

Jfc Swing Tutorial

Explains how to use the GUI toolkit to create platform-independent front ends for client/server and Web applications and includes solutions for developing Web-aware programs, coverage of Swing components, and a discussion of other GUI classes

The JFC Swing Tutorial A Guide to Constructing GUIs Addison-Wesley Professional

All set to become the one-stop resource for serious Java developers, this is the first comprehensive book to be based on released versions of the Java 1.2 Swing Set. While thorough in its treatment of the Swing set, the book avoids covering the minutia that is of no interest to programmers. John Zukowski is one of the best known figures in the Java community, and one of the most popular columnists for JavaWorld Magazine. He provides significant content for JavaSoft's own web site and was the principal author of the "official" on-line Swing tutorial.

Written by a lead writer on the Swing team and bestselling author of "The Java Tutorial," this guidebook--now fully updated and revised--provides a hard copy of Sun's popular online tutorial for JFC/Swing development. Its numerous code examples and clear presentation style make this book a fine choice for mastering the ins and outs of JFC and Swing.

AVA HOMEWORK PROJECTS teaches Java GUI (Graphical User Interface) Swing programming concepts and provides detailed step-by-step instructions in building many fun and useful projects. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects.

COMPUTER BIBLE GAMES WITH JAVA teaches Java JFC Swing GUI (Graphic User Interface) programming concepts while providing detailed step-by-step instructions for building many fun games. The tutorial is appropriate for teens and adults. The games built are non-violent and teach logical thinking skills. To grasp the concepts presented in COMPUTER BIBLE GAMES WITH JAVA, you should have experience with building Java projects and be acquainted with using the Java Swing control library. Our tutorial LEARN JAVA GUI APPLICATIONS tutorial will help you gain this needed exposure. COMPUTER BIBLE GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java game project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. Game skills learned include handling multiple players, scoring, graphics, animation, and sounds. The game projects built include, in increasing complexity: Noah's Ark - Race the turtle to Noah's Ark before the Great Flood starts Elijah and the Ravens - Move Elijah to catch the falling bread as he is fed by the Raven Daniel and the Lions - Shoot Prayers at the Lions to protect Daniel in the Lion's Den This course requires either Windows 7+, macOS, or Ubuntu Linux. To complete this Java tutorial you need to license a copy of the Java Development Kit (JDK) 11th Standard Edition (SE) and install it on your computer. The Java Development Kit SE 11th Edition can be downloaded from the Oracle website. We also use the 11th Edition of the NetBeans IDE which is available free from the Apache Website. Prior knowledge of Java JFC Swing concepts is a prerequisite to this course. We highly recommend completing Philip Conrod & Lou Tylee's Learn Java GUI Applications 11th Edition tutorial textbook from Kidware Software prior to attempting this Java Game programming course. The Java source code and all needed multimedia files are available for download from the publisher's website (BibleByteBooks.com) after book registration.

Fully updated for the Java 2 Platform, Standard Edition version 5.0, the third edition of this praised book is a one-stop resource for serious Java developers. This book shows you the parts of Java Swing API that you will use daily to create graphical user interfaces (GUI). You will also learn about the Model-View-Controller architecture that lies behind all Swing components, and about customizing components for specific environments. Author John Zukowski also provides custom editors and renderers for use with tables, trees, and list components. You'll encounter an overview of Swing architecture, and learn about core Swing components, toggleable components, event handling with the Swing Component Set, Swing menus and toolbars, borders, pop-ups, choosers, and more.

