

Books Java For Everyone Late Objects 2nd Edition

Coding and testing are often considered separate areas of expertise. In this comprehensive guide, author and Java expert Scott Oaks takes the approach that anyone who works with Java should be equally adept at understanding how code behaves in the JVM, as well as the tunings likely to help its performance. You'll gain in-depth knowledge of Java application performance, using the Java Virtual Machine (JVM) and the Java platform, including the language and API. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way Java 7 and 8 applications perform. Apply four principles for obtaining the best results from performance testing Use JDK tools to collect data on how a Java application is performing Understand the advantages and disadvantages of using a JIT compiler Tune JVM garbage collectors to affect programs as little as possible Use techniques to manage heap memory and JVM native memory Maximize Java threading and synchronization performance features Tackle performance issues in Java EE and Java SE APIs Improve Java-driven database application performance

Drawing on real historical documents but infused with the intensity of imagination, sly humor, and intellectual fire for which award-winning author Rivka Galchen's writing is known, *Everyone Knows Your Mother Is a Witch* is a tale for our time—the story of how a community becomes implicated in collective aggression and hysterical fear. The year is 1619, in the German duchy of Württemberg. Plague is spreading. The Thirty Years War has begun, and fear and suspicion are in the air throughout the Holy Roman Empire. In the small town of Leonberg, Katherina Kepler is accused of being a witch. An illiterate widow, Katherina is known

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by her neighbors for her herbal remedies and the success of her children, including her eldest, Johannes, who is the Imperial Mathematician and renowned author of the laws of planetary motion. It's enough to make anyone jealous, and Katherina has done herself no favors by being out and about and in everyone's business. So when the deranged and insipid Ursula Reinbold (or as Katherina calls her, the Werewolf) accuses Katherina of offering her a bitter, witchy drink that has made her ill, Katherina is in trouble. Her scientist son must turn his attention from the music of the spheres to the job of defending his mother. Facing the threat of financial ruin, torture, and even execution, Katherina tells her side of the story to her friend and next-door neighbor Simon, a reclusive widower imperiled by his own secrets. Provocative and entertaining, Galchen's bold new novel touchingly illuminates a society, and a family, undone by superstition, the state, and the mortal convulsions of history.

Authoritative but accessible information on Java programming fundamentals As one of the most popular programming languages in the world, Java is widely used in everything from application software to web applications. This helpful book escorts you through the fundamentals and concepts of Java programming using a first/late objects approach. Packed with extensive opportunities for programming practice, Java For Everyone is an ideal resource for learning all there is to know about Java programming. Serves as an authoritative guide on the fundamentals of Java programming Features accessible coverage compatible with Java 5, 6, 7 Uses first/late objects approach and provides a variety of opportunities for programming practice If you're interested in learning the basics of Java programming, then this is the book you need.

Java For Everyone Compatible with Java 5, 6, and 7 Wiley

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This text is an unbound, binder-ready edition. Java For Everyone, 2nd Edition is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It is designed for a one-semester, mixed-major, first course in programming. Nobody supports your desire to teach students good programming skills like Cay Horstmann. Active in both the classroom and the software industry, Horstmann knows that meticulous coding-not shortcuts-is the base upon which great programmers are made. Using an innovative visual design that leads students step-by-step through intricacies of Java programming, Java For Everyone, 2nd Edition instills confidence in beginning programmers and confidence leads to success.

Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming

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exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation.

*Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

Big Java: Late Objects is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It is designed for a two-semester first course in programming for computer science students. Using an innovative visual design that leads readers step-by-step through intricacies of Java programming, Big Java: Late Objects instills confidence in beginning programmers and confidence leads to success.

Cay Horstmann's Big Java Late Objects, 2nd Edition provides a comprehensive and approachable introduction to fundamental programming techniques and design skills, and helps students master basic concepts and become competent coders. The inclusion of advanced chapters makes the text suitable for a 2 or 3-term sequence, or as a comprehensive reference to programming in Python. Major rewrites and an

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updated visual design make this student-friendly text even more engaging. Filled with realistic programming examples, a great quantity and variety of homework assignments, and lab exercises that build student problem-solving abilities, it is no surprise Bi Java Late Objects is the number one text for early objects in the Python market.

