

Java In A Nutshell 7th Edition

Details a variety of front-end technologies and techniques and reviews Web design fundamentals while explaining how to work with HTML, graphics, and multimedia and interactive applications.

Java is the preferred language for many of today's leading-edge technologies—everything from smartphones and game consoles to robots, massive enterprise systems, and supercomputers. If you're new to Java, the fourth edition of this bestselling guide provides an example-driven introduction to the latest language features and APIs in Java 6 and 7. Advanced Java developers will be able to take a deep dive into areas such as concurrency and JVM enhancements. You'll learn powerful new ways to manage resources and exceptions in your applications, and quickly get up to speed on Java's new concurrency utilities, and APIs for web services and XML. You'll also find an updated tutorial on how to get started with the Eclipse IDE, and a brand-new introduction to database access in Java.

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

A reference to the fundamental rules of XML details tags, grammar, placement, element names, attributes, and syntax.

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

Explains how to use Java's portable platforms to program and use threads effectively and efficiently while avoiding common mistakes

JAVA PROGRAMMING, Sixth Edition provides the beginning programmer with a guide to developing applications using the Java programming language. Java is popular among professional programmers because it can be used to build visually interesting GUI and Web-based applications. Java also provides an excellent environment for the beginning programmer -- students can quickly build useful programs while learning the basics of structured and object-oriented programming techniques. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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. Cocoa® is more than just a collection of classes, and is certainly more than a simple framework. Cocoa is a complete API set, class library, framework, and development environment for building applications and tools to run on Mac OS® X. With over 240 classes, Cocoa is divided into two essential frameworks: Foundation and Application Kit. Above all else, Cocoa is a toolkit for creating Mac OS X application interfaces, and it provides access to all of the standard Aqua® interface components such as menus, toolbars, windows, buttons, to name a few. Cocoa in a Nutshell begins with a complete overview of Cocoa's object classes. It provides developers who may be experienced with other application toolkits the grounding they'll need to start developing Cocoa applications. Common programming tasks are described, and many chapters focus on the larger patterns in the frameworks so developers can understand the larger

relationships between the classes in Cocoa, which is essential to using the framework effectively. Cocoa in a Nutshell is divided into two parts, with the first part providing a series of overview chapters that describe specific features of the Cocoa frameworks. Information you'll find in Part I includes: An overview of the Objective-C language Coverage of the Foundation and Application Kit frameworks Overviews of Cocoa's drawing and text handling classes Network services such as hosts, Rendezvous URL services, sockets, and file handling Distributed notifications and distributed objects for interapplication communication Extending Cocoa applications with other frameworks, including the AddressBook, DiscRecording, and Messaging frameworks The second half of the book is a detailed quick reference to Cocoa's Foundation and Application Kit (AppKit) classes. A complement to Apple's documentation, Cocoa in a Nutshell is the only reference to the classes, functions, types, constants, protocols, and methods that make up Cocoa's Foundation and Application Kit frameworks, based on the Jaguar release (Mac OS X 10.2). Peer-reviewed and approved by Apple's engineers to be part of the Apple Developer Connection (ADC) Series, Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work. Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work.

This companion book to "Director in a Nutshell" covers all aspects of Lingo, Director's scripting language. Detailed chapters describe messages, events, scripts, handlers, variables, lists, file I/O, Behaviours, child objects, Xtras, and more.

If you're new to Java—or new to programming—this best-selling book will guide you through the language features and APIs of Java 11. With fun, compelling, and realistic examples, authors Marc Loy, Patrick Niemeyer, and Daniel Leuck introduce you to Java fundamentals—including its class libraries, programming techniques, and idioms—with an eye toward building real applications. You'll learn powerful new ways to manage resources and exceptions in your applications—along with core language features included in recent Java versions. Develop with Java, using the compiler, interpreter, and other tools Explore Java's built-in thread facilities and concurrency package Learn text processing and the powerful regular expressions API Write advanced networked or web-based applications and services

Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful,

effective code. It has been updated to reflect the current state of JavaScript and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to:

- Understand the essential elements of programming, including syntax, control, and data
- Organize and clarify your code with object-oriented and functional programming techniques
- Script the browser and make basic web applications
- Use the DOM effectively to interact with browsers
- Harness Node.js to build servers and utilities

Isn't it time you became fluent in the language of the Web? * All source code is available online in an inter-active sandbox, where you can edit the code, run it, and see its output instantly.

