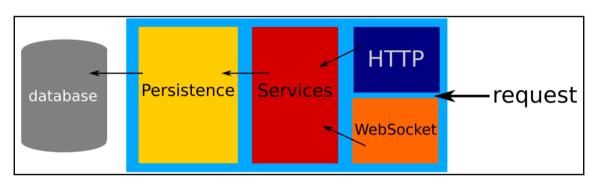
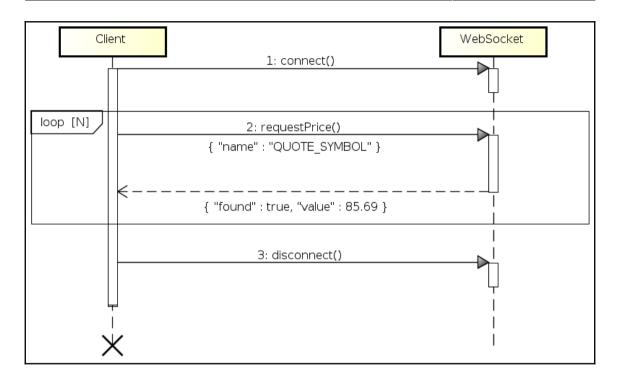
# **1**Graphic Bundle

## **Chapter 1: Money – The Quote Manager Application**





### Chapter 2: Looking Under the Cover – What is This EE Thing?



```
@Entity
public class Quote {
    @Id
    @GeneratedValue
    private long id;

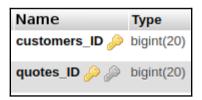
    @NotNull
    @Column(unique = true)
    private String name;

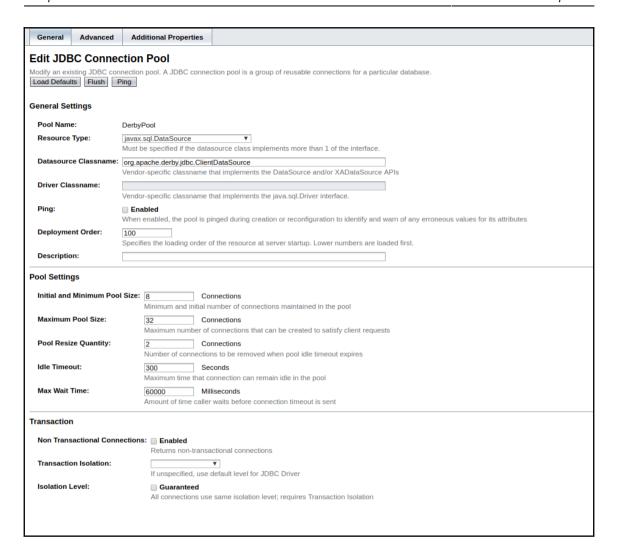
    private double value;
```