Java Concepts: Late Objects, 3rd Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. It provides an approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts and become competent coders. Each important concept is introduced in easy-to-understand terms before more complicated examples are discussed. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded

programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

Your customers want rock-solid, bug-free software that does exactly what they expect it to do. Yet they can't always articulate their ideas clearly enough for you to turn them into code. You need Cucumber: a testing, communication, and requirements tool-all rolled into one. All the code in this book is updated for Cucumber 2.4, Rails 5, and RSpec 3.5. Express your customers' wild ideas as a set of clear, executable specifications that everyone on the team can read. Feed those examples into Cucumber and let it guide your development. Build just the right code to keep your customers happy. You can use Cucumber to test almost any system or any platform. Get started by using the core features of Cucumber and working with Cucumber's Gherkin DSL to describe-in plain language-the behavior your customers want from the system. Then write Ruby code that interprets those plain-language specifications and checks them against your application. Next, consolidate the knowledge you've gained with a worked example, where you'll learn more advanced Cucumber techniques, test asynchronous systems, and test systems that use a database. Recipes highlight some of the most difficult and commonly seen situations the authors have helped teams

solve. With these patterns and techniques, test Ajax-heavy web applications with Capybara and Selenium, REST web services, Ruby on Rails applications, command-line applications, legacy applications, and more. Written by the creator of Cucumber and the co-founders of Cucumber Ltd., this authoritative guide will give you and your team all the knowledge you need to start using Cucumber with confidence. What You Need: Windows, Mac OS X (with XCode) or Linux, Ruby 1.9.2 and upwards, Cucumber 2.4, Rails 5, and RSpec 3.5

Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's

fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

NAMED ONE OF THE BEST BOOKS OF 2020 BY NPR, THE FINANCIAL TIMES, AND GQ The hidden story of the wanton slaughter -- in Indonesia, Latin America, and around the world -- backed by the United States. In 1965, the U.S. government helped the Indonesian military kill approximately one million innocent civilians. This was one of the most important turning points of the twentieth century, eliminating the largest

communist party outside China and the Soviet Union and inspiring copycat terror programs in faraway countries like Brazil and Chile. But these events remain widely overlooked, precisely because the CIA's secret interventions were so successful. In this bold and comprehensive new history, Vincent Bevins builds on his incisive reporting for the Washington Post, using recently declassified documents, archival research and eye-witness testimony collected across twelve countries to reveal a shocking legacy that spans the globe. For decades, it's been believed that parts of the developing world passed peacefully into the U.S.-led capitalist system. The Jakarta Method demonstrates that the brutal extermination of unarmed leftists was a fundamental part of Washington's final triumph in the Cold War.

In her first novel since *The Quick and the Dead* (a finalist for the Pulitzer Prize), the legendary writer takes us into an uncertain landscape after an environmental apocalypse, a world in which only the man-made has value, but some still wish to salvage the authentic. "She practices ... camouflage, except that instead of adapting to its environment, Williams's imagination, by remaining true to itself, reveals new colorations in the ecology around her." —A.O. Scott, *The New York Times Book Review*

Khristen is a teenager who, her mother believes, was marked by greatness as a baby when she died for a moment and then came back to life. After Khristen's failing boarding school for gifted teens closes its doors, and she finds that her mother has disappeared, she ranges across the dead landscape and washes up at a "resort" on

the shores of a mysterious, putrid lake the elderly residents there call “Big Girl.” In a rotting honeycomb of rooms, these old ones plot actions to punish corporations and people they consider culpable in the destruction of the final scraps of nature’s beauty. What will Kristen and Jeffrey, the precocious ten-year-old boy she meets there, learn from this “gabby seditious lot, in the worst of health but with kamikaze hearts, an army of the aged and ill, determined to refresh, through crackpot violence, a plundered earth”? Rivetingly strange and beautiful, and delivered with Williams’s searing, deadpan wit, Harrow is their intertwined tale of paradise lost and of their reasons—against all reasonableness—to try and recover something of it.

