

Building Java Programs 3rd Edition

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RESTful Java Web Services - BOGUNUVA MOHANRAM BALACHANDAR 2017-11-17
MASTER CORE REST CONCEPTS AND CREATE RESTful WEB SERVICES IN JAVA ABOUT THIS BOOK BUILD EFFICIENT AND SECURE RESTful WEB APIS IN JAVA.. DESIGN SOLUTIONS TO PRODUCE, CONSUME AND VISUALIZE RESTful WEB SERVICES USING WADL, RAML, AND SWAGGER FAMILIARIZE THE ROLE OF RESTful APIS USAGE IN EMERGING TECHNOLOGY TRENDS LIKE CLOUD, IoT, SOCIAL MEDIA. WHO THIS BOOK IS FOR IF YOU ARE A WEB DEVELOPER WITH A BASIC UNDERSTANDING OF THE REST CONCEPTS AND ENVISAGE TO GET ACQUAINTED WITH THE IDEA OF DESIGNING AND DEVELOPING RESTful WEB SERVICES, THIS IS THE BOOK FOR YOU. AS ALL THE CODE SAMPLES FOR THE BOOK ARE WRITTEN IN JAVA, PROFICIENCY IN JAVA IS A MUST. WHAT YOU WILL LEARN INTRODUCE YOURSELF TO THE RESTful SOFTWARE ARCHITECTURAL STYLE AND THE REST API DESIGN PRINCIPLES MAKE USE OF THE JSR 353 API, JSR 374 API, JSR 367 API AND JACKSON API FOR JSON PROCESSING BUILD PORTABLE RESTful WEB APIS, MAKING USE OF THE JAX-RS 2.1 API SIMPLIFY API DEVELOPMENT USING THE JERSEY AND RESTEASY EXTENSION APIS SECURE YOUR RESTful WEB SERVICES WITH VARIOUS AUTHENTICATION AND AUTHORIZATION MECHANISMS GET TO GRIPS WITH THE VARIOUS METADATA SOLUTIONS TO DESCRIBE, PRODUCE, AND CONSUME RESTful WEB SERVICES UNDERSTAND THE DESIGN AND CODING GUIDELINES TO BUILD WELL-PERFORMING RESTful APIS SEE HOW THE ROLE OF RESTful WEB SERVICES CHANGES WITH EMERGING TECHNOLOGIES AND TRENDS IN DETAIL REPRESENTATIONAL STATE TRANSFER (REST) IS A SIMPLE YET POWERFUL SOFTWARE ARCHITECTURE STYLE TO CREATE LIGHTWEIGHT AND SCALABLE WEB SERVICES. THE RESTful WEB SERVICES USE HTTP AS THE TRANSPORT PROTOCOL AND CAN USE ANY MESSAGE FORMATS, INCLUDING XML, JSON(WIDELY USED), CSV, AND MANY MORE, WHICH MAKES IT EASILY INTER-OPERABLE ACROSS DIFFERENT LANGUAGES AND PLATFORMS. THIS SUCCESSFUL BOOK IS CURRENTLY IN ITS 3RD EDITION AND HAS BEEN USED BY THOUSANDS OF DEVELOPERS. IT SERVES AS AN EXCELLENT GUIDE FOR DEVELOPING RESTful WEB SERVICES IN JAVA. THIS BOOK ATTEMPTS TO FAMILIARIZE THE READER WITH THE CONCEPTS OF REST. IT IS A PRAGMATIC GUIDE FOR DESIGNING AND DEVELOPING WEB SERVICES USING JAVA APIS FOR REAL-LIFE USE CASES FOLLOWING BEST PRACTICES AND FOR LEARNING TO SECURE REST APIS USING OAUTH AND JWT. FINALLY, YOU WILL LEARN THE ROLE OF RESTful WEB SERVICES FOR FUTURE TECHNOLOGICAL ADVANCES, BE IT CLOUD, IoT OR SOCIAL MEDIA. BY THE END OF THIS BOOK, YOU WILL BE ABLE TO EFFICIENTLY BUILD ROBUST, SCALABLE, AND SECURE RESTful WEB SERVICES USING JAVA APIS. STYLE AND APPROACH STEP-BY-STEP GUIDE TO DESIGNING AND DEVELOPING ROBUST RESTful WEB SERVICES. EACH TOPIC IS EXPLAINED IN A SIMPLE AND EASY-TO-UNDERSTAND MANNER WITH LOTS OF REAL-LIFE USE-CASES AND THEIR SOLUTIONS.

JAVA THREADS - SCOTT OAKS 1999
THREADS (COMPUTER PROGRAMS).

THE JAVA PROGRAMMING LANGUAGE - KEN ARNOLD 2000
RESTRUCTURED TO DELIVER IN-DEPTH COVERAGE OF JAVA'S CRITICAL NEW FEATURES, THIS GUIDE CONTAINS CODE EXAMPLES TO HELP DEVELOPERS MAKE THE MOST OF NEW JAVA FEATURES. IT OFFERS A CREATOR'S EYE VIEW OF THE RATIONALE BEHIND JAVA'S DESIGN, AND ITS LATEST ENHANCEMENTS, ALL DESIGNED TO HELP DEVELOPERS MAKE THE MOST OF JAVA'S POWER, PORTABILITY, AND FLEXIBILITY.

PRACTICAL C++ PROGRAMMING - STEVE OUALLINE 2002-12
C++ IS A POWERFUL, HIGHLY FLEXIBLE, AND ADAPTABLE PROGRAMMING LANGUAGE THAT ALLOWS SOFTWARE ENGINEERS TO ORGANIZE AND PROCESS INFORMATION QUICKLY AND EFFECTIVELY. BUT THIS HIGH-LEVEL LANGUAGE IS RELATIVELY DIFFICULT TO MASTER, EVEN IF YOU ALREADY KNOW THE C PROGRAMMING LANGUAGE. THE NEW SECOND EDITION OF "PRACTICAL C++ PROGRAMMING IS A COMPLETE INTRODUCTION TO THE C++ LANGUAGE FOR PROGRAMMERS WHO ARE LEARNING C++. REFLECTING THE LATEST CHANGES TO THE C++ STANDARD, THIS NEW EDITION TAKES A USEFUL DOWN-TO-EARTH APPROACH, PLACING A STRONG EMPHASIS ON HOW TO DESIGN CLEAN, ELEGANT CODE. IN SHORT, TO-THE-POINT CHAPTERS, ALL ASPECTS OF PROGRAMMING ARE COVERED INCLUDING STYLE, SOFTWARE ENGINEERING, PROGRAMMING DESIGN, OBJECT-ORIENTED DESIGN, AND DEBUGGING. IT ALSO COVERS COMMON MISTAKES AND HOW TO FIND (AND AVOID) THEM. END OF CHAPTER EXERCISES HELP YOU ENSURE YOU'VE MASTERED THE MATERIAL. STEVE OUALLINE'S CLEAR, EASY-GOING WRITING STYLE AND HANDS-ON APPROACH TO LEARNING MAKE "PRACTICAL C++ PROGRAMMING A NEARLY PAINLESS WAY TO MASTER THIS COMPLEX BUT POWERFUL PROGRAMMING LANGUAGE.

THINKING IN JAVA - BRUCE ECKEL 2003
PROVIDES LINK TO SITES WHERE BOOK IN ZIP FILE CAN BE DOWNLOADED.

BEGINNING JAKARTA EE WEB DEVELOPMENT - LUCIANO MANELLI 2020-11-25
START BUILDING JAVA-BASED WEB APPLICATIONS NOW, EVEN IF YOU'RE A COMPLETE NEWCOMER TO JAVA. COMPREHENSIVE AND EXAMPLE-DRIVEN, THIS BOOK IS ALL YOU NEED TO DEVELOP DYNAMIC JAVA-BASED WEB APPLICATIONS USING JSP, CONNECT TO DATABASES WITH JSF, AND PUT THEM INTO ACTION USING THE POPULAR OPEN SOURCE JAVA WEB SERVER, APACHE TOMCAT. BEGINNING JAKARTA EE WEB DEVELOPMENT IS A COMPREHENSIVE INTRODUCTION TO BUILDING JAVA-BASED WEB APPLICATIONS USING JAVASERVER PAGES (JSP) USING JAKARTA SERVER PAGES, JAVASERVER FACES (JSF) USING JAKARTA SERVER FACES, AND THE APACHE TOMCAT WEB APPLICATION SERVER. OTHER APIS INCLUDING JSON AND THE XML-BASED JOB SPECIFICATION LANGUAGE (JSL) ARE COVERED ALONG THE WAY. KEY CONCEPTS ARE MADE EASY TO GRASP WITH NUMEROUS WORKING EXAMPLES AND A WALK-THROUGH OF THE DEVELOPMENT OF A COMPLETE ECOMMERCE PROJECT. THIS BOOK IS

WRITTEN FOR PROFESSIONALS BY PRACTICING JAVA WEB APPLICATION PROFESSIONALS AND EXPERTS. WHAT YOU WILL LEARN BUILD JAVA-BASED WEB APPLICATIONS USING JSP AND JSF WITH ECLIPSE JAKARTA EE USE THE NEW JAKARTA SERVER FACES APIS TO CREATE JSF APPLICATIONS WORK WITH THE NEW JAKARTA SERVER PAGES APIS TO CREATE JSPS INTEGRATE AND IMPLEMENT JSF AND JSP TOGETHER BUILD AN ONLINE ECOMMERCE WEB APPLICATION ALONG THE WAY WHO THIS BOOK IS FOR PROGRAMMERS NEW TO PROGRAMMING IN JAVA AND PROGRAMMING IN GENERAL.

JAVA CONCEPTS - CAY S. HORSTMANN 2017-05-01
JAVA CONCEPTS: LATE OBJECTS, 3RD EDITION FOCUSES ON THE ESSENTIALS OF EFFECTIVE LEARNING AND IS SUITABLE FOR A TWO-SEMESTER INTRODUCTION TO PROGRAMMING SEQUENCE. THIS TEXT REQUIRES NO PRIOR PROGRAMMING EXPERIENCE AND ONLY A MODEST AMOUNT OF HIGH SCHOOL ALGEBRA. IT PROVIDES AN APPROACHABLE INTRODUCTION TO FUNDAMENTAL PROGRAMMING TECHNIQUES AND DESIGN SKILLS, HELPING STUDENTS MASTER BASIC CONCEPTS AND BECOME COMPETENT CODERS. EACH IMPORTANT CONCEPT IS INTRODUCED IN EASY-TO-UNDERSTAND TERMS BEFORE MORE COMPLICATED EXAMPLES ARE DISCUSSED. CHOOSING THE ENHANCED eTEXT FORMAT ALLOWS STUDENTS TO DEVELOP THEIR CODING SKILLS USING TARGETED, PROGRESSIVE INTERACTIVITIES DESIGNED TO INTEGRATE WITH THE eTEXT. ALL SECTIONS INCLUDE BUILT-IN ACTIVITIES, OPEN-ENDED REVIEW EXERCISES, PROGRAMMING EXERCISES, AND PROJECTS TO HELP STUDENTS PRACTICE PROGRAMMING AND BUILD CONFIDENCE. THESE ACTIVITIES GO FAR BEYOND SIMPLISTIC MULTIPLE-CHOICE QUESTIONS AND ANIMATIONS. THEY HAVE BEEN DESIGNED TO GUIDE STUDENTS ALONG A LEARNING PATH FOR MASTERING THE COMPLEXITIES OF PROGRAMMING. STUDENTS DEMONSTRATE COMPREHENSION OF PROGRAMMING STRUCTURES, THEN PRACTICE PROGRAMMING WITH SIMPLE STEPS IN SCAFFOLDED SETTINGS, AND FINALLY WRITE COMPLETE, AUTOMATICALLY GRADED PROGRAMS. THE PERPETUAL ACCESS VITALSOURCE ENHANCED eTEXT, WHEN INTEGRATED WITH YOUR SCHOOL'S LEARNING MANAGEMENT SYSTEM, PROVIDES THE CAPABILITY TO MONITOR STUDENT PROGRESS IN VITALSOURCE SCORECENTER AND TRACK GRADES FOR HOMEWORK OR PARTICIPATION. *ENHANCED eTEXT AND INTERACTIVE FUNCTIONALITY AVAILABLE THROUGH SELECT VENDORS AND MAY REQUIRE LMS INTEGRATION APPROVAL FOR SCORECENTER.

JAVA FOR DUMMIES - BARRY A. BURD 2007-01-06
START BUILDING POWERFUL PROGRAMS WITH JAVA 6—FAST! GET AN OVERVIEW OF JAVA 6 AND BEGIN BUILDING YOUR OWN PROGRAMS EVEN IF YOU'RE NEW TO JAVA PROGRAMMING—OR TO PROGRAMMING IN GENERAL—YOU CAN GET UP AND RUNNING ON THIS WILDLY POPULAR LANGUAGE IN A HURRY. THIS BOOK MAKES IT EASY! FROM HOW TO INSTALL AND RUN JAVA TO UNDERSTANDING CLASSES AND OBJECTS AND JUGGLING VALUES WITH ARRAYS AND COLLECTIONS, YOU WILL GET UP TO SPEED ON THE NEW FEATURES OF JAVA 6 IN NO TIME. DISCOVER HOW TO USE OBJECT-ORIENTED PROGRAMMING WORK WITH THE CHANGES IN JAVA 6 AND JDK 6 SAVE TIME BY REUSING CODE MIX JAVA AND JAVASCRIPT WITH THE NEW SCRIPTING TOOLS TROUBLESHOOT CODE PROBLEMS AND FIX BUGS ALL ON THE BONUS CD-ROM CUSTOM BUILD OF JCREATOR AND ALL THE CODE FILES USED IN THE BOOK BONUS CHAPTERS NOT INCLUDED IN THE BOOK TRIAL VERSION OF JINDENT, WINONE, AND NETCAPTOR FREEWARE SYSTEM REQUIREMENTS: FOR DETAILS AND COMPLETE SYSTEM REQUIREMENTS, SEE THE CD-ROM APPENDIX. NOTE: CD-ROM/DVD AND OTHER SUPPLEMENTARY MATERIALS ARE NOT INCLUDED AS PART OF eBook FILE.

OBJECT-ORIENTED DATA STRUCTURES USING JAVA - NELL DALE 2011-02-27
CONTINUING THE SUCCESS OF THE POPULAR SECOND EDITION, THE UPDATED AND REVISED OBJECT-ORIENTED DATA STRUCTURES USING JAVA, THIRD EDITION IS SURE TO BE AN ESSENTIAL RESOURCE FOR STUDENTS LEARNING DATA STRUCTURES USING THE JAVA PROGRAMMING LANGUAGE. IT PRESENTS TRADITIONAL DATA STRUCTURES AND OBJECT-ORIENTED TOPICS WITH AN EMPHASIS ON PROBLEM-SOLVING, THEORY, AND SOFTWARE ENGINEERING PRINCIPLES. BEGINNING EARLY AND CONTINUING THROUGHOUT THE TEXT, THE AUTHORS INTRODUCE AND EXPAND UPON THE USE OF MANY JAVA FEATURES INCLUDING PACKAGES, INTERFACES, ABSTRACT CLASSES, INHERITANCE, AND EXCEPTIONS. NUMEROUS CASE STUDIES PROVIDE READERS WITH REAL-WORLD EXAMPLES AND DEMONSTRATE POSSIBLE SOLUTIONS TO INTERESTING PROBLEMS. THE AUTHORS' LUCID WRITING STYLE GUIDES READERS THROUGH THE RIGOR OF STANDARD DATA STRUCTURES AND PRESENTS ESSENTIAL CONCEPTS FROM LOGICAL, APPLICATIONS, AND IMPLEMENTATION LEVELS. KEY CONCEPTS THROUGHOUT THE THIRD EDITION HAVE BEEN CLARIFIED TO INCREASE STUDENT COMPREHENSION AND RETENTION, AND END-OF-CHAPTER EXERCISES HAVE BEEN UPDATED AND MODIFIED. NEW AND KEY FEATURES TO THE THIRD EDITION: -INCLUDES THE USE OF GENERICS THROUGHOUT THE TEXT, PROVIDING THE DUAL BENEFITS OF ALLOWING FOR A TYPE SAFE USE OF DATA STRUCTURES PLUS EXPOSING STUDENTS TO MODERN APPROACHES. -THIS TEXT IS AMONG THE FIRST DATA STRUCTURES TEXTBOOKS TO ADDRESS THE TOPIC OF CONCURRENCY AND SYNCHRONIZATION, WHICH ARE GROWING IN THE IMPORTANCE AS COMPUTER SYSTEMS MOVE TO USING MORE CORES AND THREADS TO OBTAIN ADDITIONAL PERFORMANCE WITH EACH NEW GENERATION. CONCURRENCY AND SYNCHRONIZATION ARE INTRODUCED IN THE NEW SECTION 5.7, WHERE IT BEGINS WITH THE BASICS OF JAVA THREADS. -PROVIDES NUMEROUS CASE STUDIES AND EXAMPLES OF THE PROBLEM SOLVING PROCESS. EACH CASE STUDY INCLUDES PROBLEM DESCRIPTION, AN ANALYSIS OF THE PROBLEM INPUT AND REQUIRED OUTPUT, AND A DISCUSSION OF THE APPROPRIATE DATA STRUCTURES TO USE. -EXPANDED CHAPTER EXERCISES ALLOW YOU AS THE INSTRUCTOR TO REINFORCE TOPICS FOR YOUR STUDENTS USING BOTH THEORETICAL AND PRACTICAL QUESTIONS. -CHAPTERS CONCLUDE WITH A CHAPTER SUMMARY THAT HIGHLIGHTS THE MOST IMPORTANT TOPICS OF THE

CHAPTER AND TIES TOGETHER RELATED TOPICS.

STRUCTURE AND INTERPRETATION OF COMPUTER PROGRAMS, SECOND EDITION - HAROLD ABELSON 1996-07-25

STRUCTURE AND INTERPRETATION OF COMPUTER PROGRAMS HAS HAD A DRAMATIC IMPACT ON COMPUTER SCIENCE CURRICULA OVER THE PAST DECADE. THIS LONG-AWAITED REVISION CONTAINS CHANGES THROUGHOUT THE TEXT. THERE ARE NEW IMPLEMENTATIONS OF MOST OF THE MAJOR PROGRAMMING SYSTEMS IN THE BOOK, INCLUDING THE INTERPRETERS AND COMPILERS, AND THE AUTHORS HAVE INCORPORATED MANY SMALL CHANGES THAT REFLECT THEIR EXPERIENCE TEACHING THE COURSE AT MIT SINCE THE FIRST EDITION WAS PUBLISHED. A NEW THEME HAS BEEN INTRODUCED THAT EMPHASIZES THE CENTRAL ROLE PLAYED BY DIFFERENT APPROACHES TO DEALING WITH TIME IN COMPUTATIONAL MODELS: OBJECTS WITH STATE, CONCURRENT PROGRAMMING, FUNCTIONAL PROGRAMMING AND LAZY EVALUATION, AND NONDETERMINISTIC PROGRAMMING. THERE ARE NEW EXAMPLE SECTIONS ON HIGHER-ORDER PROCEDURES IN GRAPHICS AND ON APPLICATIONS OF STREAM PROCESSING IN NUMERICAL PROGRAMMING, AND MANY NEW EXERCISES. IN ADDITION, ALL THE PROGRAMS HAVE BEEN REWORKED TO RUN IN ANY SCHEME IMPLEMENTATION THAT ADHERES TO THE IEEE STANDARD.

BUILDING JAVA PROGRAMS - STUART REGES 2014

THIS TEXTBOOK IS DESIGNED FOR USE IN A TWO-COURSE INTRODUCTION TO COMPUTER SCIENCE.

JAVA SOFTWARE SOLUTIONS: CD-ROM - JOHN LEWIS 2003

ORACLE PL/SQL PROGRAMMING - STEVEN FEUERSTEIN 2002

THE AUTHORS HAVE REVISED AND UPDATED THIS BESTSELLER TO INCLUDE BOTH THE ORACLE8I AND NEW ORACLE9I INTERNET-SAVVY DATABASE PRODUCTS.

ELOQUENT JAVASCRIPT, 3RD EDITION - MARIJN HAVERBEKE 2018-12-04

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 IMMERSSES 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 INTERACTIVE SANDBOX, WHERE YOU CAN EDIT THE CODE, RUN IT, AND SEE ITS OUTPUT INSTANTLY.

ANDROID PROGRAMMING FOR BEGINNERS - JOHN HORTON 2021-04-09

LEARN THE JAVA AND ANDROID SKILLS YOU NEED TO START DEVELOPING POWERFUL MOBILE APPLICATIONS WITH THE HELP OF ACTIONABLE STEPS KEY FEATURES KICK-START YOUR ANDROID PROGRAMMING CAREER OR JUST HAVE FUN PUBLISHING APPS TO THE GOOGLE PLAY MARKETPLACE GET A FIRST PRINCIPLES INTRODUCTION TO USING JAVA AND ANDROID AND PREPARE TO START BUILDING YOUR OWN APPS FROM SCRATCH LEARN BY EXAMPLE BY BUILDING FOUR REAL-WORLD APPS AND DOZENS OF MINI APPS BOOK DESCRIPTION DO YOU WANT TO MAKE A CAREER IN PROGRAMMING BUT DON'T KNOW WHERE TO START? DO YOU HAVE A GREAT IDEA FOR AN APP BUT DON'T KNOW HOW TO MAKE IT A REALITY? OR ARE YOU WORRIED THAT YOU'LL HAVE TO LEARN JAVA PROGRAMMING TO BECOME AN ANDROID DEVELOPER? LOOK NO FURTHER! THIS NEW AND EXPANDED THIRD EDITION OF ANDROID PROGRAMMING FOR BEGINNERS WILL BE YOUR GUIDE TO CREATING ANDROID APPLICATIONS FROM SCRATCH. THE BOOK STARTS BY INTRODUCING YOU TO ALL THE FUNDAMENTAL CONCEPTS OF PROGRAMMING IN AN ANDROID CONTEXT, FROM THE BASICS OF JAVA TO WORKING WITH THE ANDROID API. YOU'LL LEARN WITH THE HELP OF EXAMPLES THAT USE UP-TO-DATE API CLASSES AND ARE CREATED WITHIN ANDROID STUDIO, THE OFFICIAL ANDROID DEVELOPMENT ENVIRONMENT THAT HELPS SUPERCHARGE YOUR MOBILE APPLICATION DEVELOPMENT PROCESS. AFTER A CRASH COURSE ON THE KEY PROGRAMMING CONCEPTS, YOU'LL EXPLORE ANDROID PROGRAMMING AND GET TO GRIPS WITH CREATING APPLICATIONS WITH A PROFESSIONAL-STANDARD UI USING FRAGMENTS AND STORING USER DATA WITH SQLITE. THIS ANDROID JAVA BOOK ALSO SHOWS YOU HOW YOU CAN MAKE YOUR APPS MULTILINGUAL, DRAW ON THE SCREEN WITH A FINGER, AND WORK WITH GRAPHICS, SOUND, AND ANIMATIONS. BY THE END OF THIS ANDROID PROGRAMMING BOOK, YOU'LL BE READY TO START BUILDING YOUR OWN CUSTOM APPLICATIONS IN ANDROID AND JAVA. WHAT YOU WILL LEARN UNDERSTAND THE FUNDAMENTALS OF CODING IN JAVA FOR ANDROID INSTALL AND SET UP YOUR ANDROID DEVELOPMENT ENVIRONMENT BUILD FUNCTIONAL USER INTERFACES WITH THE ANDROID STUDIO VISUAL DESIGNER ADD USER INTERACTION, DATA CAPTURES, SOUND, AND ANIMATION TO YOUR APPS MANAGE YOUR APPS' DATA USING THE BUILT-IN ANDROID SQLITE DATABASE EXPLORE THE DESIGN PATTERNS USED BY PROFESSIONALS TO BUILD TOP-GRADE APPLICATIONS BUILD REAL-WORLD ANDROID APPLICATIONS THAT YOU CAN DEPLOY TO THE GOOGLE PLAY MARKETPLACE WHO THIS BOOK IS FOR THIS ANDROID BOOK IS FOR YOU IF YOU ARE COMPLETELY NEW TO JAVA, ANDROID, OR PROGRAMMING AND WANT TO GET STARTED WITH ANDROID APP DEVELOPMENT. IF YOU HAVE EXPERIENCE OF USING JAVA ON ANDROID, THIS BOOK WILL SERVE AS A REFRESHER TO HELP YOU ADVANCE

YOUR KNOWLEDGE AND MAKE PROGRESS THROUGH THE EARLY PROJECTS COVERED IN THE BOOK.

MASTERING ENTERPRISE JAVABEANS - ED ROMAN 2004-12-22

INCLUDES MORE THAN 30 PERCENT REVISED MATERIAL AND FIVE NEW CHAPTERS, COVERING THE NEW 2.1 FEATURES SUCH AS EJB TIMER SERVICE AND JMS AS WELL AS THE LATEST OPEN SOURCE JAVA SOLUTIONS THE BOOK WAS DEVELOPED AS PART OF THE SERVERSIDE.COM ONLINE EJB COMMUNITY, ENSURING A BUILT-IN AUDIENCE DEMONSTRATES HOW TO BUILD AN EJB SYSTEM, PROGRAM WITH EJB, ADOPT BEST PRACTICES, AND HARNESS ADVANCED EJB CONCEPTS AND TECHNIQUES, INCLUDING TRANSACTIONS, PERSISTENCE, CLUSTERING, INTEGRATION, AND PERFORMANCE OPTIMIZATION OFFERS PRACTICAL GUIDANCE ON WHEN NOT TO USE EJB AND HOW TO USE SIMPLER, LESS COSTLY OPEN SOURCE TECHNOLOGIES IN PLACE OF OR IN CONJUNCTION WITH EJB

BUILDING PYTHON PROGRAMS, STUDENT VALUE EDITION - STUART REGES 2019-02-18

NOTE: THIS LOOSE-LEAF, THREE-HOLE PUNCHED VERSION OF THE TEXTBOOK GIVES STUDENTS THE FLEXIBILITY TO TAKE ONLY WHAT THEY NEED TO CLASS AND ADD THEIR OWN NOTES - ALL AT AN AFFORDABLE PRICE. FOR COURSES IN JAVA PROGRAMMING. A LAYERED, BACK-TO-BASICS APPROACH TO PYTHON PROGRAMMING THE AUTHORS OF THE LONG SUCCESSFUL TITLE, BUILDING JAVA PROGRAMS, BRING THEIR PROVEN AND CLASS-TESTED, BACK-TO-BASICS STRATEGY TO TEACHING PYTHON PROGRAMMING FOR THE FIRST TIME IN BUILDING PYTHON PROGRAMS. THEIR SIGNATURE LAYERED APPROACH INTRODUCES PROGRAMMING FUNDAMENTALS FIRST, WITH NEW SYNTAX AND CONCEPTS ADDED OVER MULTIPLE CHAPTERS. OBJECT-ORIENTED PROGRAMMING IS DISCUSSED ONLY AFTER STUDENTS HAVE DEVELOPED A BASIC UNDERSTANDING OF PYTHON PROGRAMMING. THIS NEWLY PUBLISHED TEXT FOCUSES ON PROBLEM SOLVING WITH AN EMPHASIS ON ALGORITHMIC THINKING AND IS APPROPRIATE FOR THE TWO-SEMESTER SEQUENCE IN INTRODUCTORY COMPUTER SCIENCE.

PROGRAMMING SCALA - DEAN WAMPLER 2014-12-04

GET UP TO SPEED ON SCALA, THE JVM LANGUAGE THAT OFFERS ALL THE BENEFITS OF A MODERN OBJECT MODEL, FUNCTIONAL PROGRAMMING, AND AN ADVANCED TYPE SYSTEM. PACKED WITH CODE EXAMPLES, THIS COMPREHENSIVE BOOK SHOWS YOU HOW TO BE PRODUCTIVE WITH THE LANGUAGE AND ECOSYSTEM RIGHT AWAY, AND EXPLAINS WHY SCALA IS IDEAL FOR TODAY'S HIGHLY SCALABLE, DATA-CENTRIC APPLICATIONS THAT SUPPORT CONCURRENCY AND DISTRIBUTION. THIS SECOND EDITION COVERS RECENT LANGUAGE FEATURES, WITH NEW CHAPTERS ON PATTERN MATCHING, COMPREHENSIONS, AND ADVANCED FUNCTIONAL PROGRAMMING. YOU'LL ALSO LEARN ABOUT SCALA'S COMMAND-LINE TOOLS, THIRD-PARTY TOOLS, LIBRARIES, AND LANGUAGE-AWARE PLUGINS FOR EDITORS AND IDEs. THIS BOOK IS IDEAL FOR BEGINNING AND ADVANCED SCALA DEVELOPERS ALIKE. PROGRAM FASTER WITH SCALA'S SUCCINCT AND FLEXIBLE SYNTAX DIVE INTO BASIC AND ADVANCED FUNCTIONAL PROGRAMMING (FP) TECHNIQUES BUILD KILLER BIG-DATA APPS, USING SCALA'S FUNCTIONAL COMBINATORS USE TRAITS FOR MIXIN COMPOSITION AND PATTERN MATCHING FOR DATA EXTRACTION LEARN THE SOPHISTICATED TYPE SYSTEM THAT COMBINES FP AND OBJECT-ORIENTED PROGRAMMING CONCEPTS EXPLORE SCALA-SPECIFIC CONCURRENCY TOOLS, INCLUDING AKKA UNDERSTAND HOW TO DEVELOP RICH DOMAIN-SPECIFIC LANGUAGES LEARN GOOD DESIGN TECHNIQUES FOR BUILDING SCALABLE AND ROBUST SCALA APPLICATIONS

EFFECTIVE JAVA - JOSHUA BLOCH 2008-05-08

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.

BEGINNING PROGRAMMING WITH JAVA FOR DUMMIES - BARRY BURD 2012-03-16

ONE OF THE MOST POPULAR BEGINNING PROGRAMMING BOOKS, NOW FULLY UPDATED JAVA IS A POPULAR LANGUAGE FOR BEGINNING PROGRAMMERS, AND EARLIER EDITIONS OF THIS FUN AND FRIENDLY GUIDE HAVE HELPED THOUSANDS GET STARTED. NOW FULLY REVISED TO COVER RECENT UPDATES FOR JAVA 7.0, BEGINNING PROGRAMMING WITH JAVA FOR DUMMIES, 3RD EDITION IS CERTAIN TO PUT MORE FIRST-TIME PROGRAMMERS AND JAVA BEGINNERS ON THE ROAD TO JAVA MASTERY. EXPLORES WHAT GOES INTO CREATING A PROGRAM, PUTTING THE PIECES TOGETHER, DEALING WITH STANDARD PROGRAMMING CHALLENGES, DEBUGGING, AND MAKING THE PROGRAM WORK OFFERS NEW OPTIONS FOR TOOLS AND TECHNIQUES USED IN JAVA DEVELOPMENT PROVIDES VALUABLE INFORMATION AND EXAMPLES FOR THE WOULD-BE PROGRAMMER WITH NO JAVA EXPERIENCE ALL EXAMPLES ARE UPDATED TO REFLECT THE LATEST CHANGES IN JAVA 7.0 BEGINNING PROGRAMMING WITH JAVA FOR DUMMIES, 3RD EDITION OFFERS AN EASY-TO-UNDERSTAND INTRODUCTION TO PROGRAMMING THROUGH THE POPULAR, VERSATILE JAVA 7.0 LANGUAGE.

HEAD FIRST JAVA - KATHY SIERRA 2005-02-09

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.

DEVELOPING JAVA SOFTWARE - RUSSEL WINDER 2000-05-25

LEARN PROGRAMMING IN JAVA FROM SCRATCH - AND KEEP ON LEARNING! THE NEW EDITION OF THIS EXCELLENT PRIMER TEACHES HOW TO PROGRAM IN AN OBJECT-ORIENTED STYLE. OBJECTS COME FIRST PROVIDING A FRAMEWORK FOR UNDERSTANDING HOW JAVA PROGRAMS WORK AND HOW THEY CAN BE DESIGNED, IN AN ORGANISED AND SYSTEMATIC WAY. PROGRAMMING IS TAUGHT WITH A VIEW TO QUALITY SOFTWARE ENGINEERING AND IS ANCHORED IN REAL WORLD ISSUES, PARTICULARLY TESTING. EXAMPLES AND EXERCISES PROVIDE MOTIVATION. SELF-TESTS AND CLASS PROJECT SUGGESTIONS ENHANCE THIS COMPREHENSIVE STUDY PACKAGE. THE PURPOSE OF THIS BOOK IS TO TAKE READERS FROM THE BASIC PRINCIPLES OF OBJECT-ORIENTED DESIGN AND PROGRAMMING USING JAVA THROUGH TO CLASS LIBRARY CONSTRUCTION AND APPLICATION DEVELOPMENT. NEW TO THIS EDITION: JDK 2 COMPLIANT PART 1 - OBJECTS AND OBJECT ORIENTED PROGRAMMING CONCEPTS HAVE BEEN MADE MORE STUDENT FRIENDLY WITH A LOT OF ADDITIONAL SMALL SCALE EXAMPLES TO AID UNDERSTANDING PART 2 - LANGUAGE REFERENCE NOW APPEARS AT THE BACK OF THE BOOK SO AS NOT TO INTERRUPT THE FLOW THE NEW JFC (INCLUDING SWING AND THE CONTAINER CLASSES) REPLACES OBSOLESCE AWT GO TO THE SUPPORT WEBSITE AT: [HTTP://WWW.DCS.KCL.AC.UK/DEVJAVASOFT/](http://www.dcs.kcl.ac.uk/DevJavaSoft/) TO FIND: MORE EXERCISES SELECTED SOLUTIONS INSTRUCTOR'S NOTES AND RESOURCES CODE FOR CASE STUDIES UPDATES, REVISIONS AND BUG FIXES REVIEWS AND FEEDBACK

MURACH'S MYSQL - JOEL MURACH 2015

THIS PRACTICAL, HANDS-ON TUTORIAL/REFERENCE/GUIDE TO MYSQL IS PERFECT FOR BEGINNERS, BUT IT ALSO WORKS FOR EXPERIENCED DEVELOPERS WHO ARE NOT GETTING THE MOST FROM MYSQL. AS YOU WOULD EXPECT, THIS BOOK SHOWS HOW TO CODE ALL OF THE ESSENTIAL SQL STATEMENTS FOR CREATING AND WORKING WITH A MYSQL DATABASE. BUT BEYOND THAT, THIS BOOK ALSO SHOWS HOW TO DESIGN A DATABASE, INCLUDING HOW TO USE THE GRAPHICAL MYSQL WORKBENCH TO CREATE AN EER MODEL. IT SHOWS HOW TO TAKE ADVANTAGE OF RELATIVELY NEW MYSQL FEATURES SUCH AS FOREIGN KEYS, TRANSACTIONS, STORED PROCEDURES, STORED FUNCTIONS, TRIGGERS, AND EVENTS. IT EVEN PRESENTS A STARTING SET OF SKILLS FOR A DATABASE ADMINISTRATOR (DBA), INCLUDING HOW TO SECURE AND BACK UP DATABASES. AND LIKE ALL MURACH BOOKS, IT USES THE DISTINCTIVE "PAIRED PAGES" FORMAT, WHICH BREAKS THE MATERIAL INTO MANAGEABLE SKILLS TO SPEED UP BOTH LEARNING AND REFERENCE. A GREAT HELP FOR MYSQL USERS AT ANY LEVEL.

JAVA FOUNDATIONS - JOHN LEWIS 2011

KEY MESSAGE: INSPIRED BY THE SUCCESS THEIR BEST-SELLING INTRODUCTORY PROGRAMMING TEXT JAVA SOFTWARE SOLUTIONS, AUTHORS LEWIS, DEPASQUALE, AND CHASE NOW RELEASE JAVA FOUNDATIONS. THEIR NEWEST TEXT IS A COMPREHENSIVE RESOURCE FOR INSTRUCTORS WHO WANT A TWO-SEMESTER INTRODUCTION TO PROGRAMMING TEXTBOOK THAT INCLUDES DATA STRUCTURES TOPICS. JAVA FOUNDATIONS INTRODUCES A SOFTWARE METHODOLOGY EARLY ON AND REVISITS IT THROUGHOUT TO ENSURE STUDENTS DEVELOP SOUND PROGRAM DEVELOPMENT SKILLS FROM THE BEGINNING. MARKET: FOR ALL READERS INTERESTED IN INTRODUCTORY PROGRAMMING USING THE JAVA PROGRAMMING LANGUAGE.

THINK JAVA - ALLEN B. DOWNEY 2016-05-06

CURRENTLY USED AT MANY COLLEGES, UNIVERSITIES, AND HIGH SCHOOLS, THIS HANDS-ON INTRODUCTION TO COMPUTER SCIENCE IS IDEAL FOR PEOPLE WITH LITTLE OR NO PROGRAMMING EXPERIENCE. THE GOAL OF THIS CONCISE BOOK IS NOT JUST TO TEACH YOU JAVA, BUT TO HELP YOU THINK LIKE A COMPUTER SCIENTIST. YOU'LL LEARN HOW TO PROGRAM--A USEFUL SKILL BY ITSELF--BUT YOU'LL ALSO DISCOVER HOW TO USE PROGRAMMING AS A MEANS TO AN END. AUTHORS ALLEN DOWNEY AND CHRIS MAYFIELD START WITH THE MOST BASIC CONCEPTS AND GRADUALLY MOVE INTO TOPICS THAT ARE MORE COMPLEX, SUCH AS RECURSION AND OBJECT-ORIENTED PROGRAMMING. EACH BRIEF CHAPTER COVERS THE MATERIAL FOR ONE WEEK OF A COLLEGE COURSE AND INCLUDES EXERCISES TO HELP YOU PRACTICE WHAT YOU'VE LEARNED. LEARN ONE CONCEPT AT A TIME: TACKLE COMPLEX TOPICS IN A SERIES OF SMALL STEPS WITH EXAMPLES UNDERSTAND HOW TO FORMULATE PROBLEMS, THINK CREATIVELY ABOUT SOLUTIONS, AND WRITE PROGRAMS CLEARLY AND ACCURATELY DETERMINE WHICH DEVELOPMENT TECHNIQUES WORK BEST FOR YOU, AND PRACTICE THE IMPORTANT SKILL OF DEBUGGING LEARN RELATIONSHIPS AMONG INPUT AND OUTPUT, DECISIONS AND LOOPS, CLASSES AND METHODS, STRINGS AND ARRAYS WORK ON EXERCISES INVOLVING WORD GAMES, GRAPHICS, PUZZLES, AND PLAYING CARDS

PROGRAMMING CLOJURE - ALEX MILLER 2018-02-23

DROWNING IN UNNECESSARY COMPLEXITY, UNMANAGED STATE, AND TANGLES OF SPAGHETTI CODE? IN THE BEST TRADITION OF LISP, CLOJURE GETS OUT OF YOUR WAY SO YOU CAN FOCUS ON EXPRESSING SIMPLE SOLUTIONS TO HARD PROBLEMS. CLOJURE CUTS THROUGH COMPLEXITY BY PROVIDING A SET OF COMPOSABLE TOOLS--IMMUTABLE DATA, FUNCTIONS, MACROS, AND THE INTERACTIVE REPL. WRITTEN BY MEMBERS OF THE CLOJURE CORE TEAM, THIS BOOK IS THE ESSENTIAL, DEFINITIVE GUIDE TO CLOJURE. THIS NEW EDITION INCLUDES INFORMATION ON ALL THE NEWEST FEATURES OF CLOJURE, SUCH AS TRANSDUCERS AND SPECS. CLOJURE JOINS THE FLEXIBILITY AND AGILITY OF LISP WITH THE REACH, STABILITY, AND PERFORMANCE OF JAVA. COMBINE CLOJURE'S TOOLS FOR MAXIMUM EFFECTIVENESS AS YOU WORK WITH IMMUTABLE DATA, FUNCTIONAL PROGRAMMING, AND SAFE CONCURRENCY TO WRITE PROGRAMS THAT SOLVE REAL-WORLD PROBLEMS. START BY READING AND UNDERSTANDING CLOJURE SYNTAX AND SEE HOW CLOJURE IS EVALUATED. FROM THERE, FIND OUT ABOUT THE SEQUENCE ABSTRACTION, WHICH COMBINES IMMUTABLE COLLECTIONS WITH FUNCTIONAL PROGRAMMING TO CREATE TRULY REUSABLE DATA TRANSFORMATION CODE. CLOJURE IS A FUNCTIONAL LANGUAGE; LEARN HOW TO WRITE PROGRAMS IN A FUNCTIONAL STYLE, AND WHEN AND HOW TO USE RECURSION TO YOUR ADVANTAGE. DISCOVER CLOJURE'S UNIQUE APPROACH TO STATE AND IDENTITY, TECHNIQUES FOR POLYMORPHISM AND OPEN SYSTEMS USING MULTIMETHODS AND PROTOCOLS, AND HOW TO LEVERAGE CLOJURE'S METAPROGRAMMING CAPABILITIES VIA MACROS. FINALLY, PUT ALL THE PIECES TOGETHER IN A REAL PROGRAM. NEW TO THIS EDITION IS COVERAGE OF CLOJURE'S SPEC LIBRARY, ONE OF THE MOST INTERESTING NEW FEATURES OF CLOJURE FOR DESCRIBING BOTH DATA AND FUNCTIONS. YOU CAN USE CLOJURE SPEC TO VALIDATE DATA, DESTRUCTURE DATA, EXPLAIN INVALID DATA, AND GENERATE LARGE NUMBERS OF TESTS TO VERIFY THE CORRECTNESS OF YOUR CODE. WITH THIS BOOK, YOU'LL LEARN HOW TO THINK IN CLOJURE, AND HOW TO TAKE ADVANTAGE OF ITS COMBINED STRENGTHS TO BUILD POWERFUL PROGRAMS QUICKLY. WHAT YOU NEED: JAVA 6 OR HIGHER CLOJURE 1.9

JAVA, JAVA, JAVA - RALPH MORELLI 2006

FUNCTIONAL AND FLEXIBLE, THIS GUIDE TAKES AN OBJECTS-FIRST APPROACH TO JAVA PROGRAMMING AND PROBLEM USING GAMES AND PUZZLES. UPDATED TO COVER JAVA VERSION 1.5 FEATURES, SUCH AS GENERIC TYPES, ENUMERATED TYPES, AND THE SCANNER CLASS. OFFERS INDEPENDENT INTRODUCTIONS TO BOTH A COMMAND-LINE INTERFACE AND A GRAPHICAL USER INTERFACE (GUI). FEATURES COVERAGE OF UNIFIED MODELING LANGUAGE (UML), THE INDUSTRY-STANDARD, OBJECT-ORIENTED DESIGN TOOL. ILLUSTRATES KEY ASPECTS OF JAVA WITH A COLLECTION OF GAME AND PUZZLE EXAMPLES. INSTRUCTOR AND STUDENT RESOURCES AVAILABLE ONLINE. FOR INTRODUCTORY COMPUTER PROGRAMMING STUDENTS OR PROFESSIONALS INTERESTED IN LEARNING JAVA.

LEARNING JAVA BY BUILDING ANDROID GAMES - JOHN HORTON 2021-03-26

GET READY TO LEARN JAVA THE FUN WAY BY DEVELOPING GAMES FOR THE ANDROID PLATFORM WITH THIS NEW AND UPDATED THIRD EDITION KEY FEATURES LEARN JAVA, ANDROID, AND OBJECT-ORIENTED PROGRAMMING FROM SCRATCH FIND OUT HOW TO BUILD GAMES INCLUDING SUB HUNTER, RETRO PONG, BULLET HELL, CLASSIC SNAKE, AND SCROLLING SHOOTERS CREATE AND DESIGN YOUR OWN GAMES BY LEARNING ALL THE CONCEPTS THAT A GAME DEVELOPER MUST KNOW BOOK DESCRIPTION ANDROID IS ONE OF THE MOST POPULAR MOBILE OPERATING SYSTEMS TODAY. IT USES THE MOST POPULAR PROGRAMMING LANGUAGE, JAVA, AS ONE OF THE PRIMARY LANGUAGES FOR BUILDING APPS OF ALL TYPES. UNLIKE MOST OTHER ANDROID BOOKS, THIS BOOK DOESN'T ASSUME THAT YOU HAVE ANY PRIOR KNOWLEDGE OF JAVA PROGRAMMING, INSTEAD HELPS YOU GET STARTED WITH BUILDING ANDROID GAMES AS A BEGINNER. THIS NEW, IMPROVED, AND UPDATED THIRD EDITION OF LEARNING JAVA BY BUILDING ANDROID GAMES HELPS YOU TO BUILD ANDROID GAMES FROM SCRATCH. ONCE YOU'VE GOT TO GRIPS WITH THE FUNDAMENTALS, THE DIFFICULTY LEVEL INCREASES STEADILY AS YOU EXPLORE KEY JAVA TOPICS, SUCH AS VARIABLES, LOOPS, METHODS, OBJECT-ORIENTED PROGRAMMING (OOP), AND DESIGN PATTERNS WHILE WORKING WITH UP-TO-DATE CODE AND SUPPORTING EXAMPLES. AT EACH STAGE, YOU'LL BE ABLE TO TEST YOUR UNDERSTANDING BY IMPLEMENTING THE CONCEPTS THAT YOU'VE LEARNED TO DEVELOP A GAME. TOWARD THE END, YOU'LL BUILD GAMES SUCH AS SUB HUNTER, RETRO PONG, BULLET HELL, CLASSIC SNAKE, AND SCROLLING SHOOTER. BY THE END OF THIS JAVA BOOK, YOU'LL NOT ONLY HAVE A SOLID UNDERSTANDING OF JAVA AND ANDROID BASICS BUT WILL ALSO HAVE DEVELOPED FIVE COOL GAMES FOR THE ANDROID PLATFORM. WHAT YOU WILL LEARN SET UP A GAME DEVELOPMENT ENVIRONMENT IN ANDROID STUDIO RESPOND TO A PLAYER'S TOUCH AND PROGRAM INTELLIGENT ENEMIES WHO CAN CHALLENGE THE PLAYER IN DIFFERENT WAYS EXPLORE COLLISION DETECTION, SPRITE SHEETS ANIMATION, SIMPLE TRACKING AND FOLLOWING, AI, PARALLAX BACKGROUNDS, AND PARTICLE EXPLOSIONS ANIMATE OBJECTS AT 60 FPS AND MANAGE MULTIPLE INDEPENDENT OBJECTS USING OOP WORK WITH DESIGN PATTERNS SUCH AS OOP, SINGLETON, STRATEGY, AND ENTITY-COMPONENT WORK WITH THE ANDROID API, THE SOUNDPOOL API, PAINT, CANVAS, BITMAP CLASSES, AND DETECT VERSION NUMBERS WHO THIS BOOK IS FOR LEARNING JAVA BY BUILDING ANDROID GAMES IS FOR ANYONE WHO IS NEW TO JAVA, ANDROID, OR GAME PROGRAMMING AND WANTS TO DEVELOP ANDROID GAMES. THE BOOK WILL ALSO SERVE AS A REFRESHER FOR THOSE WHO ALREADY HAVE EXPERIENCE USING JAVA ON ANDROID OR ANY OTHER PLATFORM BUT ARE NEW TO GAME DEVELOPMENT.

JAVASERVER PAGES - HANS BERGSTEN 2003-12-11

JAVASERVER PAGES (JSP) HAS BUILT A HUGE FOLLOWING SINCE THE RELEASE OF JSP 1.0 IN 1999, PROVIDING ENTERPRISE JAVA DEVELOPERS WITH A FLEXIBLE TOOL FOR THE DEVELOPMENT OF DYNAMIC WEB SITES AND WEB APPLICATIONS. WHILE NEW POINT RELEASES OVER THE YEARS, ALONG WITH THE INTRODUCTION OF THE JSP STANDARD TAG LIBRARY (JSTL), HAVE INCREMENTALLY IMPROVED THE ROUGH AREAS OF THE FIRST VERSION OF THE JSP SPECIFICATION, JSP 2.0 TAKES THIS TECHNOLOGY TO NEW HEIGHTS. JAVASERVER PAGES, THIRD EDITION, IS COMPLETELY REVISED AND UPDATED TO COVER THE JSP 2.0 AND JSTL 1.1 SPECIFICATIONS. IT INCLUDES DETAILED COVERAGE OF THE EXPRESSION LANGUAGE (EL) INCORPORATED INTO JSP 2.0, THE JSTL 1.1 TAG LIBRARIES AND THE NEW FUNCTION LIBRARY, THE NEW TAG FILE FORMAT THAT ENABLES CUSTOM TAG LIBRARY DEVELOPMENT WITHOUT JAVA CODE, THE SIMPLIFIED JAVA TAG LIBRARY API, IMPROVEMENTS IN THE JSP XML SYNTAX, AND MORE. FURTHER, IT DETAILS SETUP OF THE APACHE TOMCAT SERVER, JSP AND JSTL SYNTAX AND FEATURES, ERROR HANDLING AND DEBUGGING, AUTHENTICATION AND PERSONALIZATION, DATABASE ACCESS, XML PROCESSING, AND INTERNATIONALIZATION. THIS BOOK RECOGNIZES THE DIFFERENT NEEDS OF THE TWO GROUPS OF PROFESSIONALS WHO WANT TO LEARN JSP: PAGE AUTHORS INTERESTED IN USING JSP

ELEMENTS IN WEB PAGES, AND PROGRAMMERS CONCERNED WITH LEARNING THE JSP API AND USING JSP EFFECTIVELY AS A PART OF AN ENTERPRISE APPLICATION. IF YOU'RE IN THE FIRST GROUP, YOU'LL LEARN FROM THE PRACTICAL WEB APPLICATION EXAMPLES IN THE SECOND PART OF THE BOOK. IF YOU'RE IN THE LATTER GROUP, YOU'LL APPRECIATE THE DETAILED COVERAGE OF ADVANCED TOPICS IN THE THIRD PART, SUCH AS HOW TO INTEGRATE SERVLETS AND JAVA BEANS COMPONENTS WITH JSP USING THE POPULAR APACHE STRUTS MVC FRAMEWORK, AND HOW TO DEVELOP CUSTOM TAG LIBRARIES USING THE JSP API, WITH REALISTIC EXAMPLES THAT YOU CAN USE AS A SPRINGBOARD FOR YOUR OWN LIBRARIES." HANS BERGSTEN, A JSP EXPERT GROUP VETERAN AND ONE OF OUR MOST ACTIVE CONTRIBUTORS, HAS THOROUGHLY AND ACCURATELY CAPTURED THE NEW FEATURES OF JSP 2.0 AND JSTL 1.1 IN A WAY THAT IS WELL-ORGANIZED AND EASY TO UNDERSTAND. WITH EXCELLENT, TO-THE-POINT EXAMPLES, THIS BOOK IS A 'MUST HAVE' FOR ANY SERIOUS JSP 2.0 DEVELOPER." -- MARK ROTH, JSP 2.0 SPECIFICATION LEAD, SUN MICROSYSTEMS, INC. HANS BERGSTEN IS THE FOUNDER OF GEFION SOFTWARE, A COMPANY FOCUSED ON JAVA SERVICES AND PRODUCTS BASED ON J2EE TECHNOLOGIES. HANS HAS BEEN AN ACTIVE PARTICIPANT IN THE WORKING GROUPS FOR BOTH THE SERVLET AND JSP SPECIFICATIONS SINCE THEIR INCEPTION AND CONTRIBUTES TO OTHER RELATED JCP SPECIFICATIONS, SUCH AS JSP STANDARD TAG LIBRARY (JSTL) AND JAVA SERVER FACES (JSF), AND, AS ONE OF THE INITIAL MEMBERS OF THE APACHE JAKARTA PROJECT MANAGEMENT COMMITTEE, HELPED DEVELOP THE APACHE TOMCAT REFERENCE IMPLEMENTATION FOR THE SERVLET AND JSP SPECIFICATIONS.

BUILDING JAVA PROGRAMS - STUART REGES 2013-02-25

NOTE: BEFORE PURCHASING, CHECK WITH YOUR INSTRUCTOR TO ENSURE YOU SELECT THE CORRECT ISBN. SEVERAL VERSIONS OF PEARSON'S MYLAB & MASTERING PRODUCTS EXIST FOR EACH TITLE, AND REGISTRATIONS ARE NOT TRANSFERABLE. TO REGISTER FOR AND USE PEARSON'S MYLAB & MASTERING PRODUCTS, YOU MAY ALSO NEED A COURSE ID, WHICH YOUR INSTRUCTOR WILL PROVIDE. USED BOOKS, RENTALS, AND PURCHASES MADE OUTSIDE OF PEARSON IF PURCHASING OR RENTING FROM COMPANIES OTHER THAN PEARSON, THE ACCESS CODES FOR PEARSON'S MYLAB & MASTERING PRODUCTS MAY NOT BE INCLUDED, MAY BE INCORRECT, OR MAY BE PREVIOUSLY REDEEMED. CHECK WITH THE SELLER BEFORE COMPLETING YOUR PURCHASE. *BUILDING JAVA PROGRAMS: A BACK TO BASICS APPROACH*, THIRD EDITION, INTRODUCES NOVICE PROGRAMMERS TO BASIC CONSTRUCTS AND COMMON PITFALLS BY EMPHASIZING THE ESSENTIALS OF PROCEDURAL PROGRAMMING, PROBLEM SOLVING, AND ALGORITHMIC REASONING. BY USING OBJECTS EARLY TO SOLVE INTERESTING PROBLEMS AND DEFINING OBJECTS LATER IN THE COURSE, *BUILDING JAVA PROGRAMS* DEVELOPS PROGRAMMING KNOWLEDGE FOR A BROAD AUDIENCE. NEW! THIS EDITION IS AVAILABLE WITH MYPROGRAMMINGLAB, AN INNOVATIVE ONLINE HOMEWORK AND ASSESSMENT TOOL. THROUGH THE POWER OF PRACTICE AND IMMEDIATE PERSONALIZED FEEDBACK, MYPROGRAMMINGLAB HELPS STUDENTS FULLY GRASP THE LOGIC, SEMANTICS, AND SYNTAX OF PROGRAMMING. 0133437302/ 9780133437300 *BUILDING JAVA PROGRAMS: A BACK TO BASICS APPROACH PLUS MYPROGRAMMINGLAB WITH PEARSON eTEXT* -- ACCESS CARD PACKAGE, 3/E PACKAGE CONSISTS OF: 0133360903/ 9780133360905 *BUILDING JAVA PROGRAMS, 3/E* 0133379787/ 9780133379785 *MYPROGRAMMINGLAB WITH PEARSON eTEXT* -- ACCESS CARD -- FOR *BUILDING JAVA PROGRAMS, 3/E*

JAVA PROGRAMMING WITH CORBA - GERALD BROSE 2001-07-05

THE LEADING GUIDE FOR JAVA DEVELOPERS WHO BUILD BUSINESS APPLICATIONS WITH CORBA ACKNOWLEDGED EXPERTS PRESENT ADVANCED TECHNIQUES AND REAL-WORLD EXAMPLES FOR BUILDING BOTH SIMPLE AND COMPLEX PROGRAMS USING JAVA WITH CORBA. THE AUTHORS BEGIN WITH A QUICK OVERVIEW OF CORBA, JAVA, OBJECT REQUEST BROKERS (ORBs), AND EJB COMPONENTS, THEN QUICKLY MOVE ON TO SHOW HOW TO USE THEM TO BUILD COMPLETE JAVA APPLICATIONS. THIS NEW VOLUME FEATURES IN-DEPTH CODE EXAMPLES, AS WELL AS EXPANDED COVERAGE OF CUTTING-EDGE TOPICS, INCLUDING PORTABLE OBJECT ADAPTOR (POA), REMOTE METHOD INVOCATION (RMI) OVER IIOP, AND EJB.

ELOQUENT JAVASCRIPT - MARIJN HAVERBEKE 2011

PROVIDES INFORMATION AND EXAMPLES ON WRITING JAVASCRIPT CODE, COVERING SUCH TOPICS AS SYNTAX, CONTROL, DATA, REGULAR EXPRESSIONS, AND SCRIPTING.

MANAGING PROJECTS WITH GNU MAKE - ROBERT MECKLENBURG 2004-11-19

THE UTILITY SIMPLY KNOWN AS MAKE IS ONE OF THE MOST ENDURING FEATURES OF BOTH UNIX AND OTHER OPERATING SYSTEMS. FIRST INVENTED IN THE 1970s, MAKE STILL TURNS UP TO THIS DAY AS THE CENTRAL ENGINE IN MOST PROGRAMMING PROJECTS; IT EVEN BUILDS THE LINUX KERNEL. IN THE THIRD EDITION OF THE CLASSIC *MANAGING PROJECTS WITH GNU MAKE*, READERS WILL LEARN WHY THIS UTILITY CONTINUES TO HOLD ITS TOP POSITION IN PROJECT BUILD SOFTWARE, DESPITE MANY YOUNGER COMPETITORS. THE PREMISE BEHIND MAKE IS SIMPLE: AFTER YOU CHANGE SOURCE FILES AND WANT TO REBUILD YOUR PROGRAM OR OTHER OUTPUT FILES