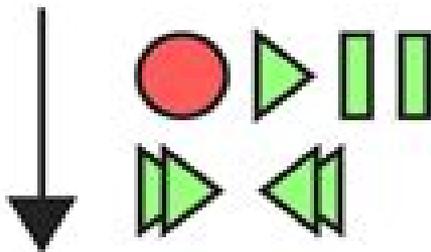


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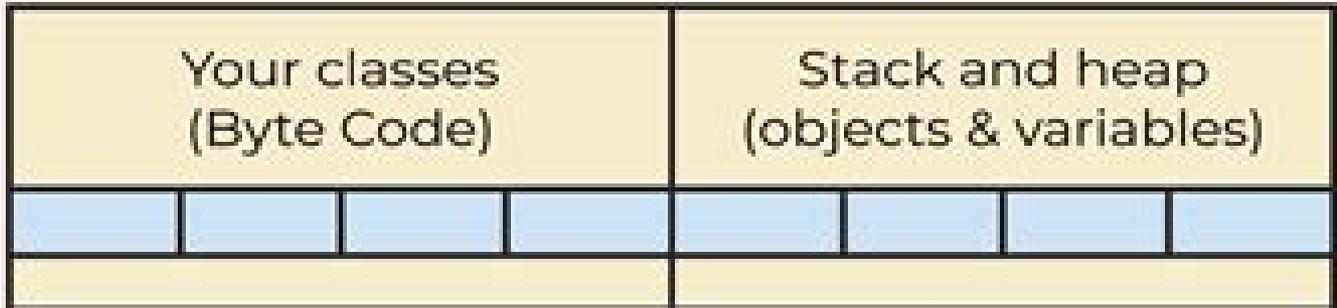


Variables
Objects
Methods

JVM

Your classes
(Byte Code)

Stack and heap
(objects & variables)



Debugging Java

Laurentiu Spilca



Debugging Java:

Mobile Computing, Applications, and Services Gerard Memmi,Ulf Blanke,2014-03-04 This book constitutes the thoroughly refereed post conference proceedings of the 5th International Conference on Mobile Computing Applications and Services MobiCASE 2013 held in Paris France in November 2013 The 13 full 5 short and 9 poster papers were carefully reviewed and selected from 64 submissions and are presented together with 3 papers from the Workshop on Near Field Communication for Mobile Applications NFS The conference papers are covering mobile applications development mobile social networking novel user experience and interfaces mobile services and platforms such as Android iOS BlackBerry OS Windows phone Bada mobile software engineering and mobile Web mobile payments and M2M infrastructure mobile services such as novel hardware add ons energy aware services or tools NFC based services authentication services **Domino 7**

Lotus Notes Application Development Dick McCarrick,2007-01-29 Writing and upgrading applications for the latest Lotus Notes Domino Platform *Computational Science and Its Applications - ICCSA 2003* Vipin Kumar,Marina L. Gavrilova,C.J.

Kenneth Tan,Pierre L'Ecuyer,2003-08-03 The three volume set LNCS 2667 LNCS 2668 and LNCS 2669 constitutes the refereed proceedings of the International Conference on Computational Science and Its Applications ICCSA 2003 held in Montreal Canada in May 2003 The three volumes present more than 300 papers and span the whole range of computational science from foundational issues in computer science and mathematics to advanced applications in virtually all sciences making use of computational techniques The proceedings give a unique account of recent results in computational science

Debugging Applications John Robbins,2000 An expert debugger describes proven techniques for preventing detecting and correcting code errors and also provides instruction tools and source code readers can use throughout development to produce higher quality user friendly software [Troubleshooting Java](#) Laurentiu Spilca,2023-04-25 Effectively reading and understanding existing code is a developer s superpower In this book you ll master techniques for code profiling advanced debugging and log evaluation to find and fix bugs and performance problems In *Troubleshooting Java* Read debug and optimize JVM applications you will learn how to Determine what code does the first time you see it Expose code logic problems Evaluate heap dumps to find memory leaks Monitor CPU consumption to optimize execution Use thread dumps to find and solve deadlocks Easily follow a service oriented or microservices system Properly use logging to better understand Java app execution Use Java debuggers efficiently Searching for bugs detangling messy legacy code or evaluating your codebase for new features sucks up much of a developer s time *Troubleshooting Java* Read debug and optimize JVM applications teaches code investigation techniques that will help you efficiently understand how Java apps work how to optimize them and how to fix the bugs that break them You ll go from the basics of debugging to advanced methods for locating problems in microservices architectures and save yourself hours or even days of time Each new technique is explained with lively illustrations and engaging real world examples About the technology Fact Over the course of your

career you'll spend far more time reading code than you will writing it. The code investigation skills in this book will radically improve your efficiency in understanding and improving Java applications.

About the book *Troubleshooting Java: Read, debug, and optimize JVM applications* presents practical techniques for exploring and repairing unfamiliar code. In it, you'll learn timesaving practices for discovering hidden dependencies, discovering the root causes of crashes, and interpreting unexpected results. Go beyond profiling and debugging and start understanding how Java applications really work. What's inside? Determine what code does the first time you see it. Evaluate heap dumps to find memory leaks. Monitor CPU consumption to optimize execution. Use thread dumps to find and solve deadlocks. Uncover glitches in code logic. Locate intermittent runtime problems.

About the reader: For intermediate Java developers.

About the author: Laurentiu Spilca is a skilled Java and Spring developer and an experienced technology instructor. He is the author of *Spring Start Here* and *Spring Security in Action*.

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Auditing an app's behavior

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PART 3 FINDING PROBLEMS IN LARGE SYSTEMS

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Mastering the Internet William J. Buchanan, 2016-01-06. The Internet and the World Wide Web (WWW) is growing each day. More and more people require either to access information, send and receive electronic information, or just to log into remote computers. This book provides an up-to-date account of all the component parts of the Internet and the WWW, from architecture through to networking. It discusses key specifications relating to electronic mail, such as MIME encoding and SMTP, and shows how they are used to send mail around the world. Full backup for the book is provided with electronic mail, and the author has set up a WWW page which contains links to other useful sources of information.

An Introduction to Java Programming Y. Daniel Liang, 1998. Software Programming Languages. *Peter Norton's Guide to Java Programming* Peter Norton, 1996. There are few titles that cover Java as thoroughly as this one does. Peter Norton's name is internationally synonymous with PC expertise, and in this book he provides the intermediate to advanced user with a concise and valuable treatment of Java.

Developing JavaBeans Using VisualAge? for Java, Version 2 Dale R. Nilsson, 1999-04-07. Create JavaBeans and JFC components using one of the hottest tools available. This valuable guide was written by two IBM insiders who have successfully taught VisualAge for Java to programmers around the world for IBM's certification courses. It gives programmers the inside track on preparing for IBM's certification and explains how to debug Java programs interactively. Programmers and developers will find helpful coverage of VisualAge for Java's IDE and Visual Builder, along with techniques

for applying Visual Design Patterns They ll also learn how to deploy Java applications and applets and create JFC components with version 2 0 CD ROM includes VisualAge for Java Enterprise Edition Sun JDK 1 2 and BDK 1 2 and all of the code examples found in the book

Using Java Alexander Newman,1996 Assuming that the reader has a basic understanding of C this book describes the importance and origins of the World Wide Web as well as the existing browsers available for the Web today Minimal object oriented concepts are reviewed to provide a bridge into the rich development environment of Java for HotJava The CD contains all the source code for Java applets and applications plus HTML samples Communications Networking

Developing JavaBeans Using VisualAge for Java Dale R. Nilsson,Peter M. Jakab,1998-05-05 This book covers all of the features of VisualAge for Java and demonstrates how to build enterprise ready JavaBeans and applets using the application Numerous examples are provided and the CD ROM contains a try and buy version of the software

Proceedings, ASE ,2005 IEEE/ACM International Conference on Automated Software Engineering ,2005 C/C++

Users Journal ,2003 Flash Remoting Tom Muck,2003-09-23 This title provides comprehensive coverage of Flash Remoting a programming model that enables Macromedia Flash MX to connect to remote Web services

Dr. Dobb's Journal ,2002 *The Essential Java Class Reference for Programmers* Brian Durney,2004 This third edition of The Essential Java Class Reference for Programmers is an easy to use very concise and inexpensive tutorial reference to the key class libraries used for everyday programming The new edition has been updated for JSE 5 0 Chapter topics include Java class reference complete examples an HTML tutorial Java programming glossary and error messages with explanations The book includes an interactive website tutorial with examples showing how to use the libraries in Java programs For use as a reference by professionals working with Java programming and language

Oracle9i JDeveloper Handbook Peter Koletzke,Paul Dorsey,Avrom Faderman,2003 This book covers four major areas and includes a series of hands on practices which guide readers through the steps necessary to build both Java applications and JSPs as well as the steps necessary to build deploy debug and modify enhance these applications

Oracle JDeveloper 10g Handbook Avrom Roy-Faderman,Peter Koletzke,Paul Dorsey,2004-10-21 Create web and database applications with Oracle JDeveloper 10g the complete integrated Java development environment with help from this comprehensive real world resource Many chapters contain hands on practices and source code examples reinforcing vital concepts It s all here from the nuts and bolts of J2EE applications servlets and JavaServer Pages technology to advanced development using the Oracle Application Development Framework From the exclusive publishers of Oracle Press books Oracle JDeveloper 10g Handbook will have you developing Java based applications in no time

JavaServer Faces Hans Bergsten,2004-04-22 With this text developers will learn to use the new JavaServer Faces framework to build real world web applications It covers topics such as the JSF environment validating input controlling page navigation working with tabular data and developing custom renders and custom components

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