

Java In A Nutshell 7th Edition

David Flanagan

Java in a Nutshell David Flanagan, 1997 Java in a Nutshell, Deluxe Edition is a Java programmer's dream come true in one small package. The heart of this Deluxe Edition is the Java Reference Library on CD-ROM, which brings together five volumes for Java developers and programmers, linking related info across books. It includes: Exploring Java, 2nd Edition, Java Language Reference, 2nd Edition, Java Fundamental Classes Reference, Java AWT Reference, and Java in a Nutshell, 2nd Edition, included both on the CD-ROM and in a companion desktop edition. Java in a Nutshell, Deluxe Edition is an indispensable resource for anyone doing serious programming with Java 1.1. The Java Reference Library alone is also available by subscription on the World Wide Web. Please see <http://online-books.oreilly.com/books/javaref/> for details. The electronic text on the Web and on the CD is fully searchable and includes a complete index to all five volumes. It also includes the sample code found in the printed volumes. Exploring Java, 2nd Edition introduces the basics of Java 1.1 and offers a clear, systematic overview of the language. It covers the essentials of hot topics like Beans and RMI, as well as writing applets and other applications, such as networking programs, content and protocol handlers, and security managers. The Java Language Reference, 2nd Edition is a complete reference that describes all aspects of the Java language, including syntax, object-oriented programming, exception handling, multithreaded programming, and differences between Java and C/C++. The second edition covers the new language features that have been added in Java 1.1, such as inner classes, class literals, and instance initializers. The Java Fundamental Classes Reference provides complete reference documentation on the core Java 1.1 classes that comprise the `java.lang`, `java.io`, `java.net`, `java.util`, `java.text`, `java.math`, `java.lang.reflect`, and `java.util.zip` packages. These classes provide general-purpose functionality that is fundamental to every Java application. The Java AWT Reference provides complete reference documentation on the Abstract Window Toolkit (AWT), a large collection of classes for building graphical user interfaces in Java. Java in a Nutshell, 2nd Edition, the bestselling book on Java and the one most often recommended on the Internet, is a complete quick-reference guide to Java, containing descriptions of all of the classes in the Java 1.1 core API, with a definitive listing of all methods and variables, with the exception of the still-evolving Enterprise APIs. These APIs will be covered in a future volume. Highlights of the library include: History and principles of Java How to integrate applets into the World Wide Web A detailed look into Java's style of object-oriented programming Detailed coverage of all the essential classes in `java.lang`, `java.io`, `java.util`, `java.net`, `java.awt` Using threads

Network programming Content and protocol handling A detailed explanation of Java's image processing mechanisms Material on graphics primitives and rendering techniques Writing a security manager System requirements: The CD-ROM is readable on all Windows and UNIX platforms. Current implementations of the Java Virtual Machine for the Mac platform do not support the Java search applet in this CD-ROM. Mac users can purchase the World Wide Web version (see <http://online-books.oreilly.com/books/javaref/> for more information). A Web browser that supports HTML 3.2, Java, and JavaScript, such as Netscape 3.0 or Internet Explorer 3.0, is required.

Java in a Nutshell, 7th Edition Ben Evans, David Flanagan, 2018 This updated edition of Java in a Nutshell not only helps experienced Java programmers get the most out of Java versions 9 through 11, it's also a learning path for new developers. Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices, this thoroughly revised book includes new material on Java Concurrency Utilities. The book's first section provides a fast-paced, no-fluff introduction to the Java programming language and the core runtime aspects of the Java platform. The second section is a reference to core concepts and APIs that explains how to perform real programming work in the Java environment. Get up to speed on language details, including Java 9-11 changes Learn object-oriented programming, using basic Java syntax Explore generics, enumerations, annotations, and lambda expressions Understand basic techniques used in object-oriented design Examine concurrency and memory, and how they're intertwined Work with Java collections and handle common data formats Delve into Java's latest I/O APIs, including asynchronous channels Use Nashorn to execute JavaScript on the Java Virtual Machine Become familiar with development tools in OpenJDK.

Java in a Nutshell David Flanagan, 2005-03-15 With more than 700,000 copies sold to date, Java in a Nutshell from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the in a Nutshell category another impressive tune-up. In this latest revision, readers will find Java in a Nutshell, 5th Edition, does more than just cover the extensive changes implicit in 5.0, the newest version of Java. It's undergone a complete makeover--in scope, size, and type of coverage--in order to more closely meet the needs of the modern Java programmer. To wit, Java in a Nutshell, 5th Edition now places less emphasis on coming to Java from C and C++, and adds more discussion on tools and frameworks. It also offers new code examples to illustrate the working of APIs, and, of course, extensive coverage of Java 5.0. But faithful readers take comfort: it still hasn't lost any of its core elements that made it such a classic to begin with. This handy reference gets right to the heart of the program with an accelerated introduction to the Javaprogramming language and its key APIs--ideal for developers wishing to start writing code right away. And, as was the case in previous editions, Java in a Nutshell, 5th Edition is once again chock-full of poignant tips, techniques, examples, and practical advice. For as long as Java has existed, Java in a Nutshell has helped developers maximize the capabilities of the program's newest versions. And this latest edition is

no different.

Java in a Nutshell David Flanagan, 2005 This landmark book is the most widely used Java reference in the world. Edition after edition, *Java in a Nutshell* has kept developers up to speed on changes to the Java platform and programming language, offering them a single source of information when they need help with critical details. The 5th edition not only covers deep changes in the

Java Enterprise in a Nutshell Jim Farley, William Crawford, 2006 With the recent release of Java 2 Enterprise Edition 1.4, developers are being called on to add even greater, more complex levels of interconnectivity to their applications. To do this, Java developers need a clear understanding of how to apply the new APIs, and the capabilities and pitfalls in the program-- which they can discover in this edition.

