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        - JsfUtil.java
        - PageInfo.java

SourceHistory

Code Editor

```
33 public static final String JSPCRUD_0
34 public static final String JSPCRUD_1
35 public static final String JSPCRUD_2
36
37 /**
38  * (inheritDoc)
39  */
40 public Object getValue(ELContext cont
41
42     if(context == null
43         throw new No
44     )
45
46     String propertyS
47
48 
```

Hierarchy

Subtypes

- javax.el.ELContext
  - com.sun.faces.config.InitFacesContext
  - com.sun.faces.el.ELContextImpl
  - com.sun.faces.facelets.el.LegacyELCo
  - com.sun.faces.ngbean.BeanManager
  - javax.faces.validator.ValueExpression
  - javax.faces.view.facelets.FaceletCon
  - com.sun.faces.facelets.FaceletCo
  - com.sun.faces.facelets.impl.D

getValue - Navigator

Harbors

Methods

- clone(): java.lang.Object
- equals(java.lang.Object obj): boolean
- finalize()
- getClass(): java.lang.Class<?>
- getCommonPropertyType(javax.el.ELCont
- getFeatureDescriptors(javax.el.ELContext
- getParameterizedMethodToInvoke(java.la

JavaDoc

JsfUtilJsfCrudELResolver

```
public Object getValue(ELContext context, Object base, Object property)
```

Attempts to resolve the given property object on the given base object.

If this resolver handles the given (base, property) pair, the propertyResolved property of the ELContext object must be set to true by the resolver, before returning. If this property is not true after this method is called, the caller should ignore the return value.

Search Results

Usage

Versioning Output

Output

# Netbeans Platform For Beginners

**Lauren Gardner**



## **Netbeans Platform For Beginners:**

Beginning Java ME Platform Ray Rischpater, 2008-11-23 Have you thought about building games for your cell phone or other wireless devices Whether you are a first time wireless Java developer or an experienced professional Beginning Java™ ME Platform brings exciting wireless and mobile Java application development right to your door and device Beginning Java™ ME Platform empowers you with the flexibility and power to start building Java applications for your Java enabled mobile device or cell phone The book covers sound HTTPS support user interface API enhancements the Mobile Media API the Game API 3D graphics Bluetooth and more Furthermore this book is easy to read and includes many practical hands on and ready to use code examples

**Beginning Java 8 Games Development** Wallace Jackson, 2014-12-04 Beginning Java 8 Games Development written by Java expert and author Wallace Jackson teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language In this book you ll employ open source software as tools to help you quickly and efficiently build your Java game applications You ll learn how to utilize vector and bit wise graphics create sprites and sprite animations handle events process inputs create and insert multimedia and audio files and more Furthermore you ll learn about JavaFX 8 now integrated into Java 8 and which gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller foot print so your game application can run on your PC mobile and embedded devices After reading and using this tutorial you ll come away with a cool Java based 2D game application template that you can re use and apply to your own game making ambitions or for fun

**Beginning JavaFX** Lawrence PremKumar, Praveen Mohan, 2010-12-31 The open source JavaFX platform offers a Java based approach to rich Internet application RIA development an alternative to Adobe Flash Flex and Microsoft Silverlight At over 100 million downloads JavaFX is poised to be a significant player Written by a JavaFX engineer and developer this book is one of the first on the JavaFX platform to give you the following The fundamentals of JavaFX scripting on desktop and mobile platforms Examples of RIAs using JavaFX Graphics Media and animation using JavaFX See how JavaFX gives you dynamic Java effects in your RIA development

JavaFX A Beginners Guide J. F. DiMarzio, 2011-02-05 Essential Skills Made Easy Create immersive interactive environments for any platform JavaFX A Beginner s Guide starts by explaining the technology behind JavaFX and quickly moves on to installing the JavaFX development environment and tools including the JavaFX SDK the Java SE JDK and NetBeans Then you ll learn how to develop desktop browser and mobile applications with ease The book covers effects and transformations animation events and Swing components Techniques for creating custom modes embedding video and music using JavaFX layouts and styling with CSS are also discussed Get started using JavaFX right away with help from this fast paced tutorial Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q A sections filled with bonus information and helpful tips Try This Hands on exercises that show you how to apply your skills Notes Extra information related to the topic being covered Tips Helpful reminders or alternate ways of doing

things Annotated Syntax Example code with commentary that describes the programming techniques being illustrated

*Quick Start Guide to JavaFX* J. F. DiMarzio, 2014-04-04 Get started with JavaFX Develop and deploy interactive client applications in no time with help from this practical tutorial from Oracle Press With a focus on working in NetBeans IDE *Quick Start Guide to JavaFX* explains how to use JavaFX layouts draw shapes use coloring and gradient tools load images apply effects and transformations include animation and embed media You ll also get details on using JavaFX events subclassing existing nodes creating custom nodes working with WebView and styling your applications with CSS Designed for easy learning the book features Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q A sections filled with bonus information and helpful tips Try This Hands on exercises that show you how to apply your skills Notes Extra information related to the topic being covered Tips Helpful reminders or alternate ways of doing things Cautions Errors and pitfalls to avoid Annotated Syntax Example code with commentary that describes the programming techniques being illustrated Self tests Chapter ending quizzes to reinforce your skills **Dr. Dobb's Journal**

, 2008 *Beginning NetBeans IDE* Geertjan Wielenga, 2015-09-03 Beginning NetBeans IDE is your authoritative tutorial for learning and using the open source NetBeans IDE platform backed by Oracle Written by a NetBeans product manager at Oracle Geertjan Wielenga shows you what NetBeans really is all about and how to install and set it up Then right away he shows you how to write your first simple NetBeans Java application In this book you get a tour of the various essential and key NetBeans wizards and plug ins Then you start building a more complex Java based application using the NetBeans IDE And you learn how to improve that application by exploring the NetBeans refactoring testing debugging profiling and distribution tools After reading and using this tutorial you ll come away with a working case study that you can re apply as a template for your own specific needs You ll have an understanding of the key essentials of the popular NetBeans IDE

