

Essentials Of The Java Programming Language Pawlan

As one of the most popular software languages for building Web applications, Java is often the first programming language developers learn. Completely revised and packed with updates for new versions of Java, the Java Programming 24-Hour Trainer, Second Edition self-paced book + video package provides everything beginners need to get started programming Java with no prior programming experience needed. As with the first edition, Java Programming 24-Hour Trainer features easy-to-follow lessons, reinforced by step-by-step instructions, screencasts, and supplemental exercises, all of which allow readers of all learning styles to master Java programming quickly and painlessly. The more than 10 hours of popular Java programming screencasts from the first edition are completely updated and revised to be more watchable than ever. This edition includes updates for Java SE 8 and Java EE 7 but continues to be useful whatever recent version of Java you choose to learn with. Lessons include: Object-Oriented Programming with Java Class Methods and Constructors Java Syntax: Bits and Pieces Packages, Interfaces, and Encapsulation Programming with Abstract Classes and Interfaces Error handling GUI Basics with Swing Event Handling in Swing GUI GUI Basics with JavaFX - NEW! Developing a game with JavaFX - NEW! Collections Generics Lambda Expressions - NEW! Working with Streams Java Serialization Network Programming Basics Streaming API - NEW! Introduction to Multi-Threading More on Concurrency Working with Databases Using JDBC Rendering Table Data to GUI Annotations and Reflection Remote Method Invocation Java EE 7 Overview - NEW! Programming with Servlets JavaServer Pages Web Applications with WebSockets - NEW! Java Messaging Service Java Naming and Directory Interface Enterprise JavaBeans Java Persistence API RESTful Web Services With JAX-RS Introduction to Spring MVC Framework Introduction to Spring Security - NEW! Build Automation with Gradle - NEW! Java Technical Interviews

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133437302/ISBN-13: 9780133437300. That package includes ISBN-10: 0133360903/ISBN-13: 9780133360905 and ISBN-10: 0133379787/ISBN-13: 9780133379785. MyProgrammingLab should only be purchased when required by an instructor. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

This thorough introduction to the Java programming process features carefully developed working programs that clarify key features of the Java language. Each chapter includes executable complete programs and full working explanations.

For courses in Java--Introduction to Programming and Object-Oriented Programming. The Fifth Edition of this outstanding text is revised in every detail to enhance clarity, content, presentation, examples, and exercises. Now expanded to include more extensive coverage of advanced Java topics, this new edition is available two ways. Choose the Comprehensive edition (chapters 1-29) that includes the new advanced material or choose the Custom Core version (chapters 1-16) that covers material through exception handling and IO. The early

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chapters outline the conceptual basis for understanding Java and guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail, including using objects for design, culminating with the development of comprehensive Java applications.

This is a one-semester, introductory programming textbook in Java that uses game applications as a central pedagogical tool to improve student engagement, learning outcomes, and retention. Game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic programming course and permits instructors who are not familiar with game programming and computer graphics concepts to realize the verified pedagogical advantages of game applications. The companion disc includes a game environment that is easily integrated into projects created with the popular Java Development Environments, including Eclipse, NetBeans, and JCreator in a student-friendly way and also includes a set of executable student games to pique their interest by giving them a glimpse into their future capabilities. The material presented in the book is in full compliance with the 2013 ACM/IEEE computer science curriculum guidelines. It has been used to teach programming to students whose majors are within and outside of the computing fields. Ancillaries include a comprehensive instructor's resource disc with programming solutions, slides, quizzes, projects, and more.

