

Apache Velocity Developer Guide

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Velocity is a Java-based template engine, a simple and powerful development tool that allows you to easily create and render documents that format and present your data. In this guide, we hope to give an overview of the basics of development using Velocity. Building Web Applications with Velocity ¶

~~Apache Velocity Engine - Developer Guide~~

It is highly recommended that you do one or more of the following: Create a new VelocityContext for each excursion down through the template render process. This will prevent the... Turn on template caching. This will prevent the template from being re-parsed on each iteration, resulting the the... ..

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~~Developer's Guide - Apache Velocity~~

Note that these are also documented in the Developer Guide. velocimacro.library.path - A comma-separated list of all Velocimacro template libraries. By default, Velocity looks for a single library: velocimacros.vtl (since 2.1 ; and if not found it will also look at the old default VM_global_library.vm). The configured template path is used to find the Velocimacro libraries.

~~Apache Velocity Engine - User Guide~~

The Velocity User Guide is intended to help page designers and content providers get acquainted with Velocity and the syntax of its simple yet powerful scripting language, the Velocity Template Language (VTL).

~~Apache Velocity - Velocity User Guide~~

Apache Velocity Developer Guide - atcloud.com Apache Velocity Engine - Developer Guide Velocity is a Java-based templating engine. It's an open-source web framework designed to be used as a view component in the MVC architecture, and it provides an alternative to some existing technologies such as JSP. Apache Velocity Engine VTL Reference Apache Velocity Developer Guide - trumpetmaster.com

~~Apache Velocity Developer Guide - old.dawnclinic.org~~

This guide is the reference for the Velocity Template Language (VTL). For more information, please also refer to the Velocity User Guide. Notations are given in a very approximative EBNF-like syntax, the goal is to remain readable.

~~Apache Velocity Engine VTL Reference~~

The Velocity Users Guide is intended to help page designers and content providers get acquainted with Velocity and the syntax of its simple yet powerful scripting language, the Velocity Template Language (VTL). Many of the examples in this guide deal with using Velocity to embed dynamic content in web sites, but all examples are equally applicable

~~Velocity Users Guide - Apache Click~~

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~~Velocity Users Guide - The Apache Software Foundation~~

Velocity Engine¶ If you're new to Velocity, you can read the Overview to understand its principles. Then, you can go through the User Guide for more details. You can check the Velocity Template Language (VTL) reference to write templates, and the Developer Guide to guide you in the process of configuring and integrating Velocity.

~~Apache Velocity Engine~~

Apache Velocity Engine - Developer Guide Velocity is a Java-based templating engine. It's an open-source web framework designed to be used as a view component in the MVC architecture, and it provides an alternative to some existing technologies such as JSP.

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In Velocity, there are three sources for variables, searched in a specific order. The value stack. The action context. Built-in variables. Since the action context is resolved after the value stack, you can reference the variable without the typical preceding marker (#) that has to be used with the JSP `s:property` tag. Omitting the marker can be convenient, but it can also trip you up, if used carelessly.

~~Velocity - Apache Struts 1~~

In this tutorial, we will learn how to use Apache Velocity to build web applications. In order to use Velocity in a web application, we will need a servlet or servlet-based framework. The easiest way to get started is with VelocityViewServlet in the Velocity Tools subproject. Tools and technologies used

~~Apache Velocity Tutorial - Java Guides~~

Apache Velocity Engine - Developer Guide The Velocity Users Guide is intended to help page designers and content providers get acquainted with Velocity and the syntax of its simple yet powerful scripting language, the Velocity Template Language (VTL). Many of the examples in this guide deal with using Velocity to embed dynamic content in web sites, but all examples are equally applicable Velocity Users Guide - Apache Click

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Velocity tags are extensions of the generic Struts Tags provided by the framework. You can get jump right in just by knowing the structure in which the tags can be accessed: `#s<tag> (...)`, where tag is any of the Struts Tags supported by the framework. For example, in JSP you might create a form using Struts tags.