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.

Explores J2ME, covering topics including graphical user interfaces for small devices, designing applications for wireless environments, and the Mobile Information Device

Profile.

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Technologists who want their ideas heard, understood, and funded are often told to speak the language of business—without really knowing what that is. This book's toolkit provides architects, product managers, technology managers, and executives with a shared language—in the form of repeatable, practical patterns and templates—to produce great technology strategies. Author Eben Hewitt developed 39 patterns over the course of a decade in his work as CTO, CIO, and chief architect for several global tech companies. With these proven tools, you can define, create, elaborate, refine, and communicate your architecture goals, plans, and approach in a way that executives can readily understand, approve, and execute. This book covers: Architecture and strategy:

Adopt a strategic architectural mindset to make a meaningful material impact
Creating your strategy: Define the components of your technology strategy using proven patterns
Communicating the strategy: Convey your technology strategy in a compelling way to a variety of audiences
Bringing it all together: Employ patterns individually or in clusters for specific problems; use the complete framework for a comprehensive strategy

JavaScript--the powerful, object-based scripting language that can be embedded directly into HTML pages--has earned its place in the web developer's toolkit, to the extent that it's now considered required knowledge for web developers. You can use JavaScript to create dynamic, interactive applications that run completely within a web browser. JavaScript is also the language of choice for developing Dynamic HTML content. Because its syntax is based on the popular programming languages C, C++, and Java, JavaScript is familiar and easy to learn for experienced programmers. At the same time, it's an interpreted scripting language, providing a flexible, forgiving programming environment for new programmers. The JavaScript Pocket Reference, 2nd Edition, provides a complete overview of the core JavaScript language and client-side scripting environment, as well as quick-reference material on core and client-side objects, methods, and properties. The new edition has been revised to cover JavaScript 1.5, and is particularly useful for developers working with the standards-compliant web browsers, such as Internet Explorer 6, Netscape 7, and Mozilla. Ideal as an introduction for beginners and a quick reference for advanced developers, this pocket-sized book is

easy to take anywhere and serves as the perfect companion volume to the bestselling JavaScript: The Definitive Guide, 4th Edition. O'Reilly's Pocket References have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to the answer quickly, the new JavaScript Pocket Reference is the book you'll want close at hand.

The most complete reference available for the Spring 3.x framework, Spring in a Nutshell provides all of the details you need to configure and build lightweight enterprise applications on the Java platform -- ideal whether you're new to Spring or familiar with previous versions of this popular open source framework. You'll quickly get up to speed on the fundamentals of Spring and how it enables you to write clean and simple applications with code that's portable, reusable, testable, and maintainable. You'll also discover how flexible this framework really is. This book provides techniques that will help you use Spring in a single class within your application, in a single application layer, or throughout your entire application, from the top to the bottom. Get everything you need to know to build enterprise Java applications, as well as web-based applications for browsers and RESTful web services Discover how Spring handles transactions, remoting, messaging, aspect-oriented programming, testing, and more Build web applications with Spring MVC that access data with JDBC, JPA,

Hibernate, etc. Learn about the Spring Expression Language and the framework's dynamic language support Consult quick reference guides to XML schemas and annotations used throughout the Spring Framework

Java Software Solutions teaches a foundation of programming techniques to foster well-designed object-oriented software. Heralded for its integration of small and large realistic examples, this worldwide best-selling text emphasizes building solid problem-solving and design skills to write high-quality programs. MyProgrammingLab, Pearson's new online homework and assessment tool, is available with this edition.

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.

