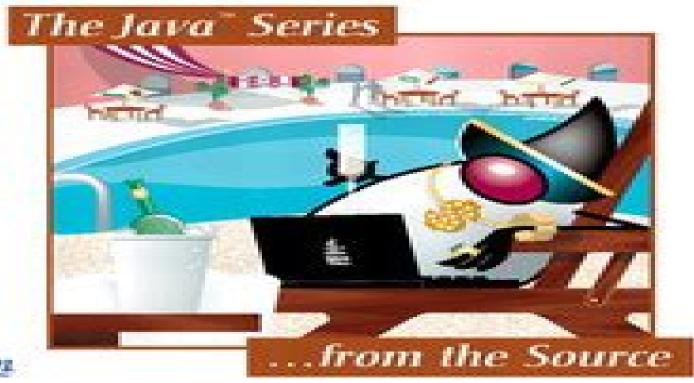
Chet Haase · Romain Guy



Filthy Rich Clients

Developing Animated and Graphical Effects for Desktop Java Applications

Foreword by James Gosling







Chet Haase

Filthy Rich Clients Chet Haase, Romain Guy, 2007-08-09 Filthy Rich Clients refers to ultra graphically rich applications that ooze cool They suck the user in from the outset and hang on to them with a death grip of excitement Filthy Rich Clients Developing Animated and Graphical Effects for Desktop JavaTM Applications shows you how to build better more effective cooler desktop applications that intensify the user experience The keys to Filthy Rich Clients are graphical and animated effects These kinds of effects provide ways of enhancing the user experience of the application through more attractive GUIs dynamic effects that give your application a pulse and animated transitions that keep your user connected to the logical flow of the application The book also discusses how to do so effectively making sure to enrich applications in sensible ways In depth coverage includes Graphics and GUI fundamentals Dig deep into the internals of how Swing and Java 2D work together to display GUI applications onscreen Learn how to maximize the flexibility of these libraries and use them most effectively Performance Follow in depth discussions and tips throughout the book that will help you write high performing GUI applications Images Understand how images are created and used to make better Java applications Advanced graphics Learn more about elements of Swing and Java 2D that are of particular benefit to Filthy Rich Clients Animation Discover general concepts of animation as well as how to use the facilities provided in the Java platform Learn new utility libraries that vastly simplify animations in Java Effects Learn how to create customize and use static and animated effects the mainstays of Filthy Rich Clients Code examples illustrate key concepts and the book's companion Web site http filthyrichclients org includes extensive demos utility libraries additional information on related technologies and more Informal fun and most of all useful this book is great for any developer working with Java to build desktop applications Web 2.0 Fundamentals: With **AJAX, Development Tools, and Mobile Platforms** Oswald Campesato, Kevin Nilson, 2010-02-17 Designed for a broad spectrum of people with technically diverse backgrounds this book covers the most recent developments in Web 2 0 programming topics and applications including up to date material on cloud computing Google AppEngine Social Networks Comet HTML5 semantic technology and a chapter on the future of the Web This book prepares readers for more advanced technical topics in Web 2 0 The accompanying CD ROM and companion website provide code samples from the book and appendices with an extensive set of links over 1 000 for supplemental material and links for the Twitter and Facebook pages Please note eBook version does not include CD ROM Groovy in Action Cédric Champeau, Dierk Koenig, Hamlet D'Arcy, Paul King, 2015-06-03 Summary Groovy in Action Second Edition is a thoroughly revised comprehensive guide to Groovy programming It introduces Java developers to the dynamic features that Groovy provides and shows how to apply Groovy to a range of tasks including building new apps integration with existing code and DSL development Covers Groovy 2 4 Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology In the last ten years Groovy has become an integral part of a Java developer's toolbox Its comfortable common

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market and they ll help set your RIAs apart from your competitor's Create visual effects that perform well Add subtle animations to bring any application to life Use the graphical power of the JavaFX platform

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