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Kotlin Blueprints

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Programming Android with Kotlin
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LAM CANTRELL

Kotlin Blueprints Simon and Schuster
Programmers run into parsing problems all the time. Whether it's a data format like JSON, a network protocol like SMTP, a server configuration file for Apache, a PostScript/PDF file, or a simple spreadsheet macro language--ANTLR v4 and this book will demystify the process. ANTLR v4 has been rewritten from scratch to make it easier than ever to build parsers and the language

applications built on top. This completely rewritten new edition of the bestselling *Definitive ANTLR Reference* shows you how to take advantage of these new features. Build your own languages with ANTLR v4, using ANTLR's new advanced parsing technology. In this book, you'll learn how ANTLR automatically builds a data structure representing the input (parse tree) and generates code that can walk the tree (visitor). You can use that combination to implement data readers, language interpreters, and translators. You'll start by learning how to identify grammar patterns in language reference

manuals and then slowly start building increasingly complex grammars. Next, you'll build applications based upon those grammars by walking the automatically generated parse trees. Then you'll tackle some nasty language problems by parsing files containing more than one language (such as XML, Java, and Javadoc). You'll also see how to take absolute control over parsing by embedding Java actions into the grammar. You'll learn directly from well-known parsing expert Terence Parr, the ANTLR creator and project lead. You'll master ANTLR grammar construction and learn how to build language tools using the built-in parse tree visitor mechanism. The book teaches using real-world examples and shows you how to use ANTLR to build such things as a

data file reader, a JSON to XML translator, an R parser, and a Java class->interface extractor. This book is your ticket to becoming a parsing guru! What You Need: ANTLR 4.0 and above. Java development tools. Ant build system optional(needed for building ANTLR from source)

[Deep dive into the world of Android to create robust applications with Kotlin](#)
"O'Reilly Media, Inc."

Summary Making Java Groovy is a practical handbook for developers who want to blend Groovy into their day-to-day work with Java. It starts by introducing the key differences between Java and Groovy—and how you can use them to your advantage. Then, it guides you step-by-step through realistic development challenges, from web

applications to web services to desktop applications, and shows how Groovy makes them easier to put into production. About this Book You don't need the full force of Java when you're writing a build script, a simple system utility, or a lightweight web app—but that's where Groovy shines brightest. This elegant JVM-based dynamic language extends and simplifies Java so you can concentrate on the task at hand instead of managing minute details and unnecessary complexity. Making Java Groov is a practical guide for developers who want to benefit from Groovy in their work with Java. It starts by introducing the key differences between Java and Groovy and how to use them to your advantage. Then, you'll focus on the situations you face every day, like

consuming and creating RESTful web services, working with databases, and using the Spring framework. You'll also explore the great Groovy tools for build processes, testing, and deployment and learn how to write Groovy-based domain-specific languages that simplify Java development. Written for developers familiar with Java. No Groovy experience required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Easier Java Closures, builders, and metaprogramming Gradle for builds, Spock for testing Groovy frameworks like Grails and Griffon About the Author Ken Kousen is an independent consultant and trainer specializing in Spring, Hibernate, Groovy, and Grails. Table of

Contents PART 1: UP TO SPEED WITH GROOVY Why add Groovy to Java? Groovy by example Code-level integration Using Groovy features in Java PART 2: GROOVY TOOLS Build processes Testing Groovy and Java projects PART 3: GROOVY IN THE REAL WORLD The Spring framework Database access RESTful web services Building and testing web applications

R3 Corda for Architects and Developers
Packt Publishing Ltd

Familiarize yourself with all of Kotlin's features with this in-depth guide About This Book Get a thorough introduction to Kotlin Learn to use Java code alongside Kotlin without any hiccups Get a complete overview of null safety, Generics, and many more interesting features Who This Book Is For The book

is for existing Java developers who want to learn more about an alternative JVM language. If you want to see what Kotlin has to offer, this book is ideal for you. What You Will Learn Use new features to write structured and readable object-oriented code Find out how to use lambdas and higher order functions to write clean, reusable, and simple code Write unit tests and integrate Kotlin tests with Java code in a transitioning code base Write real-world production code in Kotlin in the style of microservices Leverage Kotlin's extensions to the Java collections library Use destructuring expressions and find out how to write your own Write code that avoids null pointer errors and see how Java-nullable code can integrate with features in a Kotlin codebase Discover how to write

functions in Kotlin, see the new features available, and extend existing libraries. Learn to write an algebraic data types and figure out when they should be used. In Detail Kotlin has been making waves ever since it was open sourced by JetBrains in 2011; it has been praised by developers across the world and is already being adopted by companies. This book provides a detailed introduction to Kotlin that shows you all its features and will enable you to write Kotlin code to production. We start with the basics: get you familiar with running Kotlin code, setting up, tools, and instructions that you can use to write basic programs. Next, we cover object oriented code: functions, lambdas, and properties - all while using Kotlin's new features. Then, we move on to null

safety aspects and type parameterization. We show you how to destructure expressions and even write your own. We also take you through important topics like testing, concurrency, microservices, and a whole lot more. By the end of this book you will be able to compose different services and build your own applications. Style and approach An easy to follow guide that covers the full set of features in Kotlin programming.

