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Cay S Published By Prentice Hall 9th Ninth
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Core Java Volume Ii Advanced Features 9th Edition Core Series By Horstmann Cay S Published By Prentice Hall 9th Ninth Edition 2013 Paperback

This revised edition of the classic Core Java™, Volume I—Fundamentals, is the definitive guide to Java for serious programmers who want to put Java to work on real projects. Fully updated for the new Java SE 6 platform, this no-nonsense tutorial and reliable reference illuminates the most important language and library features with thoroughly tested real-world examples. The example programs have been carefully crafted to be easy to understand as well as useful in practice, so you can rely on them as an outstanding starting point for your own code. Volume I is designed to quickly bring you up to speed on what's new in Java SE 6 and to help you make the transition as efficiently as possible, whether you're upgrading from an earlier version of Java or migrating from another language. The authors concentrate on the fundamental concepts of the Java language, along with the basics of user-interface programming. You'll find detailed, insightful coverage of Java fundamentals Object-oriented programming Interfaces and inner classes Reflection and proxies The event listener model GUI programming with Swing Packaging applications Exception handling Logging and debugging Generic programming The collections framework Concurrency For detailed coverage of XML processing, networking, databases, internationalization, security, advanced AWT/Swing, and other advanced features, look for the forthcoming eighth edition of Core

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Java™, Volume II—Advanced Features (ISBN:
978-0-13-235479-0).

This book concisely introduces Java 8's most valuable new features, including lambda expressions (closures) and streams. If you're an experienced Java programmer, the author's practical insights and sample code will help you quickly take advantage of these and other Java language and platform improvements.

The release of Java SE 8 introduced significant enhancements that impact the Core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer required and new features like lambda expressions will increase programmer productivity, but navigating these changes can be challenging. Core Java for the Impatient is a complete but concise guide to Java SE 8. Written by Cay Horstmann--the author of Java SE 8 for the Really Impatient and Core Java(tm), the classic, two-volume introduction to the Java language--this indispensable new tutorial offers a faster, easier pathway for learning the language and libraries. Given the size of the language and the scope of the new features introduced in Java SE 8, there's plenty of material to cover, but it's presented in small chunks organized for quick access and easy understanding. If you're an experienced programmer, Horstmann's practical insights and sample code will help you quickly take advantage of lambda expressions (closures), streams, and other Java language and platform improvements. Horstmann covers everything developers need to know about modern Java, including Crisp and effective coverage of lambda expressions, enabling you to express actions with a concise syntax A thorough introduction to the new streams API, which makes working with data far more flexible and efficient A treatment of concurrent programming that encourages you to design your programs in terms of cooperating tasks instead of

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low-level threads and locks Up-to-date coverage of new libraries like Date and Time Other new features that will be especially valuable for server-side or mobile programmers Whether you are just getting started with modern Java or are an experienced developer, this guide will be invaluable for anyone who wants to write tomorrow's most robust, efficient, and secure Java code.

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms Step-

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by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

An Accessible Guide to the Java Language and Libraries Modern Java introduces major enhancements that impact the core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer needed and new features such as modularization make you far more effective. However, navigating these changes can be challenging. Core Java® SE 9 for the Impatient, Second Edition, is a complete yet concise guide that includes all the latest changes up to Java SE 9. Written by Cay S.

Horstmann—author of the classic two-volume Core Java—this indispensable tutorial offers a faster, easier pathway for learning modern Java. Given Java SE 9's size and the scope of its enhancements, there's plenty to cover, but it's presented in small chunks organized for quick access and easy understanding. Horstmann's practical insights and sample code help you quickly take advantage of all that's new, from Java SE 9's long-awaited "Project Jigsaw" module system to the improvements first introduced in Java SE 8, including lambda expressions and streams. Use modules to simplify the development of well-performing complex systems Migrate applications to work with the modularized Java API and third-party modules Test code as you create it with the new JShell Read-Eval-Print Loop (REPL) Use lambda expressions to express actions more concisely Streamline and optimize data management with today's Streams API Leverage modern concurrent

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programming based on cooperating tasks Take advantage of a multitude of API improvements for working with collections, input/output, regular expressions, and processes Whether you're just getting started with modern Java or you're an experienced developer, this guide will help you write tomorrow's most robust, efficient, and secure Java code. Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