If you’re familiar with Gradle’s basics elements—possibly through the author’s previous O’Reilly book, *Building and Testing with Gradle*—this more advanced guide provides the recipes, techniques, and syntax to help you master this build automation tool. With clear, concise explanations and lots of ready-to-use code examples, you’ll explore four discrete areas of Gradle functionality: file operations, custom Gradle plugins, build lifecycle hooks, and dependency management. Learn how to use Gradle’s rich set of APIs and Groovy-based Domain Specific Language to customize build software that actually conforms to your product. By using the techniques in this book, you’ll be able to write domain-specific builds that support every other line of code your team creates. Examine Gradle’s file API, including copy tasks, pattern matching, content filtering, and the FileCollection interface Understand the process for building and packaging a

custom Gradle plug-in Manage build complexity with hook methods and Gradle's rule feature Learn how Gradle handles dependency management natively and through customization Explore Gradle's core plug-ins as well as key examples from the Gradle community

"This book is an introduction to Java and computer programming that focuses on the essentials--and on effective learning. The book is designed to serve a wide range of student interests and abilities and is suitable for a first course in programming for computer scientists, engineers, and students in other disciplines. No prior programming experience is required, and only a modest amount of high school algebra is needed"--

A NEW YORK TIMES TOP 10 BOOK OF 2021 LONGLISTED FOR THE 2021 NATIONAL BOOK AWARD IN FICTION ONE OF BARACK OBAMA'S FAVORITE 2021 READS AN INSTANT NATIONAL BESTSELLER A BEST BOOK OF 2021 FROM Washington Post, Vogue, Time, Oprah Daily, New York Times "Intimacies is a haunting, precise, and morally astute novel that reads like a psychological thriller.... Katie Kitamura is a wonder." —Dana Spiotta, author of Wayward and Eat the Document "One of the best novels I've read in 2021." – Dwight Garner, The New York Times A novel from the author of A Separation, an electrifying story about a woman caught between many truths. An interpreter has come to The Hague to escape New York and work at the International Court. A

woman of many languages and identities, she is looking for a place to finally call home. She's drawn into simmering personal dramas: her lover, Adriaan, is separated from his wife but still entangled in his marriage. Her friend Jana witnesses a seemingly random act of violence, a crime the interpreter becomes increasingly obsessed with as she befriends the victim's sister. And she's pulled into an explosive political controversy when she's asked to interpret for a former president accused of war crimes. A woman of quiet passion, she confronts power, love, and violence, both in her personal intimacies and in her work at the Court. She is soon pushed to the precipice, where betrayal and heartbreak threaten to overwhelm her, forcing her to decide what she wants from her life.

Now entering its fourth edition, the market-leading Handbook of MRI Technique has been fully revised and updated to incorporate new technologies and developments essential to good practice. Written specifically for technologists and highly illustrated, it guides the uninitiated through scanning techniques and helps more experienced technologists to improve image quality. The first part of the book considers the main aspects of theory that relate to scanning and also includes practical tips on gating, equipment use, patient care and safety, and information on contrast media. The second half provides step-by-step instruction for examining each anatomical area, beginning with a basic anatomy section

followed by sections on indications, patient positioning, equipment, artefacts and tips on optimizing image quality. Written by an international team of technologists from the United States, United Kingdom and Europe Suitable for users for all types of MRI systems Now includes key points throughout for quick reference Companion website at www.wiley.com/go/westbrook/mritechnique with self-assessment and image flashcards Handbook of MRI Technique continues to be the ideal support both for radiographers new to MRI and for regular users looking for information on alternative techniques and suggestions on protocol modifications.