FEATURES: * Uses an objects-early approach to learning Java * Follows the 2013 ACM/IEEE computer science curriculum guidelines * Integrates game applications as a central pedagogical tool to improve student engagement, learning outcomes, and retention * Includes a companion disc with projects created with the popular Java Development Environments; also includes a set of executable student games, source code, and figures * Uses working programs to illustrate concepts under discussion * Complete instructor's resource package available upon adoption

For serious programmers, Core Java Essentials is the definitive guide to writing robust, maintainable code. Whether you're using Java SE 9, 10, or 11, it will help you achieve a deep and practical understanding of the language and API, and its hundreds of realistic examples reveal the most powerful and effective ways to get the job done. This book reflect Java's long-awaited modularization, showing how to write code that's easier to manage and evolve. 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 - Leverage the power of 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

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

Get up to speed on the principal technologies in the Java Platform, Enterprise Edition 7, and learn how the latest version embraces HTML5, focuses on higher productivity, and provides functionality to meet enterprise demands. Written by Arun Gupta, a key member of the Java EE team, this book provides a chapter-by-chapter survey of several Java EE 7 specifications, including WebSockets, Batch Processing, RESTful Web Services, and Java Message Service. You'll also get self-paced instructions for building an end-to-end application with many of the technologies described in the book, which will help you understand the design patterns vital to Java EE development. Understand the key components of the Java EE platform, with easy-to-understand explanations and extensive code samples Examine all the new components that have been added to Java EE 7 platform, such as WebSockets, JSON, Batch, and Concurrency Learn about RESTful Web Services,

SOAP XML-based messaging protocol, and Java Message Service Explore Enterprise JavaBeans, Contexts and Dependency Injection, and the Java Persistence API Discover how different components were updated from Java EE 6 to Java EE 7

Gain the essential skills for computer science using one of today's most popular programming languages, Java. This book will prepare you for AP CompSci Complete, but you don't need to be sitting that class to benefit. Computer science has become a basic life skill that everyone is going to need to learn. Whether you are going into a career or side hustle in business, technology, creativity, architecture, or almost any other field, you will find coding and computer science play a role. So when we learn programming we are going to focus on three things: what is the process; what is the syntax; and what is the flow. The process is represented as a flowchart. We will learn how to make these to help you plan out what you are going to do before you write a line of code. At first, the flowcharts will be pretty simple, but then they will get more complex. The syntax is the code: this is what you write that translates the process you create in a flowchart to the instructions that the computer can understand. Finally, there is the flow. This is where you trace through the code and see how the data and information it stores along the way changes. You can see how the operation of the program cascades from line to line. You will be building charts that will capture the programming flow so you can better understand how the computer processes code to make your next program easier to conceive and code. Along the way to aid in the learning of the essential Java skills, there will be three kinds of project types throughout this book: business software projects for applications where you work for a company and need to complete an internal project for a team such as the sales, marketing, or data science teams; social good projects where you are working for non-profits or for agencies that are trying to research and provide solutions to economic, environmental, medical, or humanitarian projects; and game development projects for games based on player input, random chance, or other mechanics for the use of entertainment. What is unique about computer science is how it has become a skill, and not just a career. While there are jobs and titles of "computer scientist", the skill of computer science, and specifically programming, are almost everywhere. After reading and using this book, you'll have the essential skills to think like a computer scientist, even if you are not. As a result you'll be of greater value to your clients, your company, and yourself. What You Will Learn Discover the essential elements of Java to learn how to code like a computer scientist Apply those elemental skills to a variety of project types drawn from business, social good, and game development Flow chart your coding and software projects Identify real-world metaphors to help reinforce computer science concepts and theories Who This Book Is For Those who want to learn programming and want to think like a computer scientist. Ideal for anyone taking AP CompSci Complete.

By emphasizing the application of computer programming not only in success stories in the software industry but also in

familiar scenarios in physical and biological science, engineering, and applied mathematics, Introduction to Programming in Java takes an interdisciplinary approach to teaching programming with the Java(TM) programming language.

Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

Essential Java serves as an introduction to the programming language, Java, for scientists and engineers, and can also be used by experienced programmers wishing to learn Java as an additional language. The book focuses on how Java, and object-oriented programming, can be used to solve science and engineering problems. Many examples are included from a number of different scientific and engineering areas, as well as from business and everyday life. Pre-written packages of code are provided to help in such areas as input/output, matrix manipulation and scientific graphing. Takes a 'dive-in' approach, getting the reader writing and running programs immediately Teaches object-oriented programming for problem-solving in engineering and science

About the Authors C Bala Kumar is a Distinguished Member of the Technical Staff at Motorola. He chaired the industry expert group that defined the Java APIs for Bluetooth wireless technology. He currently leads the systems software team for wireless platforms in Motorola's Semiconductor Products Sector. Paul J. Kline is a Distinguished Member of the Technical Staff at Motorola and the maintenance lead for the JABWT specification. He currently works on the System Software Architecture team in Motorola's Semiconductor Products Sector. Timothy J. Thompson is a Senior Software Engineer on the System Software Architecture team in Motorola's Semiconductor Products Sector. He was the OBEX architect on the JABWT specification team at Motorola.-

Designed as a Java-based textbook for beginning programmers, this book uses game programming as a central pedagogical tool to improve student engagement, learning outcomes, and retention. The new edition includes updating the GUI interface chapters from Swing based to FX based programs. The game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic programming or advanced Java programming course, and permits instructors who are not familiar with game programming and computer graphic concepts to realize the pedagogical advantages of using game programming. The book assumes the reader has no prior programming experience. The companion files are available to eBook customers by emailing the publisher info@merclearning.com with proof of purchase. FEATURES: Features content in compliance with the latest ACM/IEEE

computer science curriculum guidelines Introduces the basic programming concepts such as strings, loops, arrays, graphics, functions, classes, etc Includes updating the GUI interface chapters (Chapters 11 and 12) from Swing based to FX based Contains material on programming of mobile applications and several simulations that graphically depict unseen runtime processes 4 color throughout with game demos on the companion files Instructor's resources available upon adoption

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.

Enlisting the best-selling by dissection method of instruction, this book teaches programming techniques and presents the Java language in a sound and structured manner that is appropriate for both novice and seasoned programmers. It presents a thorough introduction to the programming process by carefully developing working programs to illuminate key features of the Java programming language. Program code is explained in an easy-to-follow manner throughout. This

book presents readers with a clear and thorough introduction to the programming process by carefully developing working Java programs using the method of dissection. A dissection is similar to a structured walk-through of the code, with the intention of explaining to the reader newly encountered programming elements and idioms as found in working code. Key ideas are reinforced throughout by use in different contexts.

New Book by Best-Selling Author Jamie Chan. Learn Java Programming Fast with a unique Hands-On Project. Book 4 of the Learn Coding Fast Series. Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Java language fast? This book is for you. You no longer have to waste your time and money trying to learn Java from boring books that are 600 pages long, expensive online courses or complicated Java tutorials that just leave you more confused and frustrated.

What this book offers... Java for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Java language even if you have never coded before. Carefully Chosen Java Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics (Covers Java 8)

Topics are carefully selected to give you a broad exposure to Java, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. In addition, new features in Java (such as lambda expressions and default methods etc) are also covered so that you are always up to date with the latest advancement in the Java language. Learn The Java Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. You no longer have to endure boring and lengthy Java textbooks that simply puts you to sleep. With this book, you can learn Java fast and start coding immediately. How is this book different... The best way to learn Java is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously.

Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Java coding? This book is for you. Click the "Add to Cart" button and download it now. What you'll learn: Introduction to Java - What is Java? - What software do you need to code Java programs? - How to install and run JDK and Netbeans? Data types and Operators - What are the eight primitive types in Java? - What are arrays and lists? - How to format Java strings - What is a primitive type vs reference type? - What are the common Java operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? Controlling the Flow of a Program - What are

condition statements? - How to use control flow statements in Java - How to handle errors and exceptions - How to throw your own exception and Others... - How to accept user inputs and display outputs - What is a generic? - What are lambda expressions and functional interface? - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning Java. Learn it fast and learn it well.