Discover how graph algorithms can help you leverage the relationships within your data to develop more intelligent solutions and enhance your machine learning models. You'll learn how graph analytics are uniquely suited to unfold complex structures and reveal difficult-to-find patterns lurking in your data. Whether you are trying to build dynamic network models or forecast real-world behavior, this book illustrates how graph algorithms deliver value—from finding vulnerabilities and bottlenecks to detecting communities and improving machine learning predictions. This practical book walks you through hands-on examples of how to use graph algorithms in Apache Spark and Neo4j—two of the most common choices for graph analytics. Also included: sample code and tips for over 20 practical graph algorithms that cover optimal pathfinding, importance through centrality, and community detection. Learn how graph analytics vary from conventional statistical analysis Understand how classic graph algorithms work, and how they are applied Get guidance on which algorithms to use for different types of questions Explore algorithm examples with working code and sample datasets from Spark and Neo4j See how connected feature extraction can increase machine learning accuracy and precision Walk through creating an ML workflow for link prediction combining Neo4j and Spark

With this book/CD package, experienced programmers will

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get to the heart of Java quickly and easily--from the fundamentals to advanced tips and tricks of the experts. The book is perfect for C/C++ programmers who want to add Java to their skill set, Visual Basic programmers who want to learn Java to broaden their marketability, and COBOL programmers who want to "retool" by learning Java.

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.

The book is written in such a way that learners without any background in programming are able to follow and understand it entirely. It discusses the concepts of Java in a simple and straightforward language with a clear cut explanation, without beating around the bush. On reading the book, readers are able to write simple programs on their own, as this is the first requirement to become a Java Programmer. The book provides ample solved programs which could be used by the students not only in their examinations but also to remove the fear of programming from their minds. After reading the book, the students gain the confidence to apply for a software development company, face the interview board and come out successful. The book covers sample interview questions which were asked in various interviews. It helps students to prepare for their future careers.

The revised edition of the classic Core Java, Volume II - Advanced Features, covers advanced user-interface programming and the enterprise features of the Java SE 6 platform. Like Volume I (which covers the core language and library features), this volume has been updated for Java SE 6 and new coverage is highlighted throughout. All sample programs have been carefully crafted to illustrate the latest

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programming techniques, displaying best-practices solutions to the types of real-world problems professional developers encounter. Volume II includes new sections on the StAX API, JDBC 4, compiler API, scripting framework, splash screen and tray APIs, and many other Java SE 6 enhancements. In this book, the authors focus on the more advanced features of the Java language, including complete coverage of Streams and Files Networking Database programming XML JNDI and LDAP Internationalization Advanced GUI components Java 2D and advanced AWT JavaBeans Security RMI and Web services Collections Annotations Native methods For thorough coverage of Java fundamentals - including interfaces and inner classes, GUI programming with Swing, exception handling, generics, collections, and concurrency - look for the eighth edition of Core Java, Volume I - Fundamentals (ISBN: 978-0-13-235476-9).

Java 2.0 makes major improvements in areas that are critical to sophisticated developers. This book includes expert guidance on the basics of Java 2 multithreading, networking, database connectivity, remote objects, JavaBeans, and security.

Core Java® has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java®, Volume II - Advanced Features, Tenth Edition, has been extensively updated to reflect the most eagerly awaited and innovative version of Java in years: Java SE 8. Rewritten and reorganized to illuminate powerful new Java features, idioms, and best practices for enterprise and desktop development, it contains hundreds of up-to-date example programs - all carefully crafted for easy understanding and practical applicability. Writing for serious programmers solving real-world problems, Cay Horstmann deepens your understanding of today's Java

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language and library. In this second of two updated volumes, he offers in-depth coverage of advanced topics including the new Streams API and date/time/calendar library, advanced Swing, security, code processing, and more. This guide will help you Use the new Streams library to process collections more flexibly and efficiently Efficiently access files and directories, read/write binary or text data, and serialize objects Work with Java SE 8's regular expression package Make the most of XML in Java: parsing, validation, XPath, document generation, XSL, and more Efficiently connect Java programs to network services Program databases with JDBC 4.2 Elegantly overcome date/time programming complexities with the new java.time API Write internationalized programs with localized dates/times, numbers, text, and GUIs Process code with the scripting API, compiler API, and annotation processors Enforce security via class loaders, bytecode verification, security managers, permissions, user authentication, digital signatures, code signing, and encryption Master advanced Swing components for lists, tables, trees, text, and progress indicators Produce high-quality drawings with the Java 2D API Use JNI native methods to leverage code in other languages If you're an experienced programmer moving to Java SE 8, Core Java®, Tenth Edition, is the reliable, practical, and complete guide to the Java platform that has been trusted by developers for over twenty years. Look for the companion volume, Core Java®, Volume I - Fundamentals, Tenth Edition (ISBN-13: 978-0-13-417730-4), for foundational coverage of Java 8 language concepts, UI programming, objects, generics, collections, lambda expressions, concurrency, functional programming, and more.