Introduction to Game Analysis

"O'Reilly Media, Inc."

If you want to push your Java skills to the next level, this book provides expert advice from Java leaders and practitioners. You'll be encouraged to look at problems in new ways, take broader responsibility for your work,

stretch yourself by learning new techniques, and become as good at the entire craft of development as you possibly can. Edited by Kevlin Henney and Trisha Gee, *97 Things Every Java Programmer Should Know* reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8. A few of the 97 things you should know: "Behavior Is Easy, State Is Hard"—Edson Yanaga "Learn Java Idioms and Cache in Your Brain"—Jeanne Boyarsky "Java Programming from a JVM Performance Perspective"—Monica Beckwith "Garbage Collection Is Your

Friend"—Holly K Cummins "Java's Unspeakable Types"—Ben Evans "The Rebirth of Java"—Sander Mak "Do You Know What Time It Is?"—Christin Gorman

Mastering PyCharm Pragmatic Bookshelf
 Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books *Clean Code* and *The Clean Coder*, legendary software craftsman Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's *Clean Architecture* doesn't merely present options. Drawing on over a half-century

of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you'll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web,

database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

IntelliJ IDEA Essentials Packt Publishing Ltd

A new edition of the bestselling guide to Java If you want to learn to speak the world's most popular programming

language like a native, *Java For Dummies* is your ideal companion. With a focus on reusing existing code, it quickly and easily shows you how to create basic Java objects, work with Java classes and methods, understand the value of variables, learn to control program flow with loops or decision-making statements, and so much more! Java is everywhere, runs on almost any computer, and is the engine that drives the coolest applications. Written for anyone who's ever wanted to tackle programming with Java but never knew quite where to begin, this bestselling guide is your ticket to success! Featuring updates on everything you'll encounter in Java 9—and brimming with tons of step-by-step instruction—it's the perfect resource to get you up and running with

Java in a jiffy! Discover the latest features and tools in Java 9 Learn to combine several smaller programs to create a bigger program Create basic Java objects and reuse code Confidently handle exceptions and events If you're ready to jump into Java, this bestselling guide will help keep your head above water!

[Prestashop MVC Developer Guide](#) Apress

This book constitutes the refereed proceedings of the 7th International Conference on E-Technologies, MCETECH 2017, held in Ottawa, ON, Canada, in May 2017. This year's conference drew special attention to the ever-increasing role of the Internet of Things (IoT); and the contributions span a variety of application domains such as e-Commerce, e-Health, e-Learning, and e-

Justice, comprising research from models and architectures, methodology proposals, prototype implementations, and empirical validation of theoretical models. The 19 papers presented were carefully reviewed and selected from 48 submissions. They were organized in topical sections named: pervasive computing and smart applications; security, privacy and trust; process modeling and adaptation; data analytics and machine learning; and e-health and e-commerce.

Best practices Simon and Schuster Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of

Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written

for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 - INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions Classes, objects, and interfaces Programming with lambdas The Kotlin

type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values Generics Annotations and reflection DSL construction *Android Development with Kotlin* Packt Publishing Ltd This book is for developers who want to work smarter so they can focus their efforts on the details that will give them the advantage. This book is tailor-made for developers who want to move from NetBeans and Eclipse to experience the power and functionality of IntelliJ IDEA. [Beautiful C++](#) Packt Publishing Ltd Get to know the building blocks of Kotlin and best practices when using quality world-class applications About This Book Learn to build exciting and scalable