Java: Learn Java Programming ***Available at \$20 for a LIMITED TIME ONLY (Usual Price: \$30)*** We highly recommend you to buy our paperback version for the better reading experience of this java book. This New Book by Best-Selling Author Mr Kotiyana gets you started programming in Java right away & begins with the java basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. What this book offers... Are you looking for a deeper understanding of the Java programming so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! This Java Programming book was written as an answer for anyone to pick up Java Programming Language and be productive. How is this book different.. You will be able to start from scratch without having any previous exposure to Java programming. By the end of this book, you will have the skills to be a capable programmer, or at least know what is involved with how to read and write java code. Afterward you should be armed with the knowledge required to feel confident in learning more. You should have general computer skills before you get started. After this you'll know what it takes to at least look at java program without your head spinning. Java is a popular general purpose programming language and computing platform. It is fast, reliable, and secure. According to Oracle, the company that owns Java, Java runs on 3 billion devices worldwide. Considering the number of Java developers, devices running Java, and companies adapting it, it's safe to say that Java will be around for many years to come. Like any programming language, the Java language has its own structure, syntax rules, and programming paradigm. The Java language's programming paradigm is based on the concept of Object Oriented Programming, which the language's features support. What You Will Learn in This Book: CHAPTER 1) Introduction CHAPTER 2) Getting Started & Setting Programming Environment CHAPTER 3) Basic JAVA Programming Terms CHAPTER 4) Basic of Java Program CHAPTER 5) Variables, Data Types and Keywords CHAPTER 6) Functions and Operators CHAPTER 7) Controlling Execution, Arrays and Loops CHAPTER 8) Object Oriented Programming CHAPTER 9) Exception Handling CHAPTER 10) Algorithms and the Big O Notation CHAPTER 11) Data Structures in java CHAPTER 12) Network Programming in Java CHAPTER 13) The Complete Software Developer's Career Guide Click the BUY button now and download the book now to start learning Java. Learn it fast and learn it well. Tags: ----- Java , Java book, Java Programming book, Java for Beginners, Java programming for beginners, Java for Dummies, Java Beginners Guide, Java the Complete Reference, java apps, hacking, hacking exposed, java app, computer programming, computer tricks, step by step, programming for beginners, data analysis, beginner's guide, crash course, database programming, java for dummies, coding, java basics, basic programming, crash course, programming principles, programming computer, ultimate guide, programming for beginners, software development, programming

software, software programs, how to program, computer language, computer basics, computing essentials, computer guide, computers books, how to program.

This text uses Java to describe programming concepts, taking full advantage of Java's simpler and more consistent syntax. Its traditional approach uses modern CS tools including a strategic subset of Java and a simple object-oriented graphics library.

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

Once you've learned the fundamentals of Java, understanding Design Patterns is essential for writing clear, concise and effective code. This fully revised and updated book gives you a step-by-step guide to object-oriented development, using tried and trusted techniques. The examples have been kept simple, enabling you to concentrate on understanding the concepts and application of each pattern. All examples have been designed around a common theme, making it easier to see how they relate to each other and how you can adapt them to your applications. While the book assumes a basic knowledge of Java you don't need to be a guru. This book is perfect for the programmer wishing to take their skills to the next level, and feel confident about using Java in real applications. Coverage includes all 23 of the patterns from the "Gang of Four" work, additional patterns including Model-View-Controller, and simple UML diagrams.