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

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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 LAMBIDAS Collection API enhancements Refactoring, testing, and debugging Domain-specific

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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

The #1 Guide for Serious Programmers: Fully Updated for Java SE 9, 10 & 11 Cay Horstmann's Core Java, Volume I—Fundamentals, Eleventh Edition, is the definitive guide to writing robust, maintainable code with the Java SE 9, 10, and 11 language and libraries. Horstmann writes for serious programmers who use Java in production projects, and need a deep, practical understanding of the language and API. Throughout, he delivers what you need most: hundreds of real (non-toy) examples revealing the most powerful, effective ways to get the job done. Updated examples reflect the new var keyword and take advantage of improvements in the Java API. You'll learn how to use JShell's new Read-Eval-Print Loop (REPL) for more rapid and exploratory development, and apply new features of the APIs for streams, input/output, processes, and concurrency. In this first of two volumes, Horstmann offers in-depth coverage of fundamental Java and UI programming, including object-oriented programming, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. If you're an experienced programmer moving to Java SE 9, 10, or 11, there's no better source for expert insight, solutions, and code. Master foundational techniques, idioms, and best practices for writing superior Java code Efficiently implement

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encapsulation and inheritance Use sound principles of object-oriented design Leverage the full power of objects with interfaces, lambda expressions, and inner classes Harden programs through effective exception handling and debugging Write safer, more reusable code with generic programming Improve performance and efficiency with Java's standard collections Build cross-platform GUIs with the Swing toolkit Fully utilize multicore processors with Java's improved concurrency See Core Java, Volume II—Advanced Features, Eleventh Edition (ISBN-13: 978-0-13-516631-4), for expert coverage of Java 9, 10, and 11 enterprise features, the module system, annotations, networking, security, and advanced UI programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to:

- Perform calculations, manipulate text strings, and generate random colors
- Use conditions, loops, and methods to make your

programs responsive and concise -Create functions to reuse code and save time -Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders -Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

"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++!"--

Scala is a modern programming language for the Java Virtual Machine (JVM) that combines the best features of object-oriented and functional programming languages. Using Scala, you can write programs more concisely than in Java, as well as leverage the full power of concurrency. Since Scala runs on the JVM, it can access

any Java library and is interoperable with Java frameworks. Scala for the Impatient concisely shows developers what Scala can do and how to do it. In this book, Cay Horstmann, the principal author of the international best-selling Core Java™, offers a rapid, code-based introduction that's completely practical.

Horstmann introduces Scala concepts and techniques in “blog-sized” chunks that you can quickly master and apply. Hands-on activities guide you through well-defined stages of competency, from basic to expert. Coverage includes Getting started quickly with Scala’s interpreter, syntax, tools, and unique idioms Mastering core language features: functions, arrays, maps, tuples, packages, imports, exception handling, and more Becoming familiar with object-oriented programming in Scala: classes, inheritance, and traits Using Scala for real-world programming tasks: working with files, regular expressions, and XML Working with higher-order functions and the powerful Scala collections library Leveraging Scala’s powerful pattern matching and case classes Creating concurrent programs with Scala actors Implementing domain-specific languages Understanding the Scala type system Applying advanced “power tools” such as annotations, implicits, and delimited continuations Scala is rapidly reaching a tipping point that will reshape the experience of programming. This book will help object-oriented programmers build on their existing skills, allowing them to immediately construct useful applications as they gradually master advanced programming techniques.

Software -- Programming Languages.

Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you About This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore it, and create your own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time Who This Book Is For This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will

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explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application.

Core Java, Volume II--Advanced Features Pearson Education

Demonstrates the advanced features of the most recent upgrade to the Java programming language

The revised edition of the classic Core Java™, Volume II–Advanced Features, covers advanced user-interface programming and the enterprise features of the Java SE 6 platform. Like Volume I (which covers the core language and library features), this volume has been updated for Java SE

6 and new coverage is highlighted throughout. All sample programs have been carefully crafted to illustrate the latest programming techniques, displaying best-practices solutions to the types of real-world problems professional developers encounter. Volume II includes new sections on the StAX API, JDBC 4, compiler API, scripting framework, splash screen and tray APIs, and many other Java SE 6 enhancements. In this book, the authors focus on the more advanced features of the Java language, including complete coverage of Streams and Files Networking Database programming XML JNDI and LDAP

Internationalization Advanced GUI components Java 2D and advanced AWT JavaBeans Security RMI and Web services Collections Annotations Native methods For thorough coverage of Java fundamentals—including interfaces and inner classes, GUI programming with Swing, exception handling, generics, collections, and concurrency—look for the eighth edition of Core Java™, Volume I—Fundamentals (ISBN: 978-0-13-235476-9).

Demonstrates the advanced features of the most recent upgrade to the Java programming language, covering topics including multithreading, collections, networking, remote objects, JavaBeans, and GUI-building techniques.

