

Java The Complete Reference 8th Edition

This book is the most complete and up-to-date resource on Java from programming guru, Herb Schildt -- a must-have desk reference for every Java programmer.

A practical introduction to Java programming—fully revised for long-term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time. •Clearly explains all of the new Java SE 11 features•Features self-tests, exercises, and downloadable code samples•Written by bestselling author and leading Java authority Herbert Schildt

The Definitive Java Programming Guide In Java: The Complete Reference, Eighth Edition, bestselling programming author Herb Schildt shows you everything you need to develop, compile, debug, and run Java programs. Updated for Java Platform, Standard Edition 7 (Java SE 7), this comprehensive volume covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key elements of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. In addition, new Java SE 7 features such as try-with-resources, strings in switch, type inference with the diamond operator, NIO.2, and the Fork/Join Framework are discussed in detail. Coverage includes: Data types and operators Control statements Classes and objects Constructors and methods Method overloading and overriding Interfaces and packages Inheritance Exception handling Generics Autoboxing Enumerations Annotations The try-with-resources statement Varargs Multithreading The I/O classes Networking The Collections Framework Applets and servlets JavaBeans AWT and Swing The Concurrent API Much, much more

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 comprehensive volume is fully updated for C# 2.0 -- the newest version of Microsoft's revolutionary programming language. The changes found in C# 2.0 bring Java-like power to millions of Windows programmers worldwide. With expertly crafted explanations, insider tips, and hundreds of examples, this book fully explains every aspect of C# 2.0. Written in the clear, uncompromising style that has made master programming author Herb Schildt the choice of millions, the book covers all the new and existing features of this major programming language.

With Q&A sections; helpful tips; hands-on exercises; self-tests; and example code; this practical book provides up-to-date; essential Java programming skills; and gets you started programming in Java right away. --

This comprehensive resource, shows you everything you need to develop, compile, debug, and run Java programs. This expert guide has been updated for Java Platform Standard Edition 6 (Java SE 6) and offers complete coverage of the Java language, its syntax, keywords, and fundamental programming principles. Also find information on Java's key API libraries, learn to create applets and servlets, and use JavaBeans. The author has even included expanded coverage of Swing--the toolkit that defines the look and feel of the modern Java GUI.

This text is intended for use in the Java programming course Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the Java programming language by presenting all the details needed to understand the "how" and the "why"—but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. In Starting Out with Java: Early Objects, Gaddis looks at objects—the fundamentals of classes and methods—before covering procedural programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Enhance Learning with the Gaddis Approach: Gaddis's accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Keep Your Course Current: Content is refreshed to provide the most up-to-date information on new technologies for your course. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text. Your Ultimate "How-To" Guide to Java Programming! Legendary programming author Herb Schildt shares some of his favorite programming techniques in this high-powered Java "cookbook." Organized for quick reference, each recipe shows how to accomplish a practical programming task. A recipe begins with a list of key ingredients (the classes, methods, and interfaces) followed by step-by-step instructions that show how to assemble them into a complete solution. Detailed discussions explain the how and why behind each step, and a full code example puts the recipe into action. Each recipe ends with a list of options and alternatives that suggest ways to adapt the technique to fit a variety of situations. Whether you're a beginner or an experienced pro, you'll find recipes that are sure to satisfy your Java programming appetite! Topics include: String Handling Regular Expressions File Handling Applets Servlets Swing The Collections Framework Multithreading Formatting Data Learn how to: Find substrings that match a regular expression Use regular expressions to tokenize a string Compress and decompress data files Create a ZIP file Format time and date Use printf() to display formatted data Reverse, rotate, and shuffle a list Use a Comparator with a collection Create a simple Swing application Create a Swing-based applet Create a simple servlet Use a cookie with a servlet Synchronize threads Monitor a thread's state Set and obtain a thread's priority Use JScrollPane to automate scrolling Access a resource using HttpURLConnection Schedule a task for future execution Use reflection to dynamically create an object and call methods Much, much more

The Definitive Java Programming Guide Fully updated for Java SE 11, Java: The Complete Reference, Eleventh Edition explains how to develop, compile, debug, and run Java programs. Best-selling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the very important module system is discussed in detail. This Oracle Press resource also offers an introduction to JShell, Java's interactive programming tool. Best of all, the book is written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Coverage includes: •Data types, variables, arrays, and operators•Control statements•Classes, objects, and methods•Method overloading and overriding•Inheritance•Local variable type inference•Interfaces and packages•Exception handling•Multithreaded programming•Enumerations, autoboxing, and annotations•The I/O classes•Generics•Lambda expressions•Modules•String handling•The Collections Framework•Networking•Event handling•AWT•Swing •The Concurrent API•The Stream API•Regular expressions•JavaBeans•Servlets•Much, much more Code examples in the book are available for download at www.OraclePressBooks.com.