**Java Report** , 2001 **Information Resources Management** , 2010-01-01 This work is a comprehensive four volume reference addressing major issues trends and areas for advancement in information management research containing chapters investigating human factors in IT management as well as IT governance outsourcing and diffusion Provided by publisher **Server/workstation Expert** , 2000 *Pro Apache NetBeans* Ioannis Kostaras, Constantin Drabo, Josh Juneau, Sven Reimers, Mario Schröder, Geertjan Wielenga, 2019-12-26 Take a detailed look at the NetBeans IDE and new features in the NetBeans Platform Learn about support for JShell the Jigsaw Module System and Local Variable Type Inference focusing on what this new version of NetBeans brings to developers who are working in Java and other supported languages The book is a practical hands on guide providing a number of step by step recipes that help you take advantage of the power in the latest Java and other software platforms and gives a good grounding on using NetBeans IDE for your projects This book has been written by Apache community members who both use the IDE and actively contribute and develop Apache NetBeans as an open source project *Pro Apache NetBeans* consists of three parts The first part describes

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**Java: A Beginner's Guide, Ninth Edition** Herbert Schildt, 2022-01-07 A practical introduction to Java programming fully revised for the latest version Java SE 17 Thoroughly updated for Java Platform Standard Edition 17 this hands on resource shows step by step how to get started programming in Java from the very first chapter Written by Java guru Herbert Schildt the book starts with the basics such as how to create compile and run a Java program From there you will learn essential Java keywords syntax and commands Java A Beginner's Guide Ninth Edition covers the basics and touches on advanced features including multithreaded programming generics Lambda expressions and Swing Enumeration modules and interface methods are also clearly explained This guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time Clearly explains all of the new Java SE 17 features Features self tests exercises and downloadable code samples Written by bestselling author and leading Java authority Herbert Schildt

[Java: A Beginner's Guide, Eighth Edition](#) Herbert Schildt, 2018-11-09 A practical introduction to Java programming fully revised for long term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11 this hands on resource shows step by step how to get started programming in Java from the very first chapter Written by Java guru Herbert Schildt the book starts with the basics such as how to create compile and run a Java program From there you will learn essential Java keywords syntax and commands Java A Beginner's Guide Eighth Edition covers the basics and touches on advanced features including multithreaded programming generics Lambda expressions and Swing Enumeration modules and interface methods are also clearly explained This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time Clearly explains all of the new Java SE 11 features Features self tests exercises and downloadable code samples Written by bestselling author and leading Java authority Herbert Schildt

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**Extreme Programming with Ant** Glenn Niemeyer,Jeremy Poteet,2003 Extreme Programming Ant covers the application development life cycle using Ant and other tools to facilitate various stages of a project The authors discuss techniques and best practices for the build process version control generating documentation unit testing and deployment

**Enabling Technologies Development Grant Program** Therese Pfeffer,Gaymond Yee,Niall J. Mateer,California Institute for Energy and Environment,2015

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angular speed control Sep 1, 2022 — Universiti Teknologi Malaysia. 81310 Johor Bahru, Johor. Date. : 1 September ... Figure C.1: Open loop DC motor Speed control with square wave ... SENSORLESS POSITION CONTROL OF DC MOTOR ... Nov 17, 2015 — ... Universiti Teknologi Malaysia, 81310, UTM Johor Bahru, Johor Malaysia ... Speed Control of D.C. Motor Using PI, IP, and Fuzzy Controller. Speed control of dc motor using pid controller - Universiti ... Nov 28, 2012 — Speed control of dc motor using pid controller - Universiti Malaysia ... ... UNIVERSITI TEKNOLOGI MALAYSIA - Universiti Malaysia Pahang. CHAPTER 1 ... Brushless DC Motor Speed Control Using Single Input ... Abstract: Many Industries are using Brushless Direct Current (BLDC) Motor in various applications for their high torque performance, higher efficiency and low ... Design a Speed Control for DC Motor Using an Optimal ... by AI Tajudin · 2022 · Cited by 1 — Abstract—The project purpose to implement Artificial Bee Colony (ABC) algorithm optimization technique for controlling the speed of the DC motor. (PDF) A response time reduction for DC motor controller ... This paper proposes an alternative solution to maximize optimization for a controller-based DC motor. The novel methodology relies on merge proper tuning with ... Modelling and Simulation for

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New World. Study Guide, Section 1: Primates continued. Page 3. Gorilla. Australopithecine. Study Guide. Glencoe Biology All primates except humans walk on all four limbs. Primates. Section 1. Complex Brain and Behaviors. Have large brains in relation to their body size. Primate ... Chapter 16 Section1 Applied Questions.docx Chapter 16- PRIMATE EVOLUTION Intro to chapter Questions: 1.(p.451) Howler ... Why do primates need to learn social behaviors?/1 3. List some of the social ... Primate Evolution Section 1 - Hominoids to Hominins Chapter Primate Evolution Chapter Assessment Questions Answer: The foramen magnum is the hole in the skull where the spine extends from the brain. It is in ... Chapter 16 Primate Evolution 1. When hominids moved from living primarily in treetops to living on the ground, they became \_\_\_\_\_. Need a Hint? ; 1. When hominids moved from living primarily ... Chapter 15 and 16 Study Guide Answers Chapter 15 and 16 Study Guide Answers. Section 15-1. VOCABULARY REVIEW. 1. Evolution is the development of new types of organisms from preexisting types of ...