3- Informative Books in one Bundle! The Most Comprehensive JavaScript Beginners Guide on the Market! Have you ever wondered what allows people to be able to see different things on different websites? The answer is simple: JavaScript. Many websites are written in JavaScript so that you can be able to see what they are all about and what is going on in each of the sites. It is a language that can be written in many different formats so that different websites can use it for different purposes. JavaScript is able to do everything from creating a website to adding buttons and even disabling the ability to click on a button unless an option is chosen. While JavaScript is a multilayered language that will take some time to learn all of the levels of, the basics are quite simple. You can

learn how to begin writing JavaScript by knowing only the basics, and you can build on your knowledge of the basics and what you initially learned. To get started with writing JavaScript, all you need to do is learn the beginning process. It is easy for you to do this if you have the right tools. This book will act as a way for you, as a beginner, to learn the process of JavaScript. While it will teach you some of the simplest JavaScript codes, it will not be overwhelming with codes. Instead, it will teach you what you need to know before you become a JavaScript expert and before you make the decision to truly dive into it. If you are ready to learn about JavaScript, what it can do and how you can get started, start this book right away. When you are finished, check out some of the other books in this series to learn more JavaScript codes and how to become a true professional who is great at writing JavaScript and can do more than you ever thought possible. Follow the series on an easy way to become a JavaScript expert! Sail Past the Beginners Level with these valuable tips! JavaScript is a language that you will always be able to learn more about and always be able to expand your knowledge of. Once you have learned the very basics of it, you should work to make sure that you are trying to find out as much as possible. JavaScript can be very rewarding, and you will need to be able to do as much as possible with it if you want to get the most benefit out of it. The tips and tricks that

are contained in this book will give you some insight into what JavaScript is really capable of and what you can actually do with it if you learn as much as possible about it. There is a lot to learn, and you will be able to reap all of the benefits from JavaScript if you follow this book. The tips and tricks are designed not only to show you how to use the codes to build a beautiful interactive website but to also wow all of your visitors with everything that you have to offer on the website. Reading the book will not make you a JavaScript expert, but it will have you well on your way to being one. Read on for some of the best tips that are available and how you can make them work when you are trying to learn JavaScript in the easiest and most efficient way. Javascript- Simple and Effective Strategies: JavaScript isn't necessarily a simple language or a simple code to learn, but there are some very simple strategies that will get you to where you want to be with your JavaScript career. Following these strategies will allow you the chance to make sure that you are getting the most out of the JavaScript experience and the learning process that comes from it. Grab this 3-book bundle Today! The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each

ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

This book is for novices If you have never done any programming before - if you are a complete novice - this book is for you. This book assumes no prior knowledge of programming. It starts from scratch. It is written in a simple, direct style for maximum clarity. It is aimed at first level students at universities and colleges, but it is also suitable for novices studying alone. The approach of this book We explain how to use objects early in this book. Our approach is to start with the ideas of variables, assignment and methods, then introduce the use of objects created from library classes. Next we explain how to use control structures for selection and looping. Then comes the treatment of how to write your own classes. We wanted to make sure that the fun element of programming was paramount, so we use graphics right from the start. We think graphics is fun, interesting and clearly demonstrates all the important principles of programming.

But we haven't ignored programs that input and output text - they are also included. The programs we present use many of the features of a graphical user interfaces (GUIs), such as buttons, scroll bars and text boxes. But we also explain how to write console programs in Java. We introduce new ideas carefully one-at-a-time, rather than all at once. So, for example, there is a single chapter on writing methods. We introduce simple ideas early and more sophisticated ideas later on.