Includes Complete Coverage of the OpenGL® Shading Language! Today's OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders. OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling "Red Book" describes the features through OpenGL version 4.3. It also includes updated information and techniques formerly covered in OpenGL® Shading Language (the "Orange Book"). For the first time, this guide completely integrates shader techniques, alongside classic, functioncentric techniques. Extensive new text and code are presented, demonstrating the latest in OpenGL programming techniques. OpenGL® Programming Guide, Eighth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders. New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline (including geometry and tessellation shaders) Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance

The Definitive Guide to C# "From using LINQ to covariance and from string formatting to optional arguments, Herb's update covers all you need to know about using real-world C# 4.0." —Michael Howard, Microsoft Corporation Bestselling author Herb Schildt has updated and expanded his classic programming reference to cover C# 4.0--the latest release of this powerful, feature-rich language. Using carefully crafted explanations, insider tips, and hundreds of examples, C# 4.0: The Complete Reference offers in-depth details on all aspects of C#, including keywords, syntax, and core libraries. New C# 4.0 features, such as named and optional arguments, the dynamic type, expanded covariance and contravariance capabilities, and support for parallel programming with the Task Parallel Library (TPL) and PLINQ are also discussed. Perfect for beginners and professional C# programmers alike, this expert resource is written in the clear, crisp, uncompromising style that has made Herb the choice of millions worldwide. Begin mastering C# 4.0 today with help from this authoritative volume! Coverage includes: Data types and operators Control statements Classes and objects Constructors, destructors, and methods Interfaces, arrays, enumerations, and structures Method and operator overloading Inheritance and virtual methods Reflection and runtime type ID Exception handling Delegates, properties, events, and indexers Attributes Multithreading and the Task Parallel Library Generics LINQ and PLINQ Lambda expressions Anonymous types Extension methods Named and optional arguments Implicitly typed variables I/O, networking, and collections The preprocessor and much, much more

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

A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension.

From the world's bestselling programming author Using the practical pedagogy that has made his other Beginner's Guides so successful, Herb Schildt provides new Swing programmers with a completely integrated learning package. Perfect for the classroom or self-study, Swing: A Beginner's Guide delivers the appropriate mix of theory and practical coding. You will be programming as early as Chapter 1.

Essential skills made easy! Written by Herb Schildt, the world's leading programming author, this step-by-step book is ideal for first-time programmers or those new to C++. The modular approach of this series, including sample projects and progress checks, makes it easy to learn to use C++ at your own pace.

The Definitive Java Programming Guide Fully updated for Java SE 8, Java: The Complete Reference, Ninth Edition explains how to develop, compile, debug, and run Java programs. Bestselling programming author Herb Schildt 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. This Oracle Press resource also offers a solid introduction to JavaFX. 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 JavaFX JavaBeans Applets and servlets Much, much more

If you're a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to "lambdify" your existing

codebase or library code Learn practical solutions for lambda expression unit testing and debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O

Up-to-Date, Essential Java Programming Skills—Made Easy! Fully updated for Java Platform, Standard Edition 11 (Java SE 11), *Java: A Beginner's Guide*, Eighth Edition gets you started programming in Java right away. Best-selling programming author Herb Schildt begins with the 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. The book also covers some of Java's more advanced features, including multithreaded programming, generics, lambda expressions, modules, and Swing. As an added bonus, an introduction to JShell, Java's interactive programming tool, is included. Best of all, it's written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Designed for Easy Learning:

- Key Skills and Concepts—Chapter-opening lists of specific skills covered in the chapter
- Ask the Expert—Q&A sections filled with bonus information and helpful tips
- Try This—Hands-on exercises that show you how to apply your skills
- Self Tests—End-of-chapter quizzes to reinforce your skills
- Annotated Syntax—Example code with commentary that describes the programming techniques being illustrated

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

Get hands-on experience implementing 26 of the most common design patterns using Java and Eclipse. In addition to Gang of Four (GoF) design patterns, you will also learn about alternative design patterns, and understand the criticisms of design patterns with an overview of anti-patterns. For each pattern you will see at least one real-world scenario, a computer-world example, and a complete implementation including output. This book has three parts. The first part covers 23 Gang of Four (GoF) design patterns. The second part includes three alternative design patterns. The third part presents criticisms of design patterns with an overview of anti-patterns. You will work through easy-to-follow examples to understand the concepts in depth and you will have a collection of programs to port over to your own projects. A Q&A session is included in each chapter and covers the pros and cons of each pattern. The last chapter presents FAQs about the design patterns. The step-by-step approach of the book helps you apply your skills to learn other patterns on your own, and to be familiar with the latest version of Java and Eclipse. What You'll Learn Work with each of the design patterns Implement design patterns in real-world applications Choose from alternative design patterns by comparing their pros and cons Use the Eclipse IDE to write code and generate output Read the in-depth Q&A session in each chapter with pros and cons for each design pattern Who This Book Is For Software developers, architects, and programmers