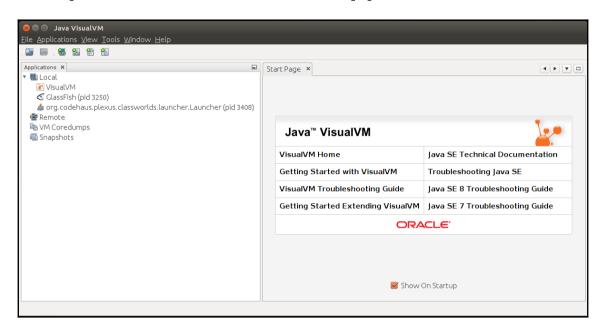


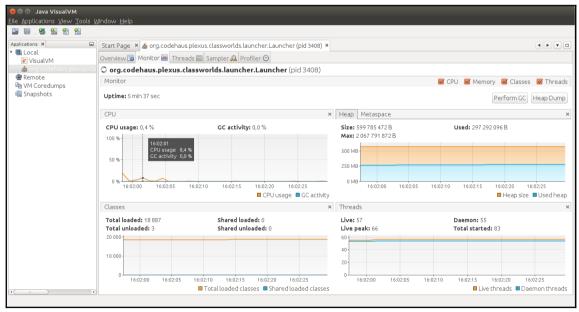


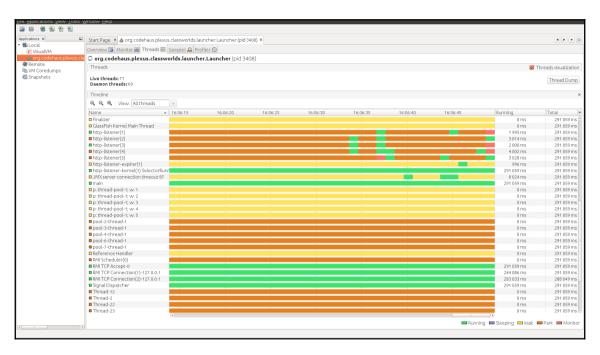


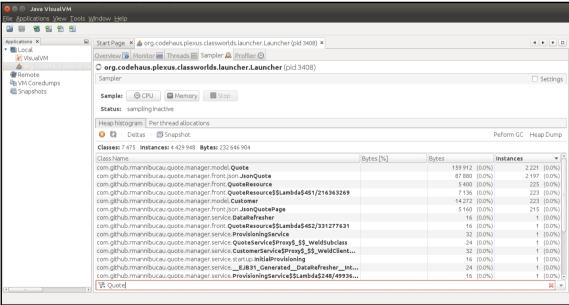


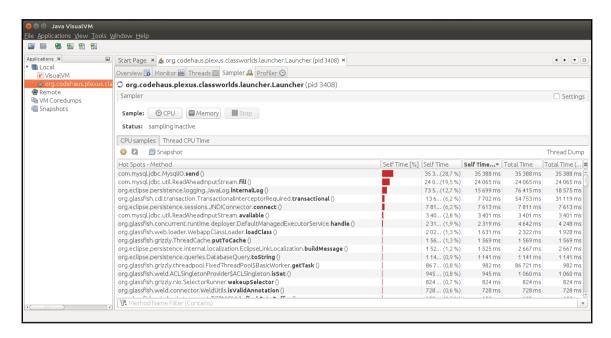
#### **Chapter 3: Monitor Your Application**