Core Java® has long been recognised as the leading, no-nonsense tutorial and reference for

experienced programmers who want to write robust Java code for real-world applications. Now, Core Java®, Volume II-Advanced Features, 11th Edition, has been updated to reflect Java SE 9. Core Java, Vol. II covers advanced user-interface programming and the enterprise features of the Java SE 9 platform. It carefully explains the most important language and library features and shows how to build real-world applications with thoroughly tested examples. The example programs have been carefully crafted to be easy to understand as well as useful in practice, so you can rely on them as the starting point for your own code. All of the code examples have been rewritten to reflect modern Java best practices and code style. The critical new features introduced with Java SE 9 are all thoroughly explored with the depth and completeness that readers expect from this title.

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. The revised edition of the classic Core Java™! Volume II-Advanced Features, covers advanced user-interface programming and the enterprise features of the Java SE 6 platform. Like Volume I (which covers the core language and library features), this volume has been updated for Java SE 6 and new coverage is highlighted throughout. All sample programs have been carefully crafted to illustrate the latest

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programming techniques, displaying best-practices solution.

A surprisingly simple way for students to master any subject--based on one of the world's most popular online courses and the bestselling book *A Mind for Numbers* and its wildly popular online companion course "Learning How to Learn" have empowered more than two million learners of all ages from around the world to master subjects that they once struggled with. Fans often wish they'd discovered these learning strategies earlier and ask how they can help their kids master these skills as well. Now in this new book for kids and teens, the authors reveal how to make the most of time spent studying. We all have the tools to learn what might not seem to come naturally to us at first--the secret is to understand how the brain works so we can unlock its power. This book explains:

- Why sometimes letting your mind wander is an important part of the learning process
- How to avoid "rut think" in order to think outside the box
- Why having a poor memory can be a good thing
- The value of metaphors in developing understanding
- A simple, yet powerful, way to stop procrastinating

Filled with illustrations, application questions, and exercises, this book makes learning easy and fun.

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 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.

The #1 Guide to Advanced Java Programming, Fully Updated for Java 11 Core Java has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java, Volume II-Advanced Features, Eleventh Edition, has been updated for Java 11, with up-to-date coverage of advanced UI and enterprise programming, networking, security, and Java's powerful new module system. Cay S. Horstmann explores sophisticated new language and library features with the depth and completeness that readers expect from Core Java . He demonstrates how to use these features to build professional-quality applications, using thoroughly tested examples that reflect modern Java style and best practices, including modularization. Horstmann's examples are carefully crafted for easy understanding and maximum practical value, so you can consistently use them to jump-start your own code. Master advanced techniques, idioms, and best practices for writing superior Java code Take full advantage of modern Java I/O APIs, object serialization, and regular expressions Efficiently connect to network services, implement network

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clients and servers, and harvest web data Query databases and manage database connections with the latest version of JDBC Simplify all aspects of date and time programming with the Java Date and Time API Write internationalized programs that localize dates, times, numbers, text, and GUIs Process code in three powerful ways: the scripting API, compiler API, and annotation processing Learn how to migrate legacy code to the Java Platform Module System Leverage the modern Java security features most valuable to application programmers Program advanced client-side user interfaces, and generate images on the server Use JNI to interoperate with native C code See Core Java, Volume I-Fundamentals, Eleventh Edition (ISBN-13: 978-0-13-516630-7), for expert coverage of fundamental Java and UI programming, including objects, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details. Provides information on analyzing, designing, and writing object-oriented software.

The Definitive Java Programming Guide Fully updated for Java SE 11, Java: The Complete Reference, Eleventh Edition explains how to develop, compile, debug, and run Java programs. Best-selling programming author Herb Schildt covers the entire Java

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language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the very important module system is discussed in detail. This Oracle Press resource also offers an introduction to JShell, Java's interactive programming tool. Best of all, the book is written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Coverage includes:

- Data types, variables, arrays, and operators
- Control statements
- Classes, objects, and methods
- Method overloading and overriding
- Inheritance
- Local variable type inference
- Interfaces and packages
- Exception handling
- Multithreaded programming
- Enumerations, autoboxing, and annotations
- The I/O classes
- Generics
- Lambda expressions
- Modules
- String handling
- The Collections Framework
- Networking
- Event handling
- AWT
- Swing
- The Concurrent API
- The Stream API
- Regular expressions
- JavaBeans
- Servlets

Much, much more Code examples in the book are available for download at www.OraclePressBooks.com.

Learn Python Quickly, A Programmer-Friendly Guide
DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that

can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. **KEY FEATURES** Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare for an interview in short duration of time. Exercises are exceptionally useful to complete the reader's understanding of a topic. **WHAT WILL YOU LEARN** Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators, Command-line Parsing **WHO THIS BOOK IS FOR** Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. **Table of Contents** 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14.

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Classes and Objects 19. Containership and Inheritance
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Synchronization

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.

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