LEARN JAVA GUI APPLICATIONS is a self-study and/or instructor led tutorial teaching the basics of building a Java application with a swing graphic user interface (GUI). LEARN JAVA GUI APPLICATIONS has 9 lessons covering object-oriented programming concepts, using the NetBeans integrated development environment to create and test Java projects, building and distributing GUI applications, understanding and using the Swing control library, exception handling, sequential file access, graphics, multimedia, advanced topics such as printing, and help system authoring. The focus of LEARN JAVA GUI APPLICATIONS is to use the existing objects and capabilities of the Java Swing library to build a wide variety of useful desktop applications. Some of the applications built include: Stopwatch, Calendar Display, Loan Repayment Calculator, Flash Card Math Game, Database Input Screen, Statistics Calculator, Tic-Tac-Toe Game, Capital City Quiz, Information Tracker (with plotting), Blackjack, Line, Bar and Pie charts, a version of the first video game ever - Pong, and a Telephone Directory (Project Screen Shots). LEARN JAVA GUI APPLICATIONS is presented using a combination of over 1,100 pages of course notes and over 100 practical Java GUI examples and applications. To grasp the concepts presented in LEARN JAVA GUI APPLICATIONS, you should have had some exposure to Java programming concepts. We offer two beginning Java programming tutorials, BEGINNING JAVA and JAVA FOR KIDS that would help you gain this needed exposure. This course requires Microsoft Windows, MAC OS X or Linux Ubuntu. To complete this tutorial, you will need to download a free copy of the Java Development Kit (JDK8) Standard Edition (SE). This tutorial uses NetBeans 8 as the IDE (Integrated Development Environment) for building and testing Java applications. The Java source code and all needed multimedia files are available for download from the publisher's website KidwareSoftware.com after book registration

This book is aimed at Java programmers with at least an intermediate skill level with Java. The intent is to teach the reader to use Java Foundations Classes (JFC) and the Swing classes with JBuilder.

Java developers know that design patterns offer powerful productivity benefits but few books have been specific enough to address their programming challenges. With "Java Design Patterns", there's finally a hands-on guide focused specifically on real-world Java development. The book covers three main categories of design patterns--creational, structural, and behavioral--and the example programs and useful variations can be found on the accompanying CD-ROM.

If you've had trouble trying to learn Functional Programming (FP), you're not alone. In this book, Alvin Alexander -- author of the Scala Cookbook and former teacher of Java and Object-Oriented Programming (OOP) classes -- writes about his own problems in trying to understand FP, and how he finally conquered it. What he originally learned is that experienced FP developers are driven by two goals: to use only immutable values, and write only pure functions. What he later learned is that they have these goals as the result of another larger goal: they want all of their code to look and work just like algebra. While that sounds simple, it turns out that these goals require them to use many advanced Scala features -- which they often use all at the same time. As a result, their code can look completely foreign to novice FP developers. As Mr. Alexander writes, "When you first see their code it's easy to ask, 'Why would anyone write code like this?'" Mr. Alexander answers that "Why?" question by explaining the benefits of writing pure functional code. Once you understand those benefits -- your motivation for learning FP -- he shares five rules for programming in the book: All fields must be immutable ('val' fields). All functions must be pure functions. Null values are not allowed. Whenever you use an 'if' you must also use an 'else'. You won't create OOP classes that encapsulate data and behavior; instead you'll design data structures using Scala 'case' classes, and write pure functions that operate on those data structures. In the book you'll see how those five, simple rules naturally lead you to write pure, functional code that reads like algebra. He also shares one more Golden Rule for learning: Always ask "Why"? Lessons in the book include: How and why to write only pure functions Why pure function signatures are much more important than OOP method signatures Why recursion is a natural tool for functional programming, and how to write recursive algorithms Because the Scala 'for' expression is so important to FP, dozens of pages explain the details of how it works In the end you'll see that monads aren't that difficult because they're a natural extension of the Five Rules The book finishes with lessons on FP data modeling, and two main approaches for organizing your pure functions As Mr. Alexander writes, "In this book I take the time to explain all of the concepts that are used to write FP code in Scala. As I learned from my own experience, once you understand the Five Rules and the small concepts, you can understand Scala/FP." Please note that because of the limits on how large a printed book can be, the paperback version does not include all of the chapters that are in the Kindle eBook. The following lessons are not in the paperback version: Grandma's Cookies (a story about pure functions) The ScalaCheck lessons The Type Classes lessons The appendices Because those lessons didn't fit in the print version, they have been made freely available online. (Alvin Alexander (alvinalexander.com) wrote the popular Scala Cookbook for O'Reilly, and also self-published two other books, How I Sold My Business: A Personal Diary, and A Survival Guide for New Consultants.)