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Jython is an implementation of the Python programming language written in 100% pure Java, so it runs under any compliant Java Virtual Machine. The secret to Jython's popularity lies in the combination of Java's libraries and tools with Python's rapid development capabilities. With Jython, you can write Python programs that integrate seamlessly with any Java code. And like

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Python, Jython can be used interactively, so you can get immediate results as you are programming. Jython Essentials provides a solid introduction to the Python language, offering a brief but thorough tour of the Python concepts you'll need to understand to use Jython effectively. The book makes frequent comparisons between Python and Java, with special emphasis on the different object-oriented semantics of the two languages, so Java programmers can quickly get up to speed with Jython. Jython Essentials also covers the various ways in which Jython and Java can interact. For example, Jython code can create instances of pre-existing Java classes and call methods in those instances. You can write Jython classes that are direct subclasses of existing Java classes and use introspection to discern the capabilities of JavaBeans components. This book provides examples of using Jython with existing Java libraries, including the Swing GUI toolkit, the JDBC database API, the Servlet API, and various XML tools. And finally, the book shows how Jython can be used as a scripting language within a Java program. With Jython Essentials, you have everything you need to start creating applications that mix the best of Python's interactivity and Java's robust libraries.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The book does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples.

Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook,

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book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

If you are interested in learning the Java programming language but hesitate to dive into overly dense, theoretical resources, Essentials of the Java Programming Language is the perfect starting point. This accessible, hands-on tutorial employs a learn-by-doing approach to introduce you to the basics. It starts with a simple program, then develops it bit by bit, adding new features and explaining important concepts with each subsequent lesson. This simple program grows into a general electronic commerce application that illustrates many of the Java 2 platforms most important elements. You will learn such Java programming language essentials as: * The difference between applications, applets, and servlets/JavaServer Pages * Building a user interface that accepts user input * Reading and writing data to files and databases * Network communications, including RMI and sockets * Collections * Serialization * Packages and JAR file format * Internationalization * Security fundamentals, including cryptographic software Essentials of the Java Programming Language ends with an explanation of object-oriented programming concepts, made far more understandable and relevant as a result of the

Go is rapidly becoming the preferred language for building web services. While there are plenty of tutorials available that teach Go's syntax to developers with experience in other programming languages, tutorials aren't enough. They don't teach Go's idioms, so developers end up recreating patterns that don't make sense in a Go context. This practical guide provides the essential background you need to write clear and idiomatic Go. No matter your level of experience, you'll learn how to think like a Go developer. Author Jon Bodner introduces the design patterns experienced Go developers have adopted and explores the rationale for using them. You'll also get a preview of Go's upcoming generics support and how it fits into the language. Learn how to write idiomatic code in Go and design a Go project Understand the reasons for the design decisions in Go Set up a Go development environment for a solo developer or team Learn how and when to use reflection, unsafe, and cgo Discover how Go's features allow the language to run efficiently Know which Go features you should use sparingly or not at all

For courses in Java Programming Layered, Back-to-Basics Approach to Java Programming Newly revised and updated, this Fourth Edition of Building Java Programs: A Back to Basics Approach uses a layered strategy to introduce Java programming and overcome the high failure rates that are common in introductory computer science courses. The authors' proven and class-tested "back to basics" approach introduces programming fundamentals first, with new syntax and concepts added over multiple chapters. Object-oriented programming is discussed only once students have developed a basic understanding of Java programming. Previous editions have established the text's reputation as an excellent choice for two-course sequences in introductory computer science, and new material in the Fourth Edition incorporates concepts related to Java 8, functional programming, and image manipulation.

This book covers fundamentals of Object Oriented Programming with Java at both basic and advanced levels. Replete with numerous solved examples and practical problems, it offers a balanced treatment of theory and practice for developing desktop, enterprise, and web applications.

Essentials of the Java Programming Language A Hands-on Guide Addison Wesley Longman

This text presents the JDBC standard, Java's database connectivity environment, and provides information for using Java with JDBC for accessing databases. The manual is designed for users who are learning database programming for the Internet or company In

Designed for experienced programmers who want to expand their knowledge, a detailed introduction to Java identifies its similarities to C and C++ while providing code samples. Original. (Intermediate).

Rather than exhaustively cover the entire language, the author focuses on a subset of Java--a lean and practical core that is manageable, yet detailed enough to create powerful Java applets. As readers master the basics of Java, they'll be developing solid programming skills that will increase effectiveness no matter which language they work with.