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

Over the last few years, Linux has grown both as an operating system and a tool for personal and business use. Simultaneously becoming more user friendly and more

powerful as a back-end system, Linux has achieved new plateaus: the newer filesystems have solidified, new commands and tools have appeared and become standard, and the desktop--including new desktop environments--have proved to be viable, stable, and readily accessible to even those who don't consider themselves computer gurus. Whether you're using Linux for personal software projects, for a small office or home office (often termed the SOHO environment), to provide services to a small group of colleagues, or to administer a site responsible for millions of email and web connections each day, you need quick access to information on a wide range of tools. This book covers all aspects of administering and making effective use of Linux systems. Among its topics are booting, package management, and revision control. But foremost in Linux in a Nutshell are the utilities and commands that make Linux one of the most powerful and flexible systems available. Now in its fifth edition, Linux in a Nutshell brings users up-to-date with the current state of Linux. Considered by many to be the most complete and authoritative command reference for Linux available, the book covers all substantial user, programming, administration, and networking commands for the most common Linux distributions. Comprehensive but concise, the fifth edition has been updated to cover new features of major Linux distributions. Configuration information for the rapidly growing commercial network services and community update services is one of the subjects covered for the first time. But that's just the beginning. The book covers editors, shells, and LILO and GRUB boot options.

There's also coverage of Apache, Samba, Postfix, sendmail, CVS, Subversion, Emacs, vi, sed, gawk, and much more. Everything that system administrators, developers, and power users need to know about Linux is referenced here, and they will turn to this book again and again.

A revised and updated edition offers comprehensive coverage of ECMAScript 5 (the new JavaScript language standard) and also the new APIs introduced in HTML5, with chapters on functions and classes completely rewritten and updated to match current best practices and a new chapter on language extensions and subsets. Original. 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.

This book, written by one of the designers of generics, is a thorough explanation of how to use

generics, and particularly, the effect this facility has on the way developers use collections. Java in a Nutshell A Desktop Quick Reference"O'Reilly Media, Inc."

For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

If you're considering R for statistical computing and data visualization, this book provides a quick and practical guide to just about everything you can do with the open source R language and software environment. You'll learn how to write R functions and use R packages to help you prepare, visualize, and analyze data. Author Joseph Adler illustrates each process with a wealth of examples from medicine, business, and sports. Updated for R 2.14 and 2.15, this second edition includes new and expanded chapters on R performance, the ggplot2 data visualization package, and parallel R computing with Hadoop. Get started quickly with an R tutorial and hundreds of examples Explore R syntax, objects, and other language details Find thousands of user-contributed R packages online, including Bioconductor Learn how to use R to prepare data for analysis Visualize your data with R's graphics, lattice, and ggplot2 packages Use R to calculate statistical tests, fit models, and compute probability distributions Speed up intensive computations by writing parallel R programs for Hadoop Get a complete desktop reference to R

Learning a language--any language--involves a process wherein you learn to rely less and less

on instruction and more increasingly on the aspects of the language you've mastered. Whether you're learning French, Java, or C, at some point you'll set aside the tutorial and attempt to converse on your own. It's not necessary to know every subtle facet of French in order to speak it well, especially if there's a good dictionary available. Likewise, C programmers don't need to memorize every detail of C in order to write good programs. What they need instead is a reliable, comprehensive reference that they can keep nearby. C in a Nutshell is that reference. This long-awaited book is a complete reference to the C programming language and C runtime library. Its purpose is to serve as a convenient, reliable companion in your day-to-day work as a C programmer. C in a Nutshell covers virtually everything you need to program in C, describing all the elements of the language and illustrating their use with numerous examples. The book is divided into three distinct parts. The first part is a fast-paced description, reminiscent of the classic Kernighan & Ritchie text on which many C programmers cut their teeth. It focuses specifically on the C language and preprocessor directives, including extensions introduced to the ANSI standard in 1999. These topics and others are covered: Numeric constants Implicit and explicit type conversions Expressions and operators Functions Fixed-length and variable-length arrays Pointers Dynamic memory management Input and output The second part of the book is a comprehensive reference to the C runtime library; it includes an overview of the contents of the standard headers and a description of each standard library function. Part III provides the necessary knowledge of the C programmer's basic tools: the compiler, the make utility, and the debugger. The tools described here are those in the GNU software collection. C in a Nutshell is the perfect companion to K&R, and destined to be the most reached-for reference on your desk.