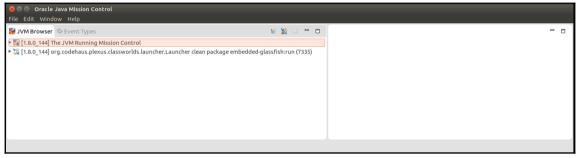


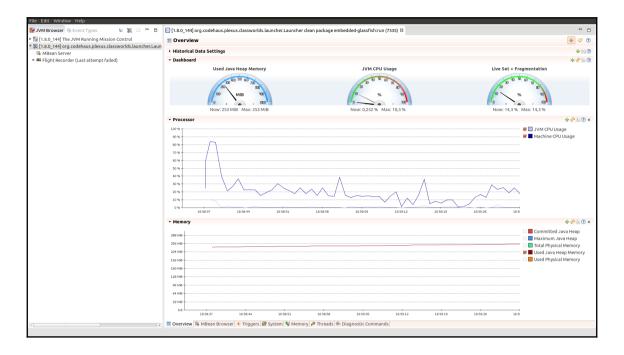


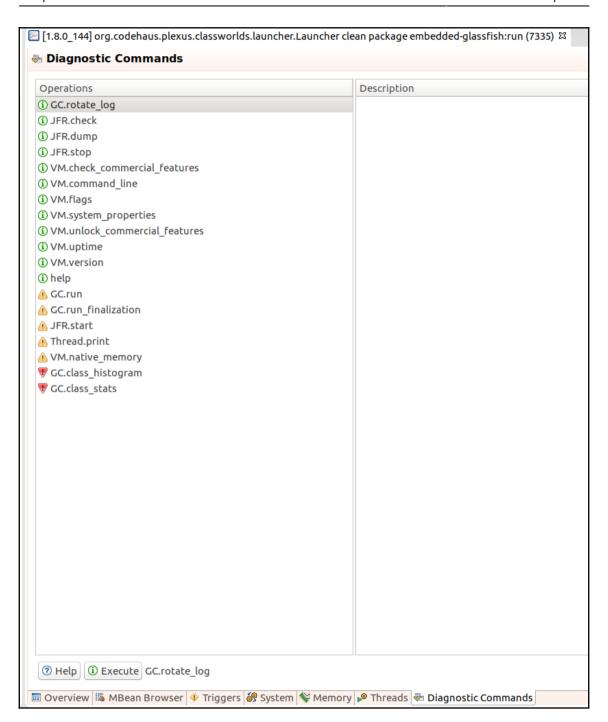


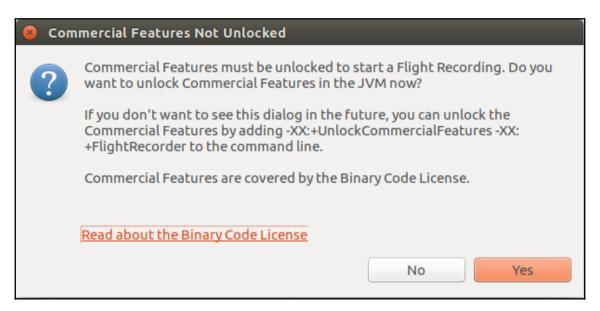


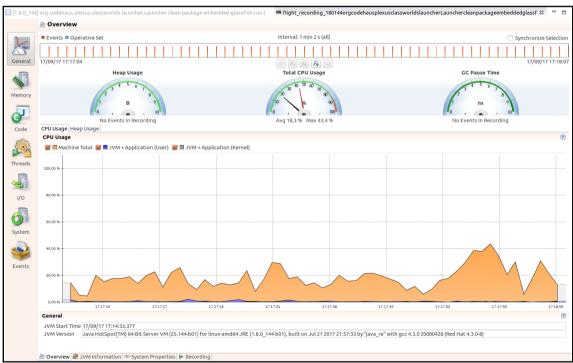


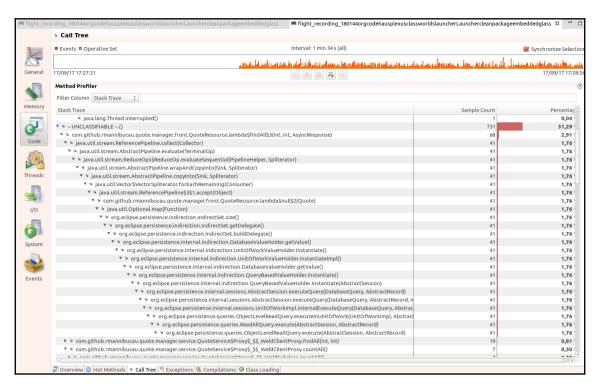


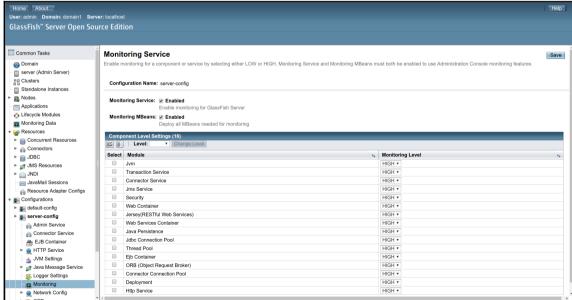