Swing is a fully-featured user interface development kit for Java applications. Building on the foundations of the Abstract Window Toolkit (AWT), Swing enables cross-platform applications to use any of several pluggable look-and-feels. Swing developers can take advantage of its rich, flexible features and modular components, building elegant user interfaces with very little code. This second edition of Java Swing thoroughly covers all the features available in Java 2 SDK 1.3 and 1.4. More than simply a reference, this new edition takes a practical approach. It is a book by developers for developers, with hundreds of useful examples, from beginning level to advanced, covering every component available in Swing. All these features mean that there's a lot to learn. Even setting aside its platform flexibility, Swing compares favorably with any widely available user interface toolkit--it has great depth. Swing makes it easy to do simple things but is powerful enough to create complex, intricate interfaces. Java Swing, 2nd edition includes : A new chapter on Drag and Drop Accessibility features for creating a user interface meeting the needs of all users Coverage of the improved key binding infrastructure introduced in SDK 1.3 A new chapter on JFormattedTextField and input validation Mac OS X coverage and examples Coverage of the improved focus system introduced in SDK 1.4 Pluggable Look-and-Feel coverage Coverage of the new layout manager, SpringLayout, from SDK 1.4 Properties tables that summarize important features of each component Coverage of the 1.4 Spinner component Details about using HTML in components A new appendix listing bound actions for each component A supporting web site with utilities, examples, and supplemental materials Whether you're a seasoned Java developer or just trying to find out what Java can do, you'll find Java Swing, 2nd edition an indispensable guide.

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

PROGRAMMING GAMES WITH JAVA uses Java GUI (graphic user interface) programming concepts while providing detailed step-by-step instructions for building many fun games. The tutorial is appropriate for both kids and adults. PROGRAMMING GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java game project.

LEARN JAVA GUI APPLICATIONS is a self-study and/or instructor led tutorial teaching the basics of building a Java application with a swing graphic user interface (GUI). LEARN JAVA GUI APPLICATIONS has 9 lessons covering object-oriented programming concepts, using the NetBeans integrated development environment to create and test Java projects, building and distributing GUI applications, understanding and using the Swing control library, exception handling, sequential file access, graphics, multimedia, advanced topics such as printing, and help system authoring. The focus of LEARN JAVA GUI APPLICATIONS is to use the existing objects and capabilities of the Java Swing library to build a wide variety of useful desktop applications. Some of the applications built include: Stopwatch, Calendar Display, Loan Repayment Calculator, Flash Card Math Game, Database Input Screen, Statistics Calculator, Tic-Tac-Toe Game, Capital City Quiz, Information Tracker (with plotting), Blackjack, Line, Bar and Pie charts, a version of the first video game ever - Pong, and a Telephone Directory. LEARN JAVA GUI APPLICATIONS is presented using a combination of over 1,100 pages of color course notes and over 100 practical Java GUI examples and applications. To grasp the concepts presented in LEARN JAVA GUI APPLICATIONS, you should have had some exposure to Java programming concepts. We offer two beginning Java programming tutorials, BEGINNING JAVA and JAVA FOR KIDS that would help you gain this needed exposure. This course requires Microsoft Windows, MAC OS X or Linux. To complete this tutorial, you will need to download the Java Development Kit (JDK11) Standard Edition (SE) from Oracle's website. This tutorial also uses NetBeans 11 as the IDE (Integrated Development Environment) for building and testing Java applications which is available from Apache's website. The Java source code and all needed multimedia files are available for download from the publisher's website KidwareSoftware.com after book registration.

