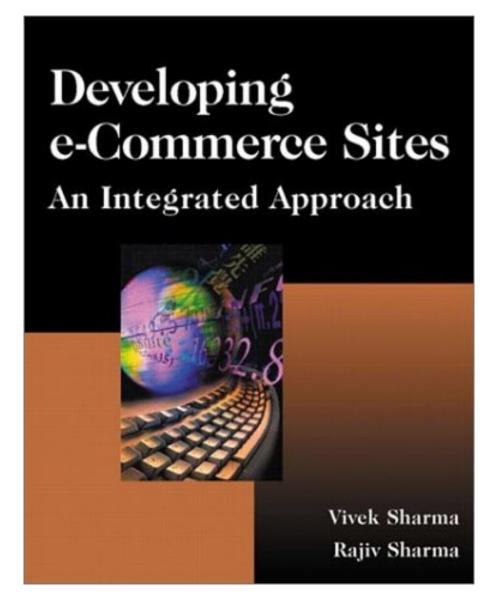


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With this book as a guide, technical professionals and managers charged with deploying an e-commerce site will learn the important issues, underlying technologies, and practical skills needed to accomplish this

formidable task successfully.

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### About the Author

Vivek Sharma is a software developer at Oracle Corporation with nearly seven years of software development and research experience. He writes for Web magazines such as Java Developers' Journal, and his major area of interest and expertise is Internet application research and development. Rajiv Sharma is the CEO of EDA, Inc., and also works as an independent consultant. He has more than ten years of experience, and is co-author of Java Programming by Example (SIGS publications/Cambridge University Press) with Vivek Sharma.

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Consultants, developers, and computer science students who just want to learn different Web technologies and understand how they can be integrated to build powerfult Internet applications. Highlights of the Book The book has a number of useful features: It brings readers up to speed on different technologies used for building powerful Web-based systems. It contains a large number of practical examples. It teaches gradually and progressively how to build a sophisticated e-commerce system. It provides Java, Javascript, JDBC, Servlet, and SQL code segments that can be used to save product development time. It gives the "inside" view of an e-commerce system so that users have a better understanding of the whole concept. It provides an introduction to XML and how it can be used in e-commerce. Organization The book comprises four parts, followed by two appendices: Part I contains the introductory chapter, which outlines everything that follows. This chapter also shows you how you can get your computer on the Internet and establish a Web presence. Terms applicable to the Internet are described briefly. Part II begins with a chapter on HTML. Other chapters in this section discuss Java, Servlets, Javascript, SQL, JDBC, and XML. Everything is taught by example. All chapters except the HTML chapter end with a section called Practical Examples where we present a number of programs that solve some complex, practical problems. By making use of knowledge from previous chapters, these examples also illustrate an integration of different languages. Part III takes a look at some practical considerations for anyone planning on building Web systems and/or e-commerce systems. Chapter 8, "Credit Card Verification," discusses several ways in which you can start accepting credit cards over the Net. Chapter 9, "Security and Performance," talks about steps you can take to make your site faster and more secure. Part IV which completes the book, contains a complete e-commerce solution. It begins with Chapter 10, "System Design," which introduces five systems developed in the following chapters using technologies covered in Parts II and III. This chapter also presents the design of a database that is used by the e-commerce systems, which should work as a good tutorial for designing a normalized database. Chapter 11, "Functionality," talks about the user interface of the systems. Chapter 12, "Utilities," presents a number of utility classes that can be leveraged by any Web application. The remaining five chapters in Part IV discuss the actual implementation of the five systems. Appendix A contains instructions for installing and configuring different pieces of required software such as JDBC drivers, Apache Web server, databases, etc. Appendix B provides a complete listing of code for the systems designed in Part IV.

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Today's e-Commerce-enabled Web sites are more complex than ever: it's no longer enough to simply add "shopping cart" functionality! This book shows developers exactly how to integrate a wide range of proven and emerging Web technologies to build a state-of-the-art e-Commerce site from scratch. The authors' example-driven, step-by-step approach offers an inside view of e-Commerce systems -- and provides Java, JavaScript, SQL and XML code that can help developers dramatically reduce time-to-market. Developing E-Commerce Sites starts with a quick refresher on the basics of establishing a Web presence, and a detailed overview of the key challenges associated with deploying e-Commerce and other sophisticated Web applications. Next, the authors introduce several of the key technologies that enable e-Commerce, including HTML, Java, servlets, JavaScript, JDBC, and XML -- providing detailed examples that solve real-world e-Commerce problems. Next, Developing E-Commerce Sites addresses the critical security, credit card verification, and site performance issues associated with e-Commerce. The book concludes by walking through the development of a complete e-Commerce system from start-to-finish, including database integration, user interfaces, and the creation of utility classes that can be reused in any e-Commerce deployment.

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A good book on integration of non-Microsoft Web products ...

By Abhimanyu

This book does a good job in demostrating how an ecommerce web site can be implemented using most of the inexpensive non-Microsoft web site development tools (except for Oracle.)

It introduces (just that--an overview) the readers to HTML, XML, CGI, Perl, Java, Servlets, Javascript, etc. Yes, the spectrum is broad but all of them are necessary. The brief overviews and the application of each to an ecommerce web project, informs the reader what role each plays in the development process including their current limitations.

While its strength lies in the demonstration of the integration of several web development tools, it also contributes to its weakness--particularly to its claim that the reader needs minimal technical background. Yes, that would be true if the technically challenged were to skip the example sections and stick strictly with the descriptive sections. For the technical reader, a foundation in Java, Javascript, basic HTML, etc. is essential. In fact, the authors, themselves mention in the opening chapter, that the book intends to integrate several techniques even though the reader might have mastered each of the techniques independently. The primary focus is on the demostration of how the web technologies for ecommerce site development can be integrated. While it may cover several tools/techniques/technologies, this book is not a comprehensive study of each and all of them. So, learn the tools/techniques/technologies first to be at least at the intermediate level, and then purchase this book to see how you can bring all of them together to work for you.

5 of 5 people found the following review helpful.

Just another "See what I did" book

By Robert H. Ruff

This book is just a walkthrough of an simple example eCommerce site implemented in Java. The farther you go in the book, the more you begin to wonder just how many eCom sites the authors have really built. If you are really looking for a book titled something like "Look How I cobbled Together My First e-Commerce Site Using Java" then this book is for you. Otherwise, skip it.

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By A Customer

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