Android and web applications (both the server-side and client-side parts) with your Kotlin skills Dive into the great ecosystem of Kotlin frameworks and libraries through projects that you'll build using this book This project-based guide contains clear instructions to help you extend your applications across a wide domain Who This Book Is For This practical guide is for programmers who are already familiar with Kotlin. If you are familiar with Kotlin and want to put your knowledge to work, then this is the book for you. Kotlin programming knowledge is a must. What You Will Learn See how Kotlin's power and versatility make it a great choice to create applications across various platforms, and how it delivers business and technology benefits Write a robust

web applications using Kotlin with Spring Boot Write Android applications with ease using Kotlin Write rich desktop applications in Kotlin Learn how Kotlin can generate Javascript and how this can be used on client side and server side development Understand how native applications can be written with Kotlin/Native Learn the practical aspects of programming in each of the applications In Detail Kotlin is a powerful language that has applications in a wide variety of fields. It is a concise, safe, interoperable, and tool-friendly language. The Android team has also announced first-class support for Kotlin, which is an added boost to the language. Kotlin's growth is fueled through carefully designed business and technology benefits. The collection of

projects demonstrates the versatility of the language and enables you to build standalone applications on your own. You'll build comprehensive applications using the various features of Kotlin. Scale, performance, and high availability lie at the heart of the projects, and the lessons learned throughout this book. You'll learn how to build a social media aggregator app that will help you efficiently track various feeds, develop a geospatial webservice with Kotlin and Spring Boot, build responsive web applications with Kotlin, build a REST API for a news feed reader, and build a server-side chat application with Kotlin. It also covers the various libraries and frameworks used in the projects. Through the course of building applications, you'll not only get to grips

with the various features of Kotlin, but you'll also discover how to design and prototype professional-grade applications. Style and approach Each chapter is independent and focuses on a unique technology, where Kotlin is used to build an example application. Together the chapters cover a full spectrum.

Software Quality Assurance Springer Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone's efforts and streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information

about version control for documents and continuous publishing.

Docs Like Code Simon and Schuster
Learn how to make Android development much faster using a variety of Kotlin features, from basics to advanced, to write better quality code. About This Book Leverage specific features of Kotlin to ease Android application development Write code based on both object oriented and functional programming to build robust applications Filled with various practical examples so you can easily apply your knowledge to real world scenarios Identify the improved way of dealing with common Java patterns Who This Book Is For This book is for developers who have a basic understanding of Java language and have 6-12 months of experience with

Android development and developers who feel comfortable with OOP concepts. What You Will Learn Run a Kotlin application and understand the integration with Android Studio Incorporate Kotlin into new/existing Android Java based project Learn about Kotlin type system to deal with null safety and immutability Define various types of classes and deal with properties Define collections and transform them in functional way Define extensions, new behaviours to existing libraries and Android framework classes Use generic type variance modifiers to define subtyping relationship between generic types Build a sample application In Detail Nowadays, improved application development does not just mean building better performing applications.

It has become crucial to find improved ways of writing code. Kotlin is a language that helps developers build amazing Android applications easily and effectively. This book discusses Kotlin features in context of Android development. It demonstrates how common examples that are typical for Android development, can be simplified using Kotlin. It also shows all the benefits, improvements and new possibilities provided by this language. The book is divided in three modules that show the power of Kotlin and teach you how to use it properly. Each module present features in different levels of advancement. The first module covers Kotlin basics. This module will lay a firm foundation for the rest of the chapters so you are able to read and understand

most of the Kotlin code. The next module dives deeper into the building blocks of Kotlin, such as functions, classes, and function types. You will learn how Kotlin brings many improvements to the table by improving common Java concepts and decreasing code verbosity. The last module presents features that are not present in Java. You will learn how certain tasks can be achieved in simpler ways thanks to Kotlin. Through the book, you will learn how to use Kotlin for Android development. You will get to know and understand most important Kotlin features, and how they can be used. You will be ready to start your own adventure with Android development with Kotlin.

Forge Your Future with Open Source
Addison-Wesley Professional

Google has officially announced Kotlin as a supported language to write Android Apps. These are amazing news for Android developers, which now have the ability to use a modern and powerful language to make their job easier and funnier. But this comes with other responsibilities. If you want to be a good candidate for new Android opportunities, Kotlin is becoming a new need most companies will ask for. So it's your time to start learning about it! And "Kotlin for Android Developers" is the best tool. Recommended by both Google and JetBrains, this book will guide through the process of learning all the new features that Java was missing, in an easy and fun way. You'll be creating an Android app from ground using Kotlin as the main language. The idea is to learn

the language by example, instead of following a typical structure. I'll be stopping to explain the most interesting concepts and ideas about Kotlin, comparing it with Java 7. This way, you can see what the differences are and which parts of the language will help you speed up your work. This book is not meant to be a language reference, but a tool for Android developers to learn Kotlin and be able to continue with their own projects by themselves. I'll be solving many of the typical problems we have to face in our daily lives by making use of the language expressiveness and some other really interesting tools and libraries. The book is very practical, so it is recommended to follow the examples and the code in front of a computer and try everything it's suggested. You could,

however, take a first read to get a broad idea and then dive into practice.