"Pure JFC: The Swing Toolkit" is an accessible desktop reference for sophisticated programmers--it includes an accelerated introduction to JFC and professional programming techniques. The book contains hundreds of complete, well-commented code examples that programmers can easily adapt for their own use.

JAVA HOMEWORK PROJECTS teaches Java GUI (Graphical User Interface) Swing programming concepts and provides detailed step-by-step instructions in building many fun and useful projects. To grasp the concepts presented in JAVA HOMEWORK PROJECTS, you should possess a working knowledge of programming with Java and be acquainted with using the Swing control library. Our tutorial LEARN JAVA GUI APPLICATIONS? can help you gain this needed exposure. JAVA HOMEWORK PROJECTS explains (in simple, easy-to-follow terms) how to build a Java GUI project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. The projects built include: ? - Dual-Mode Stopwatch - Allows you to time tasks you may be doing. - Consumer Loan Assistant - Helps you see just how much those credit cards will cost you. - Flash Card Math Quiz - Lets you practice basic addition, subtraction, multiplication and division skills. -

Multiple Choice Exam - Quizzes a user on matching pairs of items, like countries/capitals, and words/meanings. - Blackjack Card Game - Play the classic card game against the computer and learn why gambling is very risky. - Weight Monitor - Track your weight each day and monitor your progress toward established goals. - Home Inventory Manager - Helps you keep track of all your belongings - even includes photographs. - Snowball Toss Game - Lets you throw snowballs at another player or against the computer. ?? The tutorial includes over 850 pages of self-study notes. The Java source code and all needed multimedia files are available after book registration from the publisher's website (KidwareSoftware.com). JAVA HOMEWORK PROJECTS requires Microsoft Windows, macOS, or Ubuntu Linux. You will also need to download the 11th Edition of the Java Development Kit (JDK11) from Oracle's website. This tutorial also uses the 11th Edition of the Apache NetBeans IDE (Integrated Development Environment) which is available from Apache's website for building and testing Java applications.?

This book comes as an answer for students, lecturers, or the general public who want to learn Java GUI programming starting from scratch. This book is suitable for beginner learners who want to learn Java GUI programming from the basic to the database level. This book is also present for JAVA learners who want to increase their level of making GUI-based database applications for small, medium, or corporate businesses level. The discussion in this book is not wordy and not theoretical. Each discussion in this book is presented in a concise and clear brief, and directly to the example that implements the discussion. Beginner learners who want to learn through this book should not be afraid of losing understanding of the programming concepts, because this book in detail discusses the concepts of Java programming from the basic to the advanced level. By applying the concept of learning by doing, this book will guide you step by step to start Java GUI programming from the basics until you are able to create database applications using JDBC and MySQL. Here are the material that you will learn in this book. CHAPTER 1 : This chapter will give you brief and clear introduction about how to create desktop application using Java GUI starting from how to setup your environments, create your first project, understand various control for your form, and understand how to interact with your form using event handling. CHAPTER 2 : This chapter will discuss clearly about the concept and the implementation of data types and variables in Java GUI. CHAPTER 3 : This chapter will discuss in detail about how to make decisions or deal with a condition in the program. This chapter is the first step to deeper understanding of logics in programming. This chapter specifically discusses relational operators and logical operators, if statements, if-else statements, and switch-case statements, and how to implement all of these conditional statements using Java GUI. CHAPTER 4 : This chapter will discuss in detail the looping statements in Java including for statement, while statement, do-while statement, break statement, and continue statement. All of these looping statements will be implemented using Java GUI. CHAPTER 5 : This chapter will discuss how to use methods to group codes based on their functionality. This discussion will also be the first step for programmers to learn how to create efficient program code. This chapter will discuss in detail the basics of methods, methods with return values, how to pass parameters to methods, how to overload your methods, and how to make recursive methods. CHAPTER 6 : This chapter will discuss in detail how to create and use arrays, read and write file operations, and how to display data stored in arrays or files in graphical form. CHAPTER 7 : This chapter will discuss in detail the basics of MySQL, how to access databases using JDBC and MySQL, and how to perform CRUD operations using JDBC and MySQL. CHAPTER 8 : In this chapter we will discuss more about Java GUI programming. This chapter will discuss in detail about how to make a program that consists of multi forms, how to create MDI application, and how to create report using iReport with data stored in a database.