Java Web Services in a Nutshell Kim Topley, 2003 This title is a high-speed tutorial and handy quick reference to the APIs for implementing web services in Java. It is intended for Java developers who need to implement Java web services or who need their applications to access existing web services.

Algorithms in a Nutshell George T. Heineman, Gary Pollice, Stanley Selkow, 2008-10-14 Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. *Algorithms in a Nutshell* describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With *Algorithms in a Nutshell*, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

Python in a Nutshell Alex Martelli, 2006-07-14 This volume offers Python programmers a straightforward guide to the important tools and modules of this open source language. It deals with the most frequently used parts of the standard library as well as the most popular and important third party extensions.

C# 10 in a Nutshell Joseph Albahari, 2022-02-15 When you have questions about C# 10 or .NET 6, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, and with its continual growth, there's always

so much more to learn. In the tradition of O'Reilly's Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language available today. Organized around concepts and use cases, this comprehensive and complete reference provides intermediate and advanced programmers with a concise map of C# and .NET that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, closures, and patterns Dig deep into LINQ, with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, assemblies, spans, reflection, and cryptography

Java in a Nutshell David Flanagan, Benjamin J. Evans, 2015 The latest edition of Java in a Nutshell is designed to help experienced Java programmers get the most out of Java 7 and 8, but it's also a learning path for new developers. Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices, this thoroughly updated book provides a fast-paced, no-fluff introduction to the Java programming language and the core runtime aspects of the Java platform.

Think Java Allen B. Downey, Chris Mayfield, 2016-05-06 Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

Jini in a Nutshell Scott Oaks, Henry Wong, 2000 Jini is a simple set of Java Classes and services that allows devices (e.g., printers) and services (e.g., printing) to access each other seamlessly, adapt to a continually changing environment, and share code and configurations transparently. Jini has the potential to radically alter our use of computer networks, since it allows and encourages totally new types of services and new uses of existing networks. Jini in a Nutshell is a quick reference guide to developing services and clients using Jini. It covers everything an experienced Java programmer needs to know to implement Jini, including tutorial chapters to get you up to speed quickly and reference chapters that analyze and explain every Java package related to Jini. Over the course of the book the authors develop a complete example program—with

samples of both server and client applications. Topics covered include: Setting up the Jini programming environment RMI Basic and advanced Jini programming Jini services, including JavaSpaces Jini utilities Security Jini in a Nutshell covers the Jini 1.0 specification and requires the Java 2 Platform.

Oracle in a Nutshell Rick Greenwald, David Kreines, 2003 Oracle Languages - Syntax summary for SQL language statements, SQL function calls PL/SQL language statements and characteristics, PL/SQL built-in package headers, and Java (JDBC and SQLJ) interfaces to the Oracle database.

Internet in a Nutshell Valerie Quercia, 1997 One in a series of Nutshell computer guides, *Internet in a Nutshell* offers a quick reference to the Internet. Valerie Quercia includes coverage of popular software for the World Wide Web, news, e-mail, and chat.

Java in a Nutshell David Flanagan, 2002-03-01 Aimed for programmers, offers an accelerated introduction to the 1.4 release of Java 2 Standard edition covering topics such as syntax, object-oriented features, and Java development tools.

Java Examples in a Nutshell David Flanagan, 2000 This edition is a significant update to one of O'Reilly's bestselling Java titles. It covers the latest edition of Java, 1.3, and includes material on the core Java classes, JFC and key Enterprise APIs. It covers core Java topics and new technologies, such as Swing, Java 2D, Servlets and XML.

C# 7.0 in a Nutshell Joseph Albahari, Ben Albahari, 2017-10-11 When you have questions about C# 7.0 or the .NET CLR and its core Framework assemblies, this bestselling guide has the answers you need. Since its debut in 2000, C# has become a language of unusual flexibility and breadth, but its continual growth means there's always more to learn. Organized around concepts and use cases, this updated edition provides intermediate and advanced programmers with a concise map of C# and .NET knowledge. Dive in and discover why this Nutshell guide is considered the definitive reference on C#. Get up to speed on the C# language, from the basics of syntax and variables to advanced topics such as pointers, operator overloading, and dynamic binding Dig deep into LINQ via three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including XML, regular expressions, networking, serialization, reflection, application domains, and security Delve into Roslyn, the modular C# 7.0 compiler-as-a-service

R in a Nutshell Joseph Adler, 2012-10-09 Presents a guide to the R computer language, covering such topics as the user interface, packages, syntax, objects, functions, object-oriented programming, data sets, lattice graphics, regression models, and bioconductor.

Java in a Nutshell David Flanagan, 1997 This bestselling book is an indispensable quick-reference for Java programmers. Its to-the-point descriptions and programmer-friendly reference material have made it the Java book most frequently recommended on the Internet. This expanded and improved second edition covers Java 1.1. If you're already a Java programmer, *Java in a Nutshell* contains everything you need to get up to speed on the new features of Java 1.1. If you are

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UML 2.0 in a Nutshell Dan Pilone, Neil Pitman, 2005 This comprehensive guide has been fully revised to cover UML 2.0, today's standard method for modelling software systems. Filled with concise information, it's been crafted to help IT professionals read, create, and understand system artefacts expressed using UML. Includes an example-rich tutorial for those who need familiarizing with the system.

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