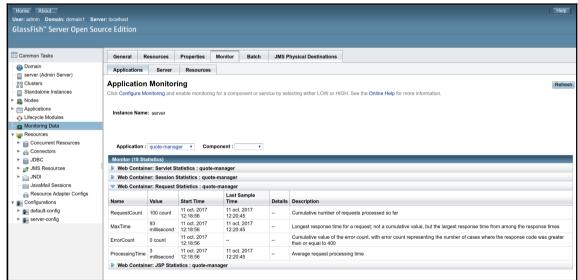






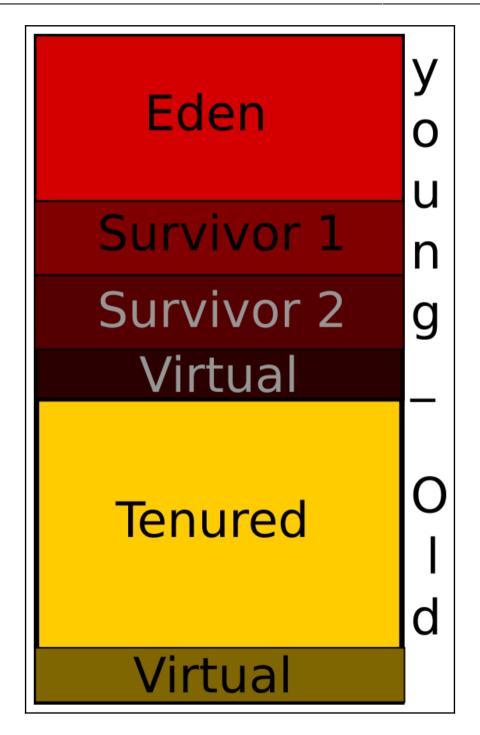


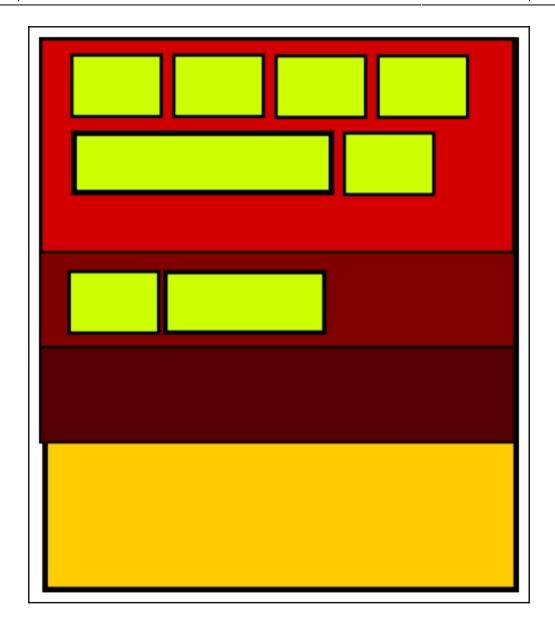


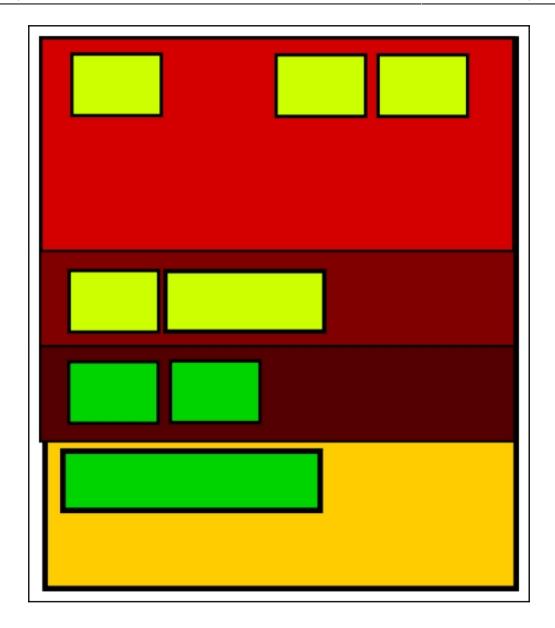


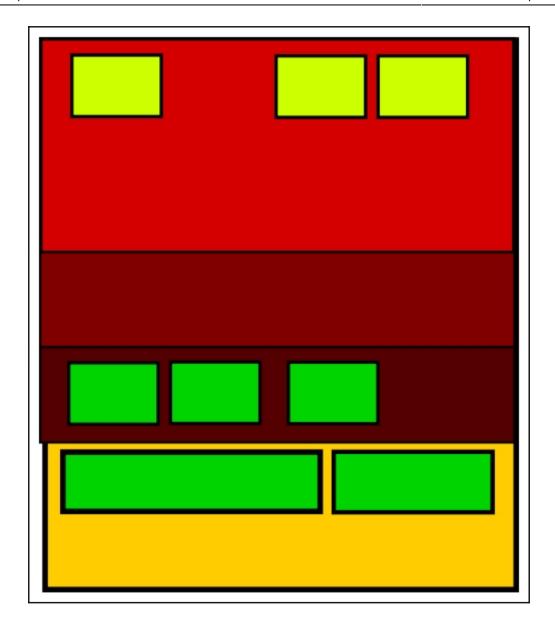
# Chapter 4: Application Optimization – Memory Management and Server Configuration