~~Velocity Tags - struts.apache.org~~

NOTE: Apache Hive recommends that custom ObjectInspectors created for use with custom SerDes have a no-argument constructor in addition to their normal constructors for serialization purposes. See HIVE-5380 for more details. Registration of Native SerDes. As of Hive 0.14 a registration mechanism has been introduced for native Hive SerDes.

~~DeveloperGuide - Apache Hive - Apache Software Foundation~~

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The Spring Framework is a major open source application development framework that makes Java/J2EE(TM) development easier and more productive. This book shows you not only what Spring can do but why, explaining its functionality and motivation to help you use all parts of the framework to develop successful applications. You will be guided through all the Spring features and see how they form a coherent whole. In turn, this will help you understand the rationale for Spring's approach, when to use Spring, and how to follow best practices. All this is illustrated with a complete sample application. When you finish the book, you will be well equipped to use Spring effectively in everything from simple Web applications to complex enterprise applications. What you will learn from this book * The core Inversion of Control container and the concept of Dependency Injection * Spring's Aspect Oriented Programming (AOP) framework and why AOP is important in J2EE development * How to use Spring's programmatic and declarative transaction management services effectively * Ways to access data using Spring's JDBC functionality, iBATIS SQL Maps, Hibernate, and other O/R mapping frameworks * Spring services for accessing and implementing EJBs * Spring's remoting framework Who this book is for This book is for Java/J2EE architects and developers who want to gain a deeper knowledge of the Spring Framework and use it effectively. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.

* Instructs the use of Struts to build MVC Web applications and simplify HTML form construction and validation * Provides information on using Object-RelationalBridge to cut down the amount of data-access code necessary to be written and maintained * Teaches how to use Lucene to incorporate search engine functionality into a Web application * Demonstrates how to use Velocity to cleanly separate presentation and Java Code

This book is part of Packt's Cookbook series. A Packt Cookbook contains step-by-step recipes for solutions to the most important problems you face when working with a topic. Inside this Cookbook you will find: A straightforward and easy-to-follow format, A selection of the most important tasks and problems, Carefully organized instructions for solving the problem efficiently, Clear explanations of what you did Details for applying the solution to other situations If you are a JIRA developer or project manager who wants to fully exploit the exciting capabilities of JIRA, then this is the perfect book for you.

Build, secure, and deploy real-world serverless applications in AWS and peek into the serverless cloud offerings from Azure, Google Cloud, and IBM Cloud Key Features Build serverless applications with AWS Lambda, AWS CloudFormation and AWS CloudWatch Perform data analytics and natural language processing(NLP)on the AWS serverless platform Explore various design patterns and best practices involved in serverless computing Book Description Managing physical servers will be a thing of the past once you're able to harness the power of serverless computing. If you're already prepped with the basics of serverless computing, Serverless Programming Cookbook will help you take the next step ahead. This recipe-based guide provides solutions to problems you might face while building serverless applications. You'll begin by setting up Amazon Web Services (AWS), the primary cloud provider used for most recipes. The next set of recipes will cover various components to build a Serverless application including REST APIs, database, user management, authentication, web hosting, domain registration, DNS management, CDN, messaging, notifications and monitoring. The book also introduces you to the latest technology trends such as Data Streams, Machine Learning and NLP. You will also see patterns and practices for using various services in a real world application. Finally, to broaden your understanding of Serverless computing, you'll also cover getting started guides for other cloud providers such as Azure, Google Cloud Platform and IBM cloud. By the end of this book, you'll have acquired the skills you need to build serverless applications efficiently using various cloud offerings. What you will learn Serverless computing in AWS and explore services with other clouds Develop full-stack apps with API Gateway, Cognito, Lambda and DynamoDB Web hosting with S3, CloudFront, Route 53 and AWS Certificate Manager SQS and SNS for effective communication between microservices Monitoring and troubleshooting with CloudWatch logs and metrics Explore Kinesis Streams, Amazon ML models and Alexa Skills Kit Who this book is for For developers looking for practical solutions to common problems while building a serverless application, this book provides helpful recipes. To get started with this intermediate-level book, knowledge of basic programming is a must.

This book teaches one how to program in the Velocity Template Language (VTL) and covers methods thereof with practical examples of how to script in

