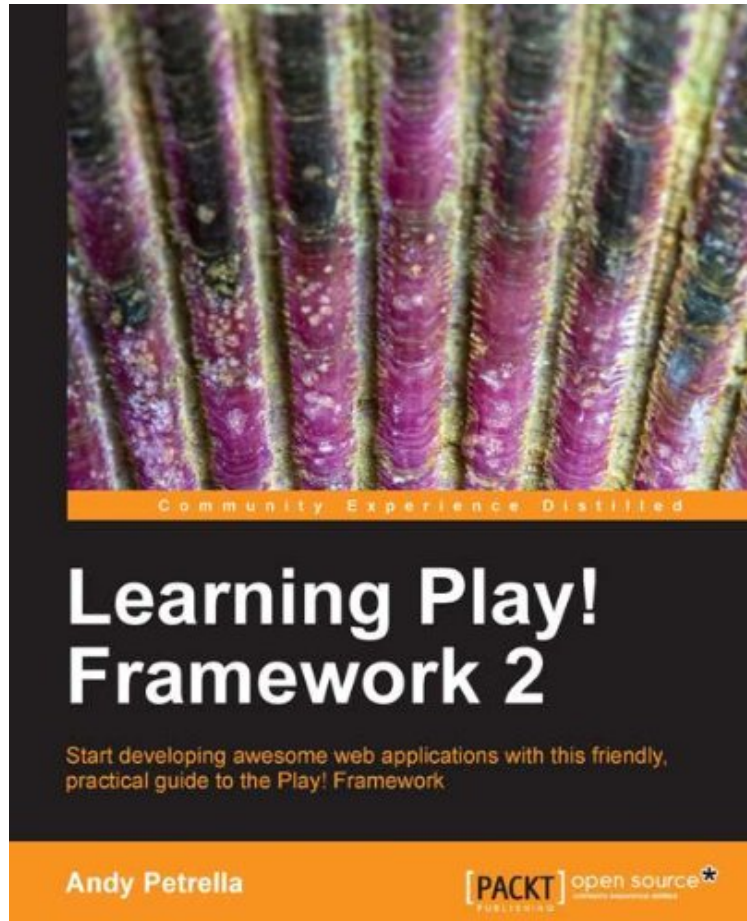


Learning Play! Framework 2

Von Andy Petrella

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Von Andy Petrella : Learning Play! Framework 2 before purchasing it in order to gage whether or not it would be worth my time, and all praised Learning Play! Framework 2:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. THE introductory guide about Play! 2Von foobar_5555555555The content:The book introduces the reader to Play! with very practical approach:- first the project setup is explained- then in the first part of the book, the development with Play! framework is introduced in a top-to-bottom way: starting with the simplest static web page, followed with details about building the user interfaces with templates, to the management of data and content- then in the second part, the support of several modern technologies by Play! is described (websockets, bits about coffeescript, use of public web APIs and testing)- and finally, the integration of Play! in the modern web developer's tooling ecosystem is detailed: cloudbees, heroku, typesafe console.My advice about the content:Neither is it really thorough nor is it a best practices collection about Play! 2, but that is NOT the intent of the book.You wouldn't use the book as a reference about Play!, but it really is THE introductory guide about Play! 2.As it is not thorough, the book contains links to documentation

that is available on the web, thus the reader is given hints on where to find information (s)he would miss. I really like the repeated comparisons to "standard" JavaEE technologies throughout the whole book. My advice about the style: The book is written and structured as if it was a story with detailed explanations about how things happen: in a step-by-step approach, the author really guides the reader by describing the current concepts and issues, and then showing how Play! solves the problem elegantly. Once a concept and its solution are explained, the author shifts naturally to the next one, as if it was the next thing the developer wanted to tackle. My advice about the format: The usual Packt book: the text is not too dense, with enough pictures. (IMHO, the text should have been justified, not left aligned, but that's not a real issue.) To whom I would recommend it: Experienced web developers who desire to learn Play! with loads of practical examples. The inexperienced developer may be overwhelmed by all the technologies that are described, but he would still be able to understand and apply successfully every example of the book. Basic Java or Scala knowledge is enough. What is not: A reference about Play! 2 framework. Final words: The author seems to be a really passionate evangelist about Play! 2... but with a reason, and he gives his arguments in this book. This book will certainly help you set up and run your Play! 2 projects and you eventually will be able to make use of most modern web technologies. Whether you know bits of Play! 2 or simply discover it, as said earlier, this book really is THE introductory guide about Play! 2.