Offers a reference to key C# programming concepts covering language elements, syntax, datatypes, and tasks.

Java continues to grow and evolve, and this cookbook continues to evolve in tandem. With this guide, you'll get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from string handling and functional programming to network communication. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you're familiar with Java basics, this cookbook will bolster your knowledge of the language and its many recent changes, including how to apply them in your day-to-day development. This updated edition covers changes through Java 12 and parts of 13 and 14. Recipes include:

- Methods for compiling, running, and debugging
- Packaging Java classes and building applications
- Manipulating, comparing, and rearranging text
- Regular expressions for string and pattern matching
- Handling numbers, dates, and times
- Structuring data with collections, arrays, and other types
- Object-oriented and functional programming techniques
- Input/output, directory, and filesystem operations
- Network programming on both client and server
- Processing JSON for data interchange
- Multithreading and concurrency
- Using Java in big data applications
- Interfacing Java with other languages

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

Aimed for programmers, offers an introduction to Java 5.0, covering topics such as generics, enumerated type, autoboxing, and static imports.

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

As an open operating system, Unix can be improved on by anyone and everyone: individuals, companies, universities, and more. As a result, the very nature of Unix has been altered over the years by numerous extensions formulated in an assortment of versions. Today, Unix encompasses everything from Sun's Solaris to Apple's Mac OS X and more varieties of Linux than you can easily name. The latest edition of this bestselling reference brings Unix into the 21st century. It's been reworked to keep current with the broader state of Unix in today's world and highlight the strengths of this operating system in all its various flavors. Detailing all Unix commands and options, the informative guide provides generous descriptions and examples that put those commands in context. Here are some of the new features you'll find in Unix in a Nutshell, Fourth Edition: Solaris 10, the latest version of the SVR4-based operating system, GNU/Linux, and Mac OS X Bash shell (along with the 1988 and 1993 versions of ksh) tsch shell (instead of the original Berkeley csh) Package management programs, used for program installation on popular GNU/Linux systems, Solaris and Mac OS X GNU Emacs Version 21 Introduction to source code management systems Concurrent versions system Subversion version control system GDB debugger As Unix has progressed, certain commands that were once critical have fallen into disuse. To that end, the book has also dropped material that is no longer relevant, keeping it taut and current. If you're a Unix user or programmer, you'll recognize the value of this complete, up-to-date Unix reference. With chapter overviews, specific examples, and detailed command.

The new edition of this classic O'Reilly reference provides clear, detailed explanations of every feature in the C language and runtime library, including multithreading, type-generic macros, and library functions that are new in the 2011 C standard (C11). If you want to understand the effects of an unfamiliar function, and how the standard library requires it to behave, you'll find it here, along with a typical example. Ideal for experienced C and C++ programmers, this book also includes popular tools in the GNU software collection. You'll learn how to build C programs with GNU Make, compile executable programs from C source code, and test and debug your programs with the GNU debugger. In three sections, this authoritative book covers: C language concepts and language elements, with separate chapters on types, statements, pointers, memory management, I/O, and more The C standard library, including an overview of standard headers and a detailed function reference Basic C programming tools in the GNU software collection, with instructions on how use them with the Eclipse IDE

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic

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input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

A quick-moving guide for readers with some experience with Internet points out shortcuts to common Internet-related tasks, compares search engines and other on-line services, and evaluates popular software for the World Wide Web. Original. (Intermediate).

Intended for Java programmers writing applications or applets involving graphics or graphical user interfaces and is a companion to the book entitled, "Java in a Nutshell, 3rd ed."

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