

Java

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[Sun Microsystems](#) supports



[Java](#)

with development kits, reference documentation and tutorials on the [Sun Java site](#), features applications on [java.com](#), and hosts open source projects on [java.net](#).

Mac OSX Java developers can find useful information from the [Apple Developer Connection](#) and the [Mac Java Community](#).

[java-source.net](#), lists open source java projects. [Apache](#) supports many Java projects under [Jakarta](#), in addition to projects such as the ubiquitous [ant](#) build system.

To package Java applications for delivery, check out [Launch4J](#) and [IZPack](#) as alternatives to [InstallAnywhere](#).

For profiling, [Profile4j](#) provides a nice interactive GUI, although still not quite as nice as commercial apps like [Yourkit](#).

Both commercial and open source Java Swing look-and-feel kits are listed at

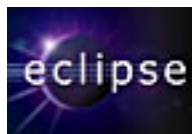


[javatoo](#)

Open source Swing components are provided by [L2FProd](#).

For Java game development, check out the [Java Gaming forum](#) and the book [Killer Game Programming in Java](#)

Open source IDE's include



[Eclipse](#)

. [XRadar](#) produces graphical metrics displays using source code analysis tools such as [PMD](#).

[Hibernate](#) provides an object-to-relational mappings.

See the [World Wide Web Consortium](#) for XML/XSL specifications

1. Game Desktop

This [source code](#) is a (perhaps overly elaborate) framework for developing games that can be

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wrapped either in a Swing or J2ME interface. You can see it in action on [Fugu Games](#).

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