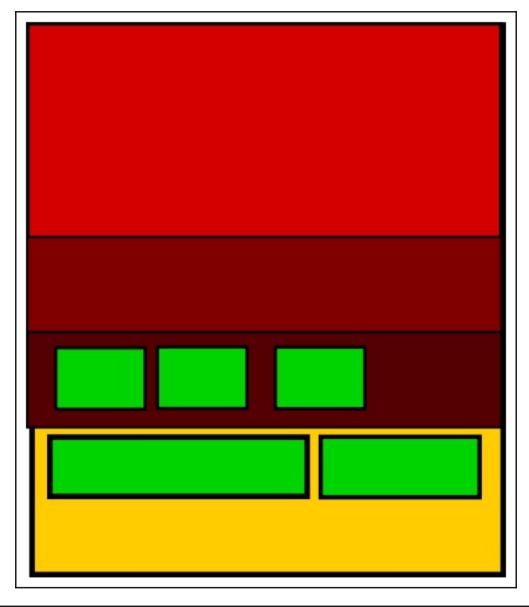
Graphic Bundle

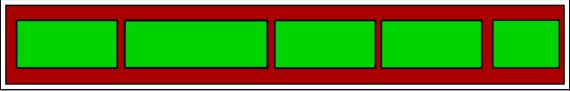




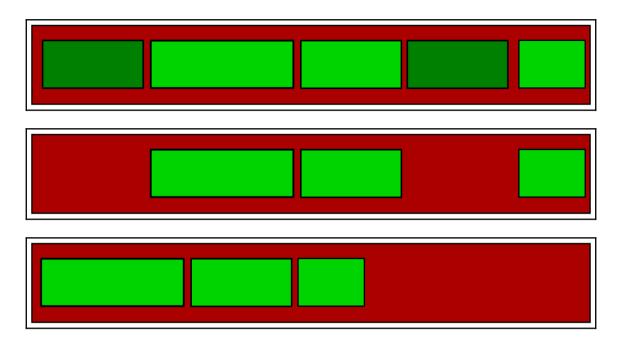


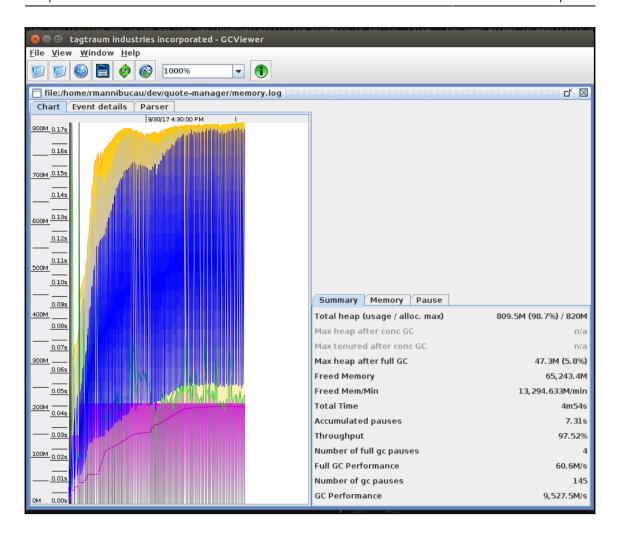


