

DevJam

Coaching & Developing Agility

Introduction to Groovy Outline

Students will learn Groovy by writing and executing Groovy scripts. Students will apply the lessons introduced by the presentation by executing sample Groovy scripts provided by DevJam and writing their own Groovy scripts. The course is highly interactive and the material is a blend of presentation and a hands-on tutorial.

Day One

Introductions and Logistics

- Introductions
- Logistics
- Expectations

Introducing Groovy

- What is Groovy and why do we need it?
- How does Groovy fit into the Java Platform equation?

Core Groovy

- Groovy Development Kit (GDK)
- Compiling and executing Groovy on the Java Platform
- Operators and control structures in Groovy
- GStrings
- Groovy Collections
 - Ranges, lists, maps
- Closures
- Regular expressions

Advanced Groovy topics

- Builders
 - NodeBuilder, MarkupBuilder, SwingBuilder, AntBuilder
- XML processing
 - XmlParser, XmlSlurper, GPath, MarkupBuilder and StreamingMarkupBuilder
- Meta-Object Protocol and Groovy metaprogramming
- Unit testing with Groovy
 - GroovyTestCase, stubbing and mocking

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818 West 46th Street, Suite 201
Minneapolis, MN 55419 USA
Voice (612) 354-7493 - Fax (612) 234-4317
www.devjam.com