Client-Server Web Apps with JavaScript and Java: Rich, Scalable, and RESTful

By Casimir Saternos

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As a Java programmer, how can you tackle the disruptive client-server approach to web development? With this comprehensive guide, you'll learn how today's client-side technologies and web APIs work with various Java tools. Author Casimir Saternos provides the big picture of client-server development, and then takes you through many practical client-server architectures. You'll work with hands-on projects in several chapters to get a feel for the topics discussed.

User habits, technologies, and development methods have drastically altered web app design in recent years. But the Web itself hasn't changed. This book shows you how to build apps that conform to the web's underlying architecture.

- Learn the advantages of using separate client and server tiers, including code organization and speedy prototyping
- Explore the major tools, frameworks, and starter projects used in JavaScript development
- Dive into web API design and REST style of software architecture
- Understand Java's alternatives to traditional packaging methods and application server deployment
- Build projects with lightweight servers, using jQuery with Jython, and Sinatra with Angular
- Create client-server web apps with traditional Java web application servers and libraries

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Editorial Review

Review
Q&A with Casimir Saternos, author of "Client-Server Web Apps with JavaScript and Java"

Q. Why is your book important right now? A. Web applications designed with cloud deployments in mind need to be highly scalable. Scalability is easily accomplished by using a client-server architecture which is aligned with the structure and constraints of the web itself. Such applications often need to provide APIs to support mobile clients and are ideally segmented in such a way as to support parallel development by front and back-end developers. This book covers topics that will help you build web applications that fulfill all of these requirements.

Q. What do you hope your readers walk away with? A. This book will make you more effective at your job as a software developer, software architect or systems administrator. It will guide you to determine the best technologies for projects targeted for the expectations of modern web users. It will help you to avoid bad choices that hamper development and productivity.

Q. What s the most exciting or important thing happening in your space? A. It is now possible for small groups of programmers to quickly create world class applications that can support high traffic and are usable on a range of mobile devices. With the right technologies, informed developers are creating web apps that simply were not possible to build just a few years ago. It is hard to choose just one exciting or important thing... the best software is architected by developers who choose the best tool for the job.

Q. Can you tell us a little more? A. Client-Server web applications can be built using languages other than Java and JavaScript, yet can leverage these behind the scenes. Client-side, the web browser is the execution environment for JavaScript. JavaScript can serve as an execution target for higher level languages and frameworks. That is to say, other languages can "compile down" to JavaScript which has led to descriptions of JavaScript being the

About the Author

Casimir Saternos has been developing software for more than a decade. He has written articles that have appeared in Java Magazine and the Oracle Technology Network and has collaborated on several projects for Peepcode screencasts. He spends a good deal of time these days creating web applications using Java, Ruby, and any other technology that happens to apply.

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