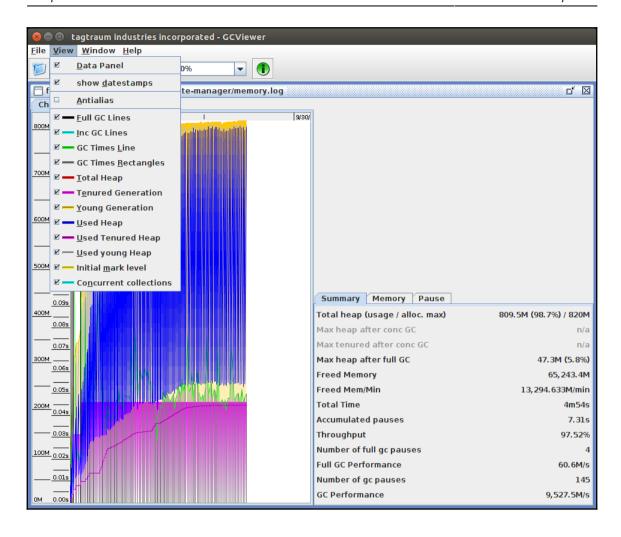


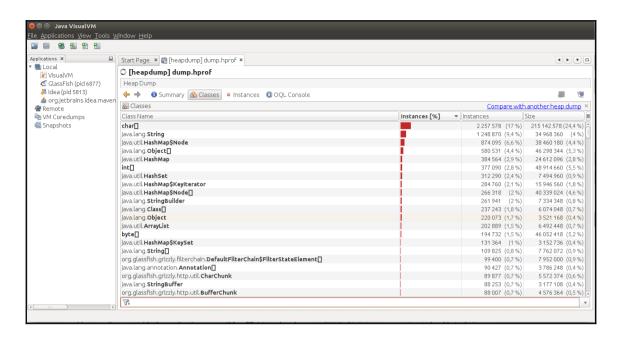


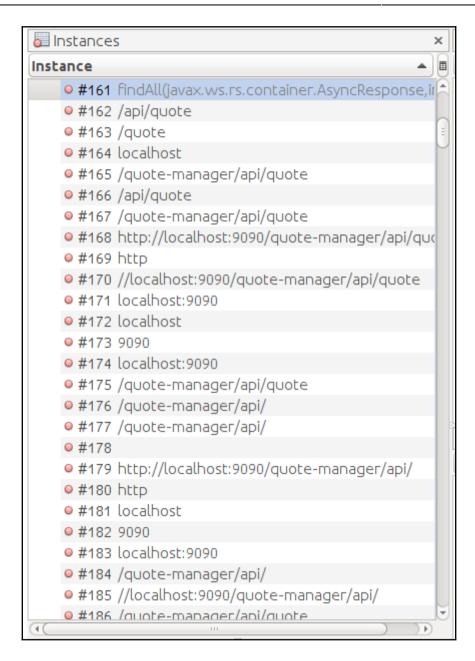
Graphic Bundle

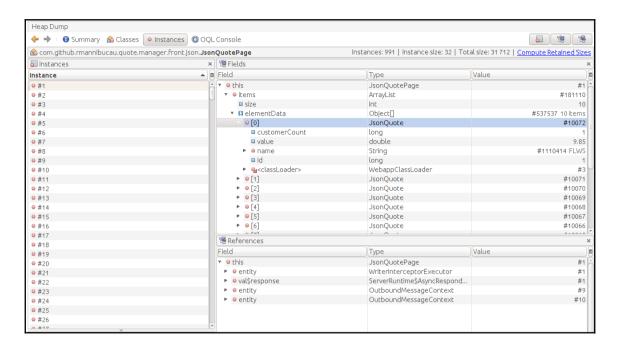