The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as "Doing More with Rich Internet Applications" and "Deployment in Depth," and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, "Preparing for Java

Programming Language Certification,” lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date. NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 0133437302/ 9780133437300 Building Java Programs: A Back to Basics Approach plus MyProgrammingLab with Pearson eText -- Access Card Package, 3/e Package consists of: 0133360903/ 9780133360905 Building Java Programs, 3/e 0133379787/ 9780133379785 MyProgrammingLab with Pearson eText -- Access Card -- for Building Java Programs, 3/e

The Definitive Java Programming Guide Fully updated for Java SE 8, Java Essentials for Devs explains how to develop, compile, debug, and run Java programs. This book covers the entire Java language, including its syntax, keywords, and fundamental programming principles, as well as significant portions of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. New Java SE 8 features such as lambda expressions, the stream library, and the default interface method are discussed in detail. Coverage includes: - Data types, variables, arrays, and operators - Control statements - Classes, objects, and methods - Method overloading and overriding - Inheritance - Interfaces and packages - Exception handling - Multithreaded programming - Enumerations, autoboxing, and annotations - The I/O classes - Generics - Lambda expressions - String handling - The Collections Framework - Networking - Event handling - AWT and Swing - The Concurrent API - The Stream API - Regular expressions - Much, much more

Java Programming for Beginners is an introduction to Java programming, taking you through the Java syntax and the

fundamentals of object-oriented programming. About This Book Learn the basics of Java programming in a step-by-step manner Simple, yet thorough steps that beginners can follow Teaches you transferable skills, such as flow control and object-oriented programming Who This Book Is For This book is for anyone wanting to start learning the Java language, whether you're a student, casual learner, or existing programmer looking to add a new language to your skillset. No previous experience of Java or programming in general is required. What You Will Learn Learn the core Java language for both Java 8 and Java 9 Set up your Java programming environment in the most efficient way Get to know the basic syntax of Java Understand object-oriented programming and the benefits that it can bring Familiarize yourself with the workings of some of Java's core classes Design and develop a basic GUI Use industry-standard XML for passing data between applications In Detail Java is an object-oriented programming language, and is one of the most widely accepted languages because of its design and programming features, particularly in its promise that you can write a program once and run it anywhere. Java Programming for Beginners is an excellent introduction to the world of Java programming, taking you through the basics of Java syntax and the complexities of object-oriented programming. You'll gain a full understanding of Java SE programming and will be able to write Java programs with graphical user interfaces that run on PC, Mac, or Linux machines. This book is full of informative and entertaining content, challenging exercises, and dozens of code examples you can run and learn from. By reading this book, you'll move from understanding the data types in Java, through loops and conditionals, and on to functions, classes, and file handling. The book finishes with a look at GUI development and training on how to work with XML. The book takes an efficient route through the Java landscape, covering all of the core topics that a Java developer needs. Whether you're an absolute beginner to programming, or a seasoned programmer approaching an object-oriented language for the first time, Java Programming for Beginners delivers the focused training you need to become a Java developer. Style and approach This book takes a very hands-on approach, carefully building on lessons learned with snippets and tutorials to build real projects.

A comprehensive guide to get started with Java and gain insights into major concepts such as object-oriented, functional, and reactive programming Key Features Strengthen your knowledge of important programming concepts and the latest features in Java Explore core programming topics including GUI programming, concurrency, and error handling Learn the idioms and best practices for writing high-quality Java code Book Description Java is one of the preferred languages among developers, used in everything right from smartphones, and game consoles to even supercomputers, and its new features simply add to the richness of the language. This book on Java programming begins by helping you learn how to install the Java Development Kit. You will then focus on understanding object-oriented programming (OOP), with exclusive insights into concepts like abstraction, encapsulation, inheritance, and polymorphism, which will help you when

programming for real-world apps. Next, you'll cover fundamental programming structures of Java such as data structures and algorithms that will serve as the building blocks for your apps. You will also delve into core programming topics that will assist you with error handling, debugging, and testing your apps. As you progress, you'll move on to advanced topics such as Java libraries, database management, and network programming, which will hone your skills in building professional-grade apps. Further on, you'll understand how to create a graphic user interface using JavaFX and learn to build scalable apps by taking advantage of reactive and functional programming. By the end of this book, you'll not only be well versed with Java 10, 11, and 12, but also gain a perspective into the future of this language and software development in general. What you will learn

