

1. Record Nr.	UNINA9910780268103321
Autore	Brogden William B
Titolo	Cocoon 2 programming [[electronic resource] ] : Web publishing with XML and Java // Bill Brogden, Conrad D'Cruz, Mark Gaither
Pubbl/distr/stampa	San Francisco, : Sybex Inc., c2003
ISBN	1-280-65240-3 9786610652402 0-585-48791-X 0-7821-5157-4
Descrizione fisica	1 online resource (385 p.)
Altri autori (Persone)	D'CruzConrad GaitherMark
Disciplina	005.2/762
Soggetti	Application software - Development Internet programming Java (Computer program language) XML (Document markup language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cocoon 2 Programming: Web Publishing with XML and Java; Contents at a Glance; Contents; Acknowledgments; Introduction; The Amazing Cocoon Project; Support for the Book; Contacting the Authors; Chapter 1: The Cocoon 2 Architecture; The Challenges of Web Publishing; The Challenges of Web Content Management; Content Management Systems to the Rescue; The Original Cocoon Project; Architecture of the Cocoon 2 Framework; Summary; Chapter 2: Uses of Cocoon; Setting Up Cocoon for Application Development; Two Simple Applications; Interfacing with a Database; Site Serving Mobile Devices A Menu-Driven SiteRendering Scalable Vector Graphics; Summary; Chapter 3: A Review of the Essential Technologies; Developing Content; Developing Logic; Developing Presentation; Summary; Chapter 4: The Cocoon Serializers; Simple Serializers; More-Complex Serializers; Output of MS Office Formats; How to Build a Serializer; Looking at Serializer Examples; Internationalization; Summary; Chapter 5: Logic Control: The Sitemap; Sitemap Design Principles; The Contents of a

Sitemap; The Components in Detail; The Resources Element; The Views Element; The Action-Sets Element; Pipelines; Summary  
Chapter 6: Introducing XSP UsageA Minimal XSP Page; How XSP Works; Creating Dynamic Pages; Managing User Sessions; A SQL Example; Summary; Chapter 7: XSP Logicsheets; How a Logicsheet Works; Built-In XSP Logicsheets; Building a Custom Logicsheet; Summary; Chapter 8: Content Generators; Generators As Cocoon Components; Creating a Custom Generator; Summary; Chapter 9: Configuration for Debugging and Optimization; Tips for Debugging; Optimizing the Cocoon 2 System; Summary; Chapter 10: Patterns of Presentation; Patterns in Web Programming; Moving Simple Sites to Cocoon; The Portal Pattern The Forms ProblemThe Wiki and Blog Phenomena; Client Capability; Summary; Chapter 11: Patterns of Content Generation; Cocoon and J2EE; Cocoon and Loosely Coupled Systems; Web Services and SOAP; Data Sources; Business Logic; Summary; Appendix A: Resources; Standards; Apache Projects; Tutorials, FAQs, and Other Goodies; Appendix B: Sitemap Tag References; Glossary; Index

---

## Sommario/riassunto

Thanks to the tireless efforts of open-source developers, Cocoon has quickly gained visibility as the preeminent XML-based Web publishing framework. Unfortunately, its documentation remains a significant shortcoming. If you're new to Cocoon, gaining a sense of exactly what you can do with it can be difficult, and actually getting started can be even harder. Cocoon 2 Programming: Web Publishing with XML and Java clearly explains the value of Cocoon and helps you build on your familiarity with XML and Java Servlets as you design, build, and implement a range of Cocoon applications. You'll beg

---