

Java EE: Getting Started

INTRODUCTION



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JAVA CHAMPION

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Course Outline



Define Java EE and Angular

Java EE

- Setup development environment
- Define domain model
- Expose REST API
- Test

Angular

- Bootstrap
- Components and navigation
- Access REST API

Revisiting the application



Audience



Technical



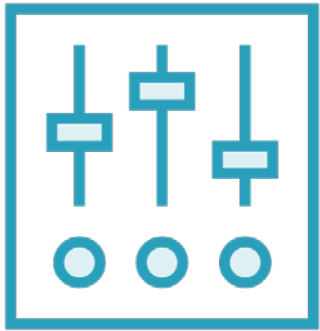
Developer



Architect



Technical Level



Beginner



Java



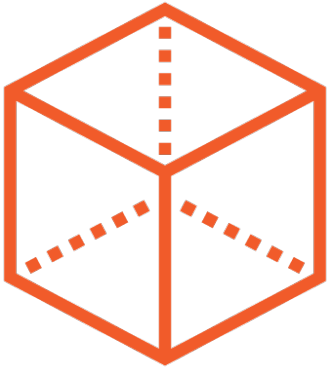
TypeScript



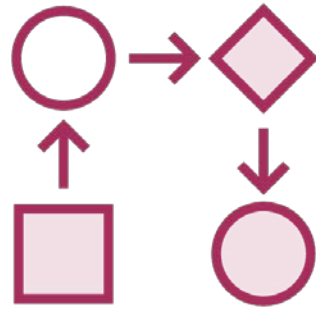
Mac OS X



Usage of Java EE



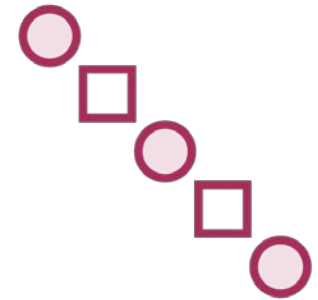
Simple



Complex



Cloud



Micro services

Overview



What is Java EE?

What is Angular?

Why using these two technologies?

Sample application

Architecture

What Is Java EE?



Java Enterprise Edition

Extension of Java SE

Simplify enterprise application

Simple programming model

Standard

Java Community Process

Multiple implementations



Standard



Locked to a proprietary solution

Open-source

Open but not standard

Java EE is based on standards

Standardization process of the JCP

Described in a specification

Portable

Several Implementations



Apache TomEE



What Is Angular?



JavaScript framework

Building front-end web applications

HTML more expressive

Powerful data binding

Built-in back-end communication

Ecosystem



TypeScript



Open-source programming language

Superset of JavaScript

Static typing

Object-oriented programming

Large applications

Transpilation



Demo



BookStore application

Visualize a list of books

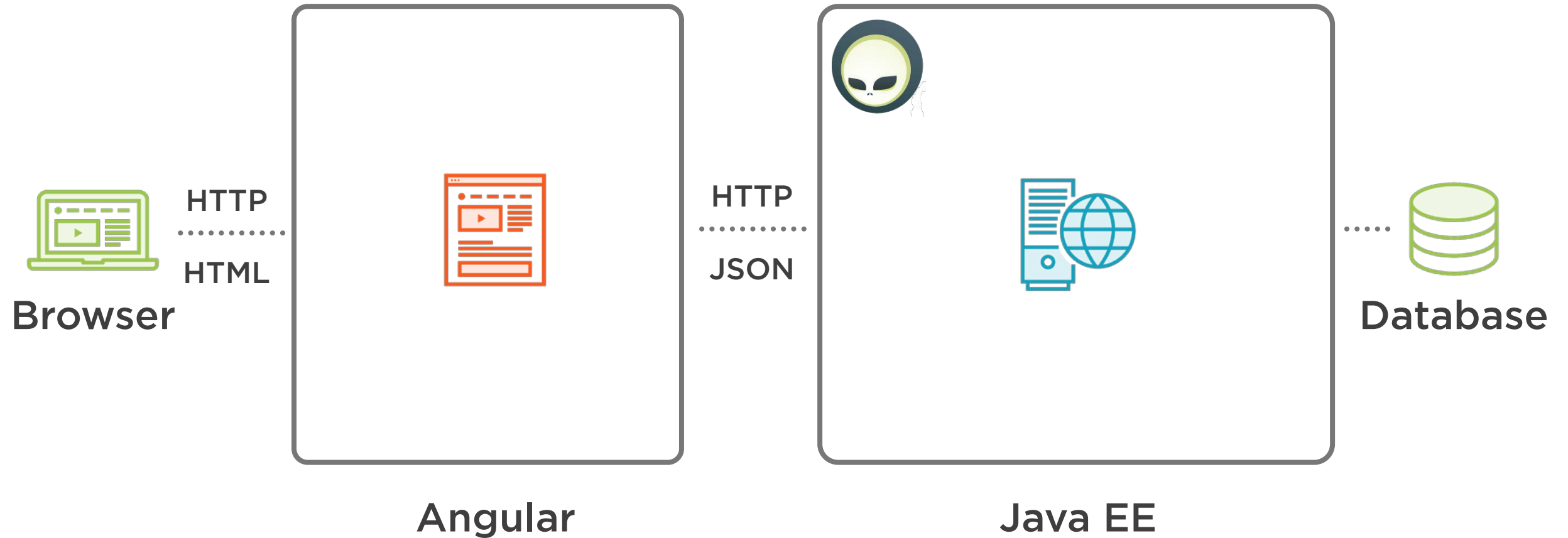
View book details

Delete a book

Create a new book



Anatomy of the BookStore Application



Summary



Java Enterprise Edition

- Tiered enterprise applications
- Back-end
- Standard
- Several application servers

Angular

- JavaScript framework
- TypeScript

BookStore sample application

Next Module



Setup Java EE development environment

Code editor

Building tool

Application server

Relational database