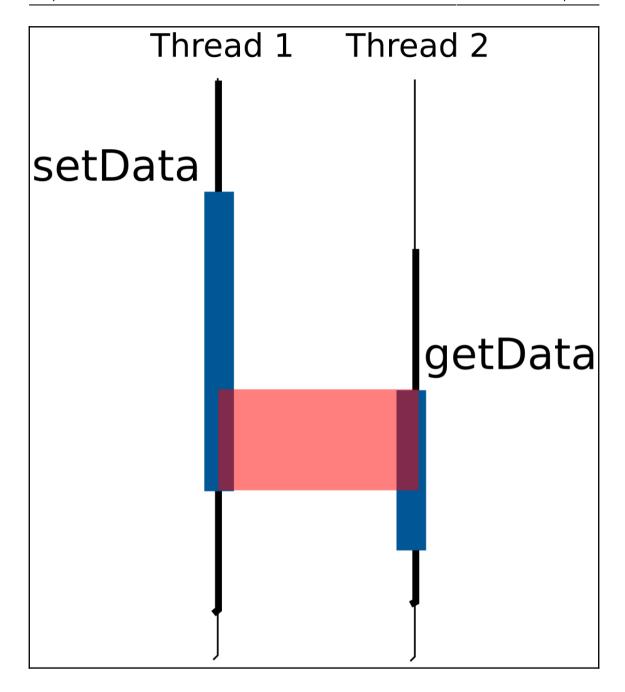


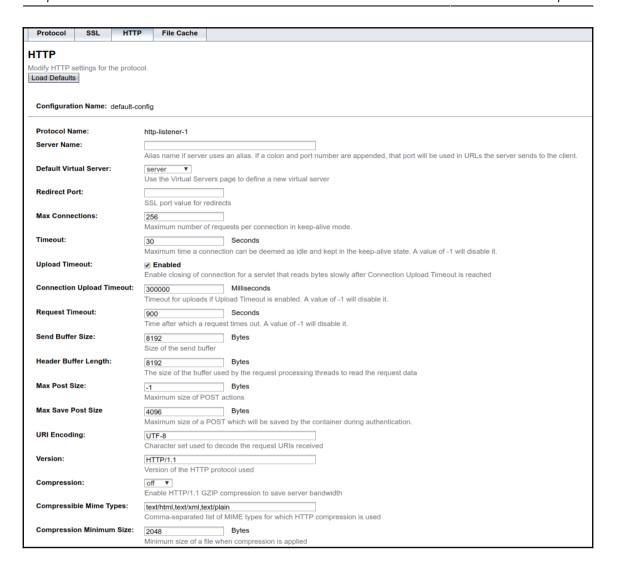






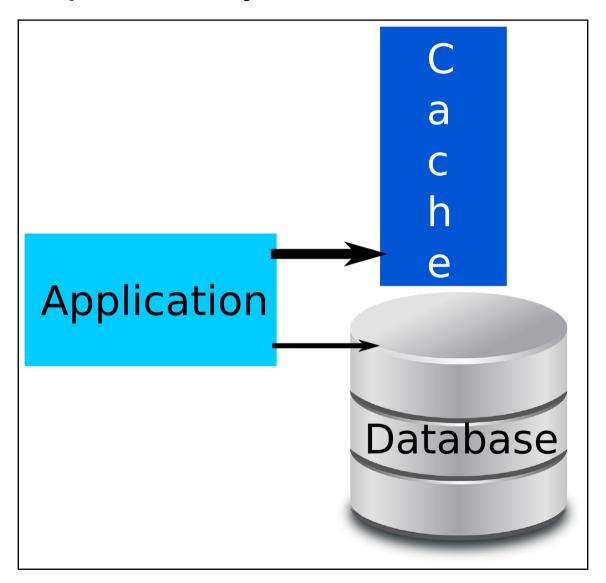
# **Chapter 5: Scale Up – Threading and Implications**