The Definitive Java Programming Guide Supplement for key JDK 10 new features available from book's Downloads & Resources page at OraclePressBooks.com. Fully updated for Java SE 9, *Java: The Complete Reference*, Tenth Edition explains how to develop, compile, debug, and run Java programs. Bestselling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaFX, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the new module system added by Java SE 9 is discussed in detail. This Oracle Press resource also offers an introduction to JShell, Java's new interactive programming tool. 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
- Modules
- String handling
- The Collections Framework
- Networking
- Event handling
- AWT
- Swing and JavaFX
- The Concurrent API
- The Stream API
- Regular expressions
- JavaBeans
- Servlets
- Much, much more

Code examples in the book are available for download at www.OraclePressBooks.com. TAG: For a complete list of Oracle Press titles, visit www.OraclePressBooks.com.

Essential C++ skills made easy! Written by top-selling programming author Herb Schildt, *C++: A Beginner's Guide*, Third Edition is fully updated to cover the new features in C++. The book includes two new chapters and integrates a significant portion of new material into existing chapters. This hands-on, self-paced guide offers full coverage of C++, the premier language of high-performance systems software development. You'll learn about concepts, multithreading, regular expressions, lambda expressions, new keywords, upgrades to the for loop, and much more. Get started programming with C++ right away and get up to speed on all of the new features. Ready-to-use code is available for download. Designed for Easy Learning: Key Skills & Concepts—Chapter-opening lists of specific skills covered in the chapter Ask the Expert—Q&A sections filled with bonus information and helpful tips Try This—Hands-on exercises that show you how to apply your skills Notes—Extra information related to the topic being covered Tips—Helpful reminders or alternate ways of doing things Cautions—Errors and pitfalls to avoid Annotated Syntax—Example code with commentary that describes the programming techniques being illustrated

Java- TcrTata McGraw-Hill EducationJava The Complete Reference, 8th EditionMcgraw-hill

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 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.

Pro Java 8 Programming covers the core Java development kit. It takes advantage of the finer points of the core standard edition (SE) and development kit version 8. You'll discover the particulars of working with the Java language and APIs to develop applications in many different contexts. You will also delve into more advanced topics like lambda expressions, closures, new i/o (NIO.2), enums, generics, XML, metadata and the Swing APIs for GUI design and development. By the end of the book, you'll be fully prepared to take advantage of Java's ease of development, and able to create powerful, sophisticated Java applications.

Written by the inventors of the technology, *The Java® Virtual Machine Specification*, Java SE 8 Edition is the definitive technical reference for the Java Virtual Machine. The book provides complete, accurate, and detailed coverage of the Java Virtual Machine. It fully describes the new features added in Java SE 8, including the invocation of default methods

and the class file extensions for type annotations and method parameters. The book also clarifies the interpretation of class file attributes and the rules of bytecode verification.

For nearly five years, one book has served as the definitive reference to Java for all serious developers: The Java Language Specification, by James Gosling, Bill Joy, and Guy Steele. Now, these world-renowned Java authorities (along with new co-author Gilad Bracha) have delivered a monumental update. This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision, offering the invaluable insights of Java's creators to every developer. There is no better source for learning everything about the Syntax and Semantics of the Java programming language. Developers will turn to this book again and again.

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.

From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you 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 debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging 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 Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

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

Essential Java Programming Skills--Made Easy! Fully updated for Java Platform, Standard Edition 8 (Java SE 8), Java: A Beginner's Guide, Sixth Edition gets you started programming in Java right away. Bestselling programming author Herb Schildt begins with the 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. This Oracle Press resource also covers some of Java's more advanced features, including multithreaded programming, generics, and Swing. Of course, new Java SE 8 features such as lambda expressions and default interface methods are described. An introduction to JavaFX, Java's newest GUI, concludes this step-by-step tutorial. Designed for Easy Learning: Key Skills & Concepts -- Chapter-opening lists of specific skills covered in the chapter Ask the Expert -- Q&A sections filled with bonus information and helpful tips Try This -- Hands-on exercises that show you how to apply your skills Self Tests -- End-of-chapter quizzes to reinforce your skills Annotated Syntax -- Example code with commentary that describes the programming techniques being illustrated The book's code examples are available FREE for download.

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. 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.

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.

Computer programming with Java is easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, an Android app, and even Minecraft mods in Java. Each lesson builds on what you’ve already learned, giving you a rock-solid foundation for real-world success. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to...

- Set up your Java programming environment
- Write your first working program in just minutes
- Control program decisions and behavior
- Store and work with information
- Build straightforward user interfaces
- Create interactive web programs
- Use threading to build more responsive programs
- Read and write files and XML data
- Master best practices for object-oriented programming
- Use Java 9’s new HTTP client
- Use Java to create an Android app
- Expand your skills with closures
- Create Minecraft mods with Java

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