



Java SE 6u10 - Features

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Agenda – Why SE 6u10 ?

- Features
 - > Next Gen Java Plug-in
 - > Nimbus Look And Feel
 - > Kernel JRE
 - > Performance (Off-course)
 - > Java Deployment Toolkit
 - > Deployment Usability
- No public API changes like all the update release but still lot to enjoy.
- Link: [Download Java SE 6 Update 10 Beta build 23](#) and enjoy the magic.

Next Gen Plug-in

- Applet outside the browser
- Web Browser is unaffected with Applet problem
- Applet can use JNLP API's for persistent data storage, local file system access and many more.
- Can use old JRE/selected JRE.

Next Gen Plug-in

- Command Line Arguments:
 - java_arguements:
 - `<PARAM name="java_arguments" value="-Xmx128m">`
 - `<PARAM name="java_arguments" value="-Xmx256m -Dsun.java2d.noddraw=true">`
 - `<PARAM name="java_arguments" value="-verbose:gc -ea:MyApplet">`
 - java_version:
 - `<PARAM name="java_version" value="1.5.0_09">`
 - `<PARAM name="java_version" value="1.5*">`
 - separate_jvm
 - `<PARAM name="separate_jvm" value="true">` - particular applet will run on its own JVM.
 - classloader_cache
 - `<PARAM name="classloader_cache" value="false">`

Nimbus Look And Feel

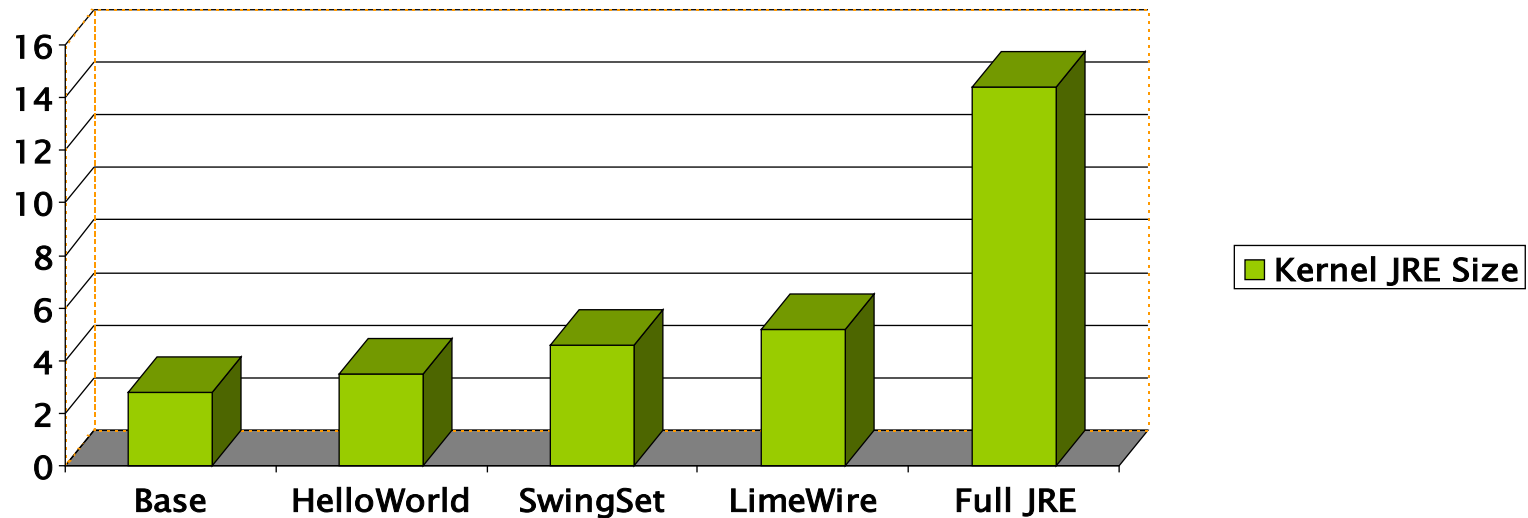
- Cross Platform Swing L&F
- Nimbus is rendered with 2D vector graphics
- Can be scaled to any resolution – High DPI
- How it looks - [Here](#)
- Usages:
 - > Command Line:
 - > `java -Dswing.defaultlaf=com.sun.java.swing.plaf.nimbus.NimbusLookAndFeel
LayoutCheck`
 - > In the Code:
 - > `UIManager.setLookAndFeel("com.sun.java.swing.plaf.nimbus.NimbusLookAndFeel");`
 - > Respect Exception Handling.

Nimbus Look And Feel

- Lets check out the
 - > SwingSet2 example.
 - > Java2D Demo
 - > And some more.

Kernel JRE

- JRE size – major concern
 - Divide jre into small bundles
 - Lazy download – download the bare minimum first



Performance...

- Quick Starter
 - Warm start – Performance is good. 1-2 seconds for a applet load
 - Cold start – Performance is not up to mark
 - Problem at OS level, caching
- Installer Improvement
- Graphics performance on Windows
 - Take advantage of Direct3D
 - Ability to accelerate a wide variety of operations through the native Direct3D API's.
- Read more on [Chet's Blog](#).

Java Deployment Toolkit

- The Java Deployment Toolkit allows developers to easily deploy applets and applications to a large variety of clients with Java Scripts.
- `deployJava.js`
 - `getJREs()`
 - `installLatestJRE()`
 - `runApplet(...)`
 - And many more...
- How easy to write.. `Some Samples.`

Deployment usability

- Applet and Web Start have supported the use of Pack200 compression.
- Required Server Side cooperation before 6u10
- No server side support required – 6u10
- [RFE 6378311](#)
- In jnlp:
 - Use the property tag to specify "jnlp.packEnabled" to "true" within the resources tags
- In Applet:
 - Pass the "-Djnlp.packEnabled" VM argument by using "java_arguments"

Reference Used

- <http://java.sun.com/developer/technicalArticles/jav>
- <http://java.sun.com/javase/downloads/ea/6u10/nir>
- <https://jdk6.dev.java.net/6u10faq.html#JKernel>
- <http://java.sun.com/j2se/1.5.0/docs/guide/deploym>
- <http://weblogs.java.net/blog/chet/>
- <https://jdk6.dev.java.net/plugin2/>
- <http://java.sun.com/javase/downloads/ea/6u10/nev>

- Thanks !
- Any question ?
- Any suggestion ?