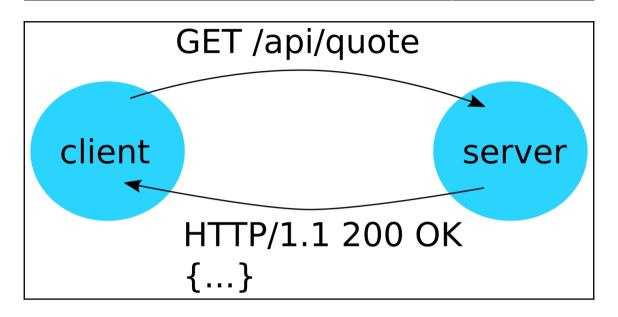




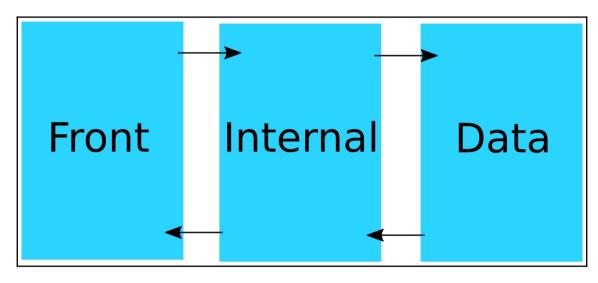
Edit Thread Pool							
Modify an existing thread policy and Defaults	pol.						
Configuration Name: d	efault-config						
Name:	http-thread-pool						
Class Name:	org.glassfish.grizzly.threadpool.GrizzlyExecutorService The name of the class that implements the thread pool						
Max Queue Size:	4096 The maximum number of threads in the queue. A value of –1 indicates that there is no limit to the queue size.						
Max Thread Pool Size:	5 The maximum number of threads in the thread pool						
Min Thread Pool Size:	5 The minimum number of threads in the thread pool						
Idle Thread Timeout:	900 Seconds The maximum amount of time that a thread can remain idle in the pool. After this time expires, the thread is removed from the pool.						
	300						

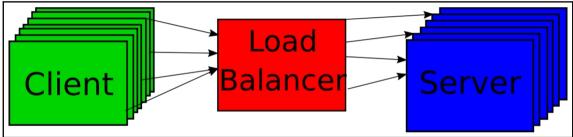
### **Chapter 6: Be Lazy; Cache Your Data**

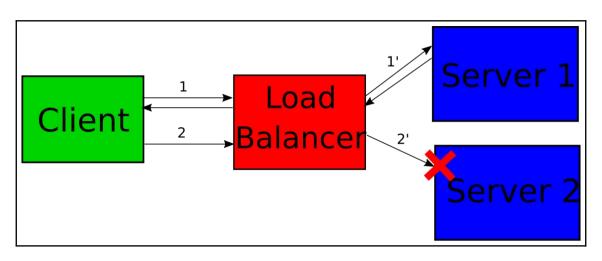


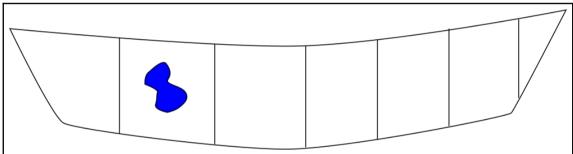


### **Chapter 7: Be Fault-Tolerant**

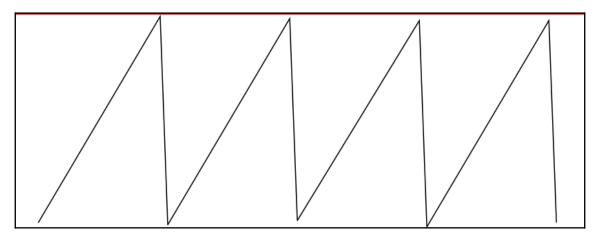


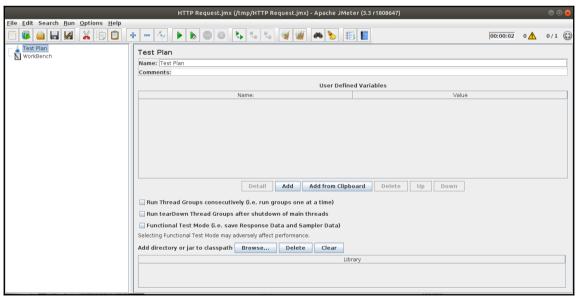






### **Chapter 9: Benchmarking Your Application**





Label	# Samples	Average	Median	90% Line	95% Line	99% Line	Min	Max	Error %	Throughput	Received K	Sent KB/sec
Login page	8	1	0	1	12	12	0	12	100,00%	32,0/sec	59,25	0,00
Authentica	1	1	1	1	1	1	1	1	100,00%	1000,0/sec	1851,56	0,00
TOTAL	9	1	1	1	12	12	0	12	100,00%	36,0/sec	66,66	0,00