This book covers the full development life cycle for professional GUI design in Java, from cost estimation and design to coding and testing. Focuses on building high quality industrial strength software in Java Ready-to-use source code is given throughout the text based on industrial-strength projects undertaken by the author.

PROGRAMMING GAMES WITH JAVA uses Java GUI (Graphic User Interface) Swing programming concepts while providing detailed step-by-step instructions for building many fun 2D games. The tutorial is appropriate for teens and adults. The games built are non-violent and teach logical thinking skills. To grasp the concepts presented in PROGRAMMING GAMES WITH JAVA, you should have experience with building Java projects and be acquainted with using the Swing control library. We offer a Java Swing GUI programming tutorial, LEARN JAVA GUI APPLICATIONS, that would help you gain this needed exposure. If you don't have any Java programming experience at all, you should start with one of our beginning Java tutorials, BEGINNING JAVA or JAVA FOR KIDS. PROGRAMMING GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java game project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. Game skills learned include handling multiple players, scoring, graphics, animation, and sounds. The game projects built include, in increasing complexity: Safecracker - Decipher a secret combination using clues from the computer. Tic Tac Toe - The classic game! Match Game - Find matching pairs of hidden photos - use your own photos! Pizza Delivery - A business simulation where you manage a small pizza shop for a night. Moon Landing - Land a lunar module on the surface of the moon. Leap Frog - A fun arcade game where you get a frog through traffic and across a raging river. PROGRAMMING GAMES WITH JAVA requires a Microsoft Windows XP-SP2, Vista, or Windows 7 operating system and the Java Development Kit. The book includes over 900 pages of FULL-COLOR self-study notes. The Java source code and all needed multimedia files are available for download from the publisher's website (www.KidwareSoftware.com) after book registration.

This illustrated book teaches kids to write computer programs. Kids will learn basics of programming while creating such computer games as Tic-Tac-Toe, Ping-Pong and others. This book can be useful for three categories of people: kids from 10 to 18 years old, school computer teachers, parents who want to teach their kids programming.

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

This book builds on the successful approach of the first edition of Swing, once again taking the power and flexibility of Java's

Swing library to its limits. Using a fast-paced style, it starts by introducing each of the Swing components and continues with production-quality code examples in which Swing features are customized, combined, and vigorously exercised to demonstrate real-world usage.

This book is a collection of tutorial notes and sample codes written by the author while he was learning JVM GC (Garbage Collection) processes. Topics include Java Garbage Collectors, STW (Stop-The-World), Serial Collector, Parallel Collector, Concurrent Collector, G1 Collector, GC Algorithms, Generational GC, Regional GC, Heap Memory Management, Young/New Generation, Tenured/Old Generation, Object Reference, Eden Space, Survivor Spaces, Minor GC, Major GC, Full GC, Performance Tuning, Throughput/Latency Performance, Heap Footprint. Updated in 2019 (Version 1.10) with JVM 12. For latest updates and free sample chapters, visit <http://www.herongyang.com/Java-GC>.

