CHAPTER 16

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Next Steps

It's hard to leave things out of a book. A book like this could easily be double or triple its size. The 80/20 rule (the Pareto Principle) is what I have tried to follow by covering the most commonly used parts of the Stripes framework. In doing so, I hope to have given you the best time-to-value ratio. Hopefully, you have been able to quickly consume this book and are now able to apply what you have learned.

Now for my suggestions on what to do next. First, and most importantly, is to put what you learned into practice (*What I hear, I forget. What I see, I remember. What I do, I understand.* —Lao Tse, Chinese philosopher). This, of course, means writing code. Either build something on your own or suggest the framework to your employer for your next project. The more Stripes applications you write, the more proficient you will become with it.

Don't be afraid of the Stripes source code. I suggest downloading the Stripes source code jar file (`stripes-x.x.x-sources.jar`) and configuring your IDE to allow browsing it. At times it helps to be able to click a Stripes class to see how it actually works. The source code is very well written, with lots of Javadoc. Becoming familiar with the Stripes web site is also very advantageous. The documentation is very robust and thorough. In addition to learning materials and extra examples, the web site also has a section dedicated to user contributions. These examples can be time-savers.

And, last but not least, if you find Stripes as enjoyable and productive as I have, let others know about it!