[Learn Kotlin the Easy Way While Developing an Android App](#) Lulu.com

Summary Camel in Action, Second Edition is the most complete Camel book on the market. Written by core developers of Camel and the authors of the highly acclaimed first edition, this book distills their experience and practical insights so that you can tackle integration tasks like a pro. Forewords by James Strachan and Dr. Mark Little. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Apache Camel is a Java framework that implements enterprise integration patterns (EIPs) and comes with over 200 adapters to

third-party systems. A concise DSL lets you build integration logic into your app with just a few lines of Java or XML. By using Camel, you benefit from the testing and experience of a large and vibrant open source community. About the Book Camel in Action, Second Edition is the definitive guide to the Camel framework. It starts with core concepts like sending, receiving, routing, and transforming data. It then goes in depth on many topics such as how to develop, debug, test, deal with errors, secure, scale, cluster, deploy, and monitor your Camel applications. The book also discusses how to run Camel with microservices, reactive systems, containers, and in the cloud. What's Inside Coverage of all relevant EIPs Camel microservices with Spring Boot

Camel on Docker and Kubernetes Error handling, testing, security, clustering, monitoring, and deployment Hundreds of examples in Java and XML About the Reader Readers should be familiar with Java. This book is accessible to beginners and invaluable to experts. About the Author Claus Ibsen is a senior principal engineer working for Red Hat specializing in cloud and integration. He has worked on Apache Camel for the last nine years where he heads the project. Claus lives in Denmark. Jonathan Anstey is an engineering manager at Red Hat and a core Camel contributor. He lives in Newfoundland, Canada. Table of Contents Part 1 - First steps Meeting Camel Routing with Camel Part 2 - Core Camel Transforming data with Camel Using beans with Camel Enterprise

integration patterns Using components Part 3 - Developing and testing Microservices Developing Camel projects Testing RESTful web services Part 4 - Going further with Camel Error handling Transactions and idempotency Parallel processing Securing Camel Part 5 - Running and managing Camel Running and deploying Camel Management and monitoring Part 6 - Out in the wild Clustering Microservices with Docker and Kubernetes Camel tooling Bonus online chapters Available at <https://www.manning.com/books/camel-in-action-second-edition> and in electronic versions of this book: Reactive Camel Camel and the IoT by Henryk Konsek *Achieving Structured Concurrency with Coroutines* IntelliJ IDEA Essentials The step-by-step guide to going live with

new software releases faster - reducing risk and delivering more value sooner! *

- *Fast, simple, repeatable techniques for deploying working code to production in hours or days, not months!
- *Crafting custom processes that get developers from idea to value faster than ever.
- *Best practices for everything from source code control to dependency management and in-production tracing.
- *Common obstacles to rapid release - and pragmatic solutions. In too many organizations, build, testing, and deployment processes can take six months or more. That's simply far too long for today's businesses. But it doesn't have to be that way. It's possible to deploy working code to production in hours or days after development work is complete - and Go Live presents

comprehensive processes and techniques for doing so. Written by two of the world's most experienced software project leaders, this book demonstrates how to dramatically increase speed while reducing risk and improving code quality at the same time. The authors cover all facets of build, testing, and deployment, including: configuration management, source code control, release planning, auditing, compliance, integration, build automation, and more. They introduce a wide range of advanced techniques, including inproduction monitoring and tracing, dependency management, and the effective use of virtualization. For each area, they explain the issues, show how to mitigate the risks, and present best practices. Throughout, Go Live

focuses on powerful opportunities for individual improvement, clearly and simply explaining skills and techniques so they can be used every day on real projects. With this book's help, any development organization can move from idea to release faster -- and deliver far more value, far more rapidly.

Comprehensive guide to develop high quality Java applications Packt Publishing Ltd

Learn about the fastest-growing open source project in the world, and find out how it revolutionizes big data analytics About This Book Exclusive guide that covers how to get up and running with fast data processing using Apache Spark Explore and exploit various possibilities with Apache Spark using real-world use cases in this book Want to perform

efficient data processing at real time? This book will be your one-stop solution. Who This Book Is For This guide appeals to big data engineers, analysts, architects, software engineers, even technical managers who need to perform efficient data processing on Hadoop at real time. Basic familiarity with Java or Scala will be helpful. The assumption is that readers will be from a mixed background, but would be typically people with background in engineering/data science with no prior Spark experience and want to understand how Spark can help them on their analytics journey. What You Will Learn Get an overview of big data analytics and its importance for organizations and data professionals Delve into Spark to see how it is different

