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Nota di contenuto	Title Page; Copyright Page; Dedication Page; Contents at a Glance; Table of Contents; About the Author; About the Technical Reviewer; Acknowledgments; CHAPTER 1 The Essence of Grails; Simplicity and Power; Grails, the Platform; Living in the Java Ecosystem; Installing and Configuring Grails; Creating Your First Application; Step 1: Creating the Application; Step 2: Creating a Controller; Step 3: Printing a Message; Step 4: Testing the Code; Step 5: Running the Tests; Step 6: Running the Application; Grails Interactive Mode; Summary; CHAPTER 2 Getting Started with Grails; What Is Scaffolding? Creating a DomainIntroducing Dynamic Scaffolding; The Create Operation; The Read Operation; The Update Operation; The Delete Operation; Static Scaffolding; Generating a Controller; Generating the Views; Being Environmentally Friendly; Configuring Data Sources; The DataSource.groovy File; Configuring a MySQL Database; Configuring a JNDI Data Source; Supported Databases; Deploying the Application; Deployment with run-war; Deployment with a WAR file; Summary; CHAPTER 3 Understanding Domain Classes; Persisting Fields to the Database; Validating Domain Classes; Using Custom Validators Understanding Transient PropertiesCustomizing Your Database Mapping; Building Relationships; Extending Classes with Inheritance; Embedding Objects; Testing Domain Classes; Summary; CHAPTER 4

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Performing Data BindingValidating Incoming Data; The Errors API and Controllers; Data Binding to Multiple Domain Objects; Data Binding with the bindData Method; Data Binding and Associations; The Bindable Constraint; Working with Command Objects; Defining Command Objects; Using Command Objects; Imposing HTTP Method Restrictions; Implementing an Imperative Solution; Taking Advantage of a Declarative Syntax; Controller IO; Handling File Uploads; Working with Multipart Requests; Uploads and Data Binding; Reading the Request InputStream; Writing a Binary Response; Using Simple Interceptors Before AdviceAfter Advice; Testing Controllers; Controllers in Action; Creating the iTunes Home Page; Adding the User Domain Class; Adding a Login Form; Implementing Registration; Testing the Registration Code; Allowing Users to Log In; Testing the Login Process; Summary; CHAPTER 5 Understanding Views; The Basics; Understanding the Model; Page Directives; Groovy Scriptlets; GSP As GStrings; Built-in Grails Tags; Setting Variables with Tags; Logical Tags; Iterative Tags; Filtering and Iteration; The collect Tag; The findAll Tag; Grails Dynamic Tags; Linking Tags; The Link Tag
The createLink and resource Tags

Sommario/riassunto

Grails is a full stack framework which aims to greatly simplify the task of building serious web applications for the JVM. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails 2 framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web.