LEARN JAVA GUI APPLICATIONS FOR HIGH SCHOOL STUDENTS is a self-study or instructor led tutorial teaching the basics of building a Java application with a graphic user interface (GUI). LEARN JAVA GUI APPLICATIONS FOR HIGH SCHOOL STUDENTS has 9 lessons covering object-oriented programming concepts, using an integrated development environment to create and test Java projects, building and distributing GUI applications, understanding and using the Swing control library, exception handling, sequential file access, graphics, multimedia, advanced topics such as printing, and help system authoring. The focus of LEARN JAVA GUI APPLICATIONS FOR HIGH SCHOOL STUDENTS is to use the existing objects and capabilities of the Java Swing library to build a wide variety of useful desktop applications. Some of the applications built include: Stopwatch, Calendar Display, Loan Repayment Calculator, Flash Card Math Game, Database Input Screen, Statistics Calculator, Tic-Tac-Toe Game, Capital City Quiz, Information Tracker (with plotting), Line, Bar and Pie charts, Telephone Directory and a video game. LEARN JAVA GUI APPLICATIONS FOR HIGH SCHOOL STUDENTS is presented using a combination of over 1000 pages of course notes and over 100 practical Java GUI examples and applications. To grasp the concepts presented in LEARN JAVA GUI APPLICATIONS FOR HIGH SCHOOL STUDENTS, you should possess a working knowledge of Windows (or other operating system) and have had some exposure to Java programming concepts. We offer a beginning Java programming tutorial called BEGINNING JAVA FOR HIGH SCHOOL STUDENTS that would help you gain this needed training. This course requires Windows XP, Vista, or Windows 7. You also need the ability to view and print documents saved in Microsoft Word format, and Java. To complete this course you will need to have a copy of the free Java Development Kit (JDK6) installed on your computer. This tutorial also uses JCreator as the IDE (Integrated Development Environment) for building and testing Java applications. JCreator 5.0 is also a free product available for download at the JCreator.com Web Site. Reviews of Previous Editions: "The Learn Java GUI Applications For High School Students topics are introduced progressively to ensure that students of different levels can progress at their own pace. Many exercises and problems are weaved into the chapters to maintain student interest and build confidence. Overall, I appreciated your efforts to make the Java product user friendly." - Carly Orr, Teacher, Vancouver, BC. "I really enjoy your teaching method in LEARN JAVA GUI APPLICATIONS." - CK, Orlando, Florida. "I recently bought LEARN JAVA GUI APPLICATIONS and am amazed at how simple you make learning Java. I have been studying and teaching Java for three years and could not get anywhere. I was about to give up when I found your product." - NN, Pretoria, South Africa. "Thank you so much for the tutorial LEARN JAVA GUI APPLICATIONS. I think 'brilliant' goes some way to describing it." -JS, Sydney, Australia. Java is now well-established as one of the world's major programming languages, used in everything from desktop applications to web-hosted applications, enterprise systems and mobile devices. Java applications cover cloud-based services, the Internet of Things, self-driving cars, animation, game development, big data analysis and many more domains. The second edition of Foundational Java: Key Elements and Practical Programming presents a detailed guide to the core features of Java – and some more recent innovations – enabling the reader to build their skills and confidence through tried-and-trusted stages, supported by exercises that reinforce the key learning points. All the most useful and commonly applied Java syntax and libraries are introduced, along with many example programs that can provide the basis for more substantial applications. Use of the Eclipse Integrated Development Environment (IDE) and the JUnit testing framework is integral to the book, ensuring maximum productivity and code quality when learning Java, although to ensure that skills are not confined to one environment the fundamentals of the Java compiler and run time are also explained. Additionally, coverage of the Ant tool will equip the reader with the skills to automatically build, test and deploy applications independent of an IDE. Topics and features: • Presents the most up-to-date information on Java, including Java 14 • Examines the key theme of unit testing, introducing the JUnit 5 testing framework to emphasize the importance of unit testing in modern software development • Describes the Eclipse IDE, the most popular open source Java IDE and explains how Java can be run from the command line • Includes coverage of the Ant build tool • Contains numerous code examples and exercises throughout • Provides downloadable source code, self-test questions, PowerPoint slides and other supplementary material at the website <http://www.foundjava.com> This hands-on, classroom-tested textbook/reference is ideal for undergraduate students on introductory and intermediate courses on programming with Java. Professional software developers will also find this an excellent self-study guide/refreshers on the topic. Dr. David Parsons is National Postgraduate Director at The Mind Lab, Auckland, New Zealand. He has been teaching programming in both academia and industry since the 1980s and writing about it since the 1990s.