from existing processing platforms Understand the intricacies of various file formats, and how to process them with Apache Spark. Realize how to deploy Spark with YARN, MESOS or a Stand-alone cluster manager. Learn the concepts of Spark SQL, SchemaRDD, Caching and working with Hive and Parquet file formats Understand the architecture of Spark MLLib while discussing some of the off-the-shelf algorithms that come with Spark. Introduce yourself to the deployment and usage of SparkR. Walk through the importance of Graph computation and the graph processing systems available in the market Check the real world example of Spark by building a recommendation engine with Spark using ALS. Use a Telco data set, to

predict customer churn using Random Forests. In Detail Spark juggernaut keeps on rolling and getting more and more momentum each day. Spark provides key capabilities in the form of Spark SQL, Spark Streaming, Spark ML and Graph X all accessible via Java, Scala, Python and R. Deploying the key capabilities is crucial whether it is on a Standalone framework or as a part of existing Hadoop installation and configuring with Yarn and Mesos. The next part of the journey after installation is using key components, APIs, Clustering, machine learning APIs, data pipelines, parallel programming. It is important to understand why each framework component is key, how widely it is being used, its stability and pertinent use cases. Once we understand the

individual components, we will take a couple of real life advanced analytics examples such as 'Building a Recommendation system', 'Predicting customer churn' and so on. The objective of these real life examples is to give the reader confidence of using Spark for real-world problems. Style and approach With the help of practical examples and real-world use cases, this guide will take you from scratch to building efficient data applications using Apache Spark. You will learn all about this excellent data processing engine in a step-by-step manner, taking one aspect of it at a time. This highly practical guide will include how to work with data pipelines, dataframes, clustering, SparkSQL, parallel programming, and such insightful topics with the help of real-

world use cases.

Java For Dummies Packt Publishing Ltd
IntelliJ IDEA Essentials Packt Publishing Ltd

Painless web apps with React, JSX, Redux, and GraphQL Addison-Wesley Professional

Android development is so vast that mastering this mobile operating system can seem daunting--particularly now that Kotlin has become the official Android development language. This book helps Android developers make the transition from Java to Kotlin and shows them how Kotlin provides a true advantage for gaining control over asynchronous computations. By focusing specifically on coroutines, a new asynchronous programming paradigm, this book describes how you can achieve

structured concurrency with Kotlin. Authors Pierre-Oliver Laurence, Amanda Hinchman-Dominguez, and Mike Dunn provide implementations of the most common tasks in native Android development. The basics of the Kotlin language and the Android architecture Data transformations in Kotlin Android fundamentals in memory and threading Concurrency with coroutines Channels and flows Android profiling tools

Scala in Depth Pearson Technology Group

PrestaShop is a free, open source eCommerce solution written in PHP. It supports payment gateways such as DirecPay, Google Checkout & PayPal. With this book you'll find a link to download 100Mb+ including the module ""MyProducts"" with its own

documentation. This book will help you to customize the Prestashop 1.5 - 1.6 through the Admin panel, and to make advanced code changes and template customization. Many tools are discussed in this book to facilitate the developers and to help them to understand the architecture of Prestashop in the shortest amount of time. Alex works as developer manager for an IT group in London. He started as software developer in 1985.

A Craftsman's Guide to Software Structure and Design Springer Nature This book covers several topics related to domain-specific language (DSL) engineering in general and how they can be handled by means of the JetBrains Meta Programming System (MPS), an open source language workbench

developed by JetBrains over the last 15 years. The book begins with an overview of the domain of language workbenches, which provides perspectives and motivations underpinning the creation of MPS. Moreover, technical details of the language underneath MPS together with the definition of the tool's main features are discussed. The remaining ten chapters are then organized in three parts, each dedicated to a specific aspect of the topic. Part I "MPS in Industrial Applications" deals with the challenges and inadequacies of general-purpose languages used in companies, as opposed to the reasons why DSLs are essential, together with their benefits and efficiency, and summarizes lessons learnt by using MPS. Part II about "MPS in Research Projects" covers the benefits

of text-based languages, the design and development of gamification applications, and research fields with generally low expertise in language engineering. Eventually, Part III focuses on "Teaching and Learning with MPS" by discussing the organization of both commercial and academic courses on MPS. MPS is used to implement languages for real-world use. Its distinguishing feature is projectional editing, which supports practically unlimited language extension and composition possibilities as well as a flexible mix of a wide range of textual, tabular, mathematical and graphical notations. The number and diversity of the presented use-cases demonstrate the strength and malleability of the DSLs defined using MPS. The selected

contributions represent the current state of the art and practice in using JetBrains MPS to implement languages for real-world applications.

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