- Learn and apply object-oriented principles
- Gain insights into data structures and understand how they are used in Java
- Explore multithreaded, asynchronous, functional, and reactive programming
- Add a user-friendly graphic interface to your application
- Find out what streams are and how they can help in data processing
- Discover the importance of microservices and use them to make your apps robust and scalable
- Explore Java design patterns and best practices to solve everyday problems
- Learn techniques and idioms for writing high-quality Java code

Who this book is for: Students, software developers, or anyone looking to learn new skills or even a language will find this book useful. Although this book is for beginners, professional programmers can benefit from it too. Previous knowledge of Java or any programming language is not required.

Java Sale price. You will save 66% with this offer. Please hurry up! The Ultimate Guide to Learn Java and C++ (Java for beginners, Java for dummies, how to program, C programming, c plus plus, programming for beginners) Java The Ultimate Guide to Learn Java Programming Fast (Java for Beginners, Java for dummies, how to program, java apps, java programming) Java is parallel to the C# programming language. However, Java can be considered as an object-oriented language and it also features enormous learning curves and potentials for beginners. The aim of this book is to help complete beginners in getting comfortable with the Java programming language. The Complete Guide on Java - 2015 Edition will discuss the vital topics of the Java language. These topics will serve as the stepping stone of any beginners which will pave their way into the wide realm of Java. As per the statement of the company behind the programming language, there are more than nine million Java developers around the globe as of the writing of this book. This book will cover the following topics: Programming Structure of the Java Language Introduction to Object-Oriented Programming Key Concepts of Object-Oriented Programming Declaration and Management of Variables Data Types Integrating Other Classes Access Modifiers Closer Look on Objects and Classes C++ The Ultimate Guide to Learn C Programming (c plus plus, C++ for beginners, programming computer, how to program) The evolution that we have seen in technology in the last 10 years, has seen nearly everything that we interact with on a daily basis be controlled by a computer. As we know,

all computers operate using a programming language most commonly referred to as C++. To many, C++ looks like a type of language that they will never be able to understand. However, learning C++ is much easier than you would think. Every process, large or small, are a series of smaller steps which achieve the end result. When you break down the computer programming language into smaller steps, you will quickly be able to come to terms with what everything means in no time at all. Through this book, you will learn the basics that every beginner wanting to learn about C++ should know. Here is a preview of what you'll learn: How to make our very first C++ program in less than 10 minutes. What software can we use to write C++ code. How to expand our program using variables. Different types of operators. How to make programs that loop. Solving simple problems using conditions and pointers. Download your copy of "Java" by scrolling up and clicking "Buy Now With 1-Click" button. Tags: Java, Java Programming, Learn Java, java for dummies, java app, computer programming, computer tricks, step by step, programming for beginners, data analysis, beginner's guide, crash course, database programming, java for dummies, coding, java basics, basic programming, crash course, programming principles, programming computer, ultimate guide, programming for beginners, software development, programming software, software programs, how to program, computer language, computer basics, computing essentials, computer guide, computers books, how to program, C Programming, C++programming, C++ programming language, HTML, Javascript, Programming, Developers, Coding, CSS, Java, PHP, C++, HTML, Swift, C++, C Programming, Programming for beginners, c plus plus, PHP, Java, C++ Programming for Beginners, c primer plus, C Programming for Beginners, C++, C Programming, Programming for beginners, c plus plus, PHP, Java, C++ Programming for Beginners , C Programming, C++programming, C++ programming language.

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