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. Beginning Java 8 APIs, Extensions and Libraries completes the Apress Java learning journey and is a comprehensive approach to learning the Java Swing, JavaFX, Java Scripting, JDBC and network programming APIs. This book covers the key extensions of the Java programming language such as Swing, JavaFX, network programming, and JDBC. Each topic starts with a discussion of

the topic's background. A step-by-step process, with small snippets of Java code, provides easy-to-follow instructions. At the end of a topic, a complete and ready-to-run Java program is provided. This book contains over 130 images and diagrams to help you visualize and better understand the topics. More than 130 complete programs allow you to practice and quickly learn the topics. The Swing chapters discuss various aspects of working with a GUI, from the very basic concepts of developing a Swing application, to the most advanced topics, such as decorating a Swing component with a JLayer, drag-and-drop features, Synth Skinnable L&F, etc. The chapter on network programming covers the basics of network technologies first, and then, the advanced topics of network programming, using a Java class library. It covers IPv4 and IPv6, addressing schemes, subnetting, supernetting, multicasting, TCP/IP sockets, UDP sockets, asynchronous socket I/O, etc. The chapter on JDBC provides the details of connecting and working with databases such as Oracle, SQL Server, MySQL, DB2, Java DB (Apache Derby), Sybase, Adaptive Server Anywhere, etc. It contains a complete discussion on processing a ResultSet and a RowSet. It discusses how to use the RowSetFactory, to obtain a RowSet object of a specific type. Working with Large Objects (LOBs), such as Blob, Clob, and NClob, is covered in detail with Java code examples and database scripts.

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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This book presents a guide to the core features of Java – and some more recent innovations – enabling the reader to build skills and confidence through tried-and-trusted stages, supported by exercises that reinforce key learning points. All of the most useful and commonly applied Java syntax and libraries are introduced, along with many example programs that can provide the basis for more substantial applications. Use of the Eclipse IDE and the JUnit testing framework is integral to the book, ensuring maximum productivity and code quality, although to ensure that skills are not confined to one environment the fundamentals of the Java compiler and run time are also explained. Additionally, coverage of the Ant tool will equip the reader with the skills to automatically build, test and deploy applications independent of an IDE. Features: presents information on Java 7; contains numerous code examples and exercises; provides source code, self-test questions and PowerPoint slides at an associated website.

This tutorial book is a collection of notes and sample codes written by the author while he was learning Java Swing and AWT himself. Topics include Swing and AWT (Abstract Windows Toolkit) class library; graphical components: JButton, JCheckBox, JComboBox, JFrame, JLabel, JMenu, JRadioButton, JTextField; frame layouts; menus; dialog boxes; editor pane; Unicode and Chinese. Updated in 2020 (Version 4.30) with JDK 15. For latest updates and free sample chapters, visit <http://www.herongyang.com/Swing>.

The Java Virtual Machine Specification is the heart of Java's portability--its ability to run applets in various environments and under different operating systems.

Provides information on building enterprise applications using Swing.

"Whether you are sophisticated computer user new to programming or a serious application developer, Python Programming with the Java Class Libraries will give you insight into the power of Python and the know-how to put it to work."--Jacket.

YOU ready to learn the swing? This book on Java Swing is the first part of Jaffa education, and we'll learn in this part.: Glass JFrame is used to add a window. Glass JButton is used to add a button. Glass JLabel is used to add an address or image. Step by Step

Describes the features of the latest release of the Java programming language, including AWT, or the Abstract Windows Toolkit, the portion that handles graphic user interfaces

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