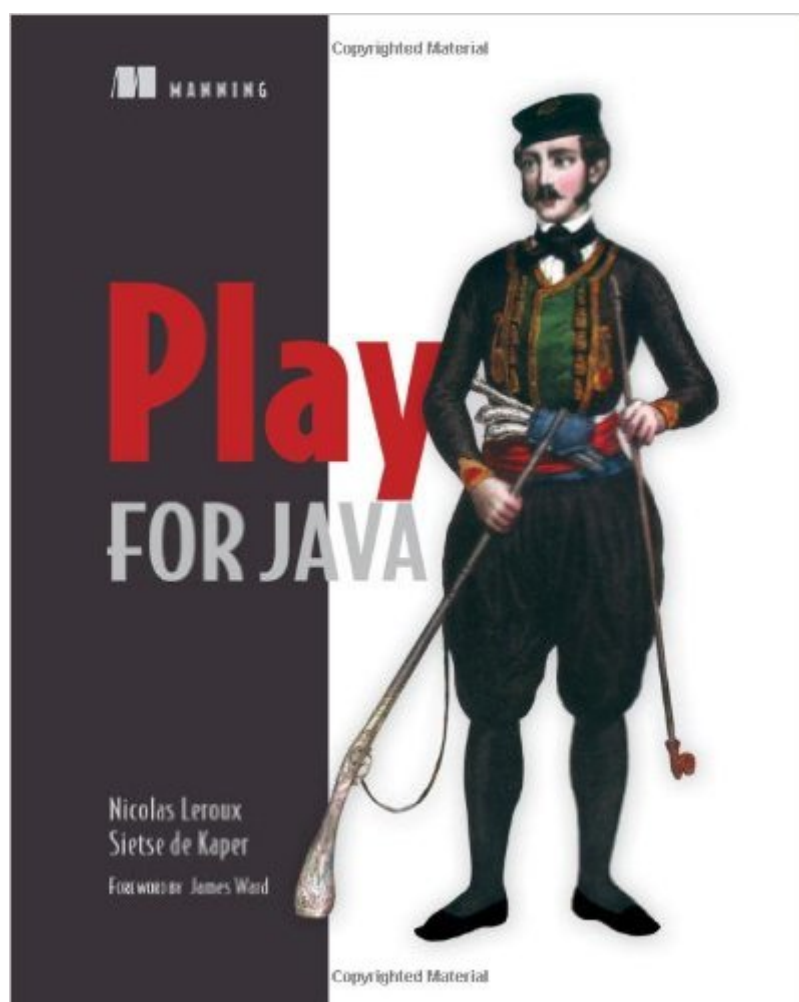# Play For Java: Covers Play 2

Synopsis

SummaryPlay for Java shows you how to build Java-based web applications using the Play 2 framework. The book starts by introducing Play through a comprehensive overview example. Then, you'll look at each facet of a typical Play application, both by exploring simple code snippets and by adding to a larger running example. Along the way, you'll contrast Play and JEE patterns and learn how a stateless web application can fit seamlessly in an enterprise environment.About the BookFor a Java developer, the Play web application framework is a breath of fresh air. With Play you get the power of Scala's strong type system and functional programming model, and a rock-solid Java API that makes it a snap to create stateless, event-driven, browser-based applications ready to deploy against your existing infrastructure.Play for Java teaches you to build Java-based web applications using Play 2. This book starts with an overview example and then explores each facet of a typical application by discussing simple snippets as they are added to a larger example. Along the way, you'll contrast Play and JEE patterns and learn how a stateless web application can fit seamlessly in an enterprise Java environment. You'll also learn how to develop asynchronous and reactive web applications.The book requires a background in Java. No knowledge of Play or of Scala is assumed.Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.What's InsideBuild Play 2 applications using JavaLeverage your JEE skillsWork in an asynchronous waySecure and test your Play applicationAbout the AuthorsNicolas Leroux is a core developer of the Play framework. Sietse de Kaper develops and deploys Java-based Play applications.Table of ContentsPART 1 INTRODUCTION AND FIRST STEPSAn introduction to PlayThe parts of an applicationA basic CRUD applicationPART 2 CORE FUNCTIONALITYAn enterprise app, Play-styleControllersâ "handling HTTP requestsHandling user inputModels and persistenceProducing output with view templatesPART 3 ADVANCED TOPICSAsynchronous dataSecurityModules and deploymentTesting your application

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Customer Reviews

This book presents an interesting and practical description of the Play 2 framework from the perspective of Java programmers. Given that the Play 1 framework was written in Java and the Play 2 was rewritten in Scala, it seems more natural to change to Scala and in fact, the best examples of Play functionality available online are usually written in Scala. This book covers a needed lack of learning material on how to develop Java applications in Play 2.In my case, I also read the Play for Scala book and I have some background in functional programming languages. However, for practical reasons, I had to teach how to create web applications in Java and selected Play.Up until this book has been published, the main reference material about Play with Java is the online documentation, which contains several examples, but needs to be improved. This book covers this gap and presents very good examples from the beginning to the end.In my opinion, the book has a very good balance of introductory material (Part 1) and more advanced material (Parts 2 and 3).The authors have made a great effort to employ example projects that are comprehensible and practical. Also, the main advantages of Play are well explained and appear, for example, when the authors talk about asynchronous data, security, and modules.Although I think the more natural way to develop Play applications is using Scala, in real projects, not every company will be able to switch to Scala and there will be a lot of cases where it will be more pragmatic to develop in Java. In those cases, I think Play for Java will be a very good solution and this book is the right choice.As a bonus point, the authors of the book have made an effort to keep the material up-to-date.

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