Kurzbeschreibung In Detail The Play! Framework 2 has been created for web developers that are building web applications. The core idea is to focus on the HTTP features and to enable them through a simplification lens. Building a web application no longer requires a configuration phase, an environment setup, or a long development lifecycle - it's integrated! Play! Framework 2 will enable any web developers to create amazing web applications taking advantage of the coolest features. It's the fastest way to dive into Play!, focusing on the capabilities by using them in a sample application. Although essentially Java based code, a Scala version is presented as well giving an opportunity to see some Scala in action. After setting up the machine and learning some Scala, you will construct an application which builds from static to dynamic, before introducing a database. Then we'll focus on how data can be consumed and rendered in several ways. This will enable some real time communication through WebSocket and Server-Sent Event on both server and client sides. The book will end with testing and deployment, which completes any web development project. **Approach** A strong focus is placed on explanation by example; even with the amount of amazing capabilities of Play! 2, they will be gathered in a single application. At the end of this book, the reader will have a fully-fledged application using the basic and advanced features of Play! 2. **Who this book is for** Readers must be interested in the Web in general; specifically using the HTTP between a browser and a server to create blazing projects! Java skills are beneficial but not necessary since Play! Framework 2 is not J2EE based but introduces a simple, neat, and completely integrated version; the prerequisites are almost none. **Kurzbeschreibung In Detail** The Play! Framework 2 has been created for web developers that are building web applications. The core idea is to focus on the HTTP features and to enable them through a simplification lens. Building a web application no longer requires a configuration phase, an environment setup, or a long development lifecycle - it's integrated! Play! Framework 2 will enable any web developers to create amazing web applications taking advantage of the coolest features. It's the fastest way to dive into Play!, focusing on the capabilities by using them in a sample application. Although essentially Java based code, a Scala version is presented as well giving an opportunity to see some Scala in action. After setting up the machine and learning some Scala, you will construct an application which builds from static to dynamic, before introducing a database. Then we'll focus on how data can be consumed and rendered in several ways. This will enable some real time communication through WebSocket and Server-Sent Event on both server and client sides. The book will end with testing and deployment, which completes any web development project. **Approach** A strong focus is placed on explanation by example; even with the amount of amazing capabilities of Play! 2, they will be gathered in a single application. At the end of this book, the reader will have a fully-fledged application using the basic and advanced features of Play! 2. **Who this book is for** Readers must be interested in the Web in general; specifically using the HTTP between a browser and a server to create blazing projects! Java skills are beneficial but not necessary since Play! Framework 2 is not J2EE based but introduces a simple, neat, and completely integrated version; the prerequisites are almost none. **ber den Autor und weitere Mitwirkende** Andy Petrella Andy Petrella is first and foremost a Belgian mathematician who tried to find a way to apply his skills to the concrete world. One of them was programming. So, after graduating in Mathematics, he continued his study in Informatics at the University of Lige. He quickly became interested in Geomatics because of the heterogeneous needs of this discipline, which led him to mainly work in the GIS field. Over there, he got the opportunity to sharpen his skills on distributed architecture for interoperable solutions. After spending time developing in Java and integrating scripting languages such as Python and JavaScript, he slowly moved back to functional programming. Although working with JVM was a constraint, he tried his hand at Scala and took the opportunity to use Play! 2 while it was still in development. Having found a new way to enjoy mathematics along with programming, he joined one of his friends and they decided to create NextLab

(<http://www.nextlab.be/>), a company that offers the perfect context to push Play! 2 and Scala to the foreground through projects and customers. Andy also loves to share his experiences, his enjoyment, and his discoveries through the co-creation of a user group called WAJUG (<http://wajug.be/>) dedicated to help Walloons to meet together and share ideas about information technology. In order to ensure a constant flow of information, he also writes his thoughts on his blog, SKA LA (<http://ska-la.blogspot.be/>).