Big C++: Late Objects, 3rd Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. It provides an approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts and become competent coders. The second half covers algorithms and data structures at a level suitable for beginning students. Horstmann and Budd combine their professional and academic experience to guide the student from the basics to more advanced topics and contemporary applications such as GUIs and XML programming. More than a reference, Big C++ provides well-developed exercises, examples, and case studies that engage students in the details of useful C++ applications. Choosing the enhanced eText format allows students to

develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

"Thorough and updated coverage on all the essential C++ concepts Aimed at providing you with a solid foundation in programming with C++, this new edition incorporates programming exercises with helpful self-check questions that reinforce the concepts discussed throughout the book. You'll benefit from the how-to sections that show you how concepts are applied and advanced materials

are featured on the accompanying Web site when you're ready to take your programming skills to the next level. Shows you how to use C++ to your benefit Includes advice for avoiding pitfalls Incorporates self-check questions and programming exercises to reinforce what you learn Encourages you to take your C++ programming skills to the next level with the advanced material featured on the accompanying Web site C++ for Everyone, Second Edition, is the go-to guide for getting started with C++!"--

Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators

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Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

Python for Everyone, 3rd Edition is an introduction to programming designed to serve a wide range of student interests and abilities, focused on the essentials, and on effective learning. It is suitable for a first course in programming for computer scientists, engineers, and students in other disciplines. This text requires no prior programming experience and only a modest amount of high school algebra. Objects are used where appropriate in early chapters and students start designing and implementing their own classes in Chapter 9. New to this edition are examples and exercises that focus on various aspects of data science.

"Blue Pelican Java" is a somewhat unusual high school computer science textbook. Most computer science texts will begin with a section on the history of

computers followed with a flurry of definitions that are just "so many words" to the average student. The approach here is to first give the student some experience upon which to hang the definitions that come later. The usual practice of introducing classes and objects is deferred until the student has a firm grasp of the fundamentals (loops, decision structures, etc). Thus, the beginning student is not overwhelmed by the simultaneous introduction of OOPs and the fundamentals. The book includes plenty of exercises (many in "contest" form), programming projects, and a huge appendix.

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

A techniques-oriented cookbook for Java servlet programming furnishes a variety of ready-to-use solutions to hundreds of common programming problems and includes more than two hundred working samples that cover such topics as database access, dynamic Web page creation, legacy systems, e-commerce, and more. Original. (Intermediate)

This text is an unbound, binder-ready edition. Big Java: Late Objects is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It

is designed for a two-semester first course in programming for computer science students.

Summary Manning's bestselling Java 8 book has been revised for Java 9! In *Modern Java in Action*, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book *Modern Java in Action* connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module

System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java

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Describes the features and functions of Apache Hive, the data infrastructure for Hadoop.

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Late Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you will receive via email the code and instructions on how to access this product. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Your one-stop guide to programming with Java If you've always wanted to program with

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Java but didn't know where to start, this will be the java-stained reference you'll turn to again and again. Fully updated for the JDK 9, this deep reference on the world's most popular programming language is the perfect starting point for building things with Java—and an invaluable ongoing reference as you continue to deepen your knowledge. Clocking in at over 900 pages, *Java All-in-One For Dummies* takes the intimidation out of learning Java and offers clear, step-by-step guidance on how to download and install Java tools; work with variables, numbers, expressions, statements, loops, methods, and exceptions; create applets, servlets, and JavaServer pages; handle and organize data; and so much more. Focuses on the vital information that enables you to get up and running quickly with Java Provides details on the new features of JDK 9 Shows you how to create simple Swing programs Includes design tips on layout, buttons, and labels Everything you need to know to program with Java is included in this practical, easy-to-use guide!

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

This collection of short, action-filled stories of the Old West's most egregiously badly behaved female outlaws, gamblers, soiled-doves, and other wicked women by offers a glimpse into Western Women's experience that's less sunbonnets and more six-

shooters. Pulling together stories of ladies caught in the acts of mayhem, distraction, murder, and highway robbery, it will include famous names like Belle Starr and Big Nose Kate, as well as lesser known characters.

The professional programmer's Deitel® guide to Java™ development and the powerful Java platform Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java language and Java APIs in depth. The book presents concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code walkthroughs and program outputs. The book features 200+ complete Java programs with 18,000+ lines of proven Java code, and hundreds of tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including GUI, graphics, exception handling, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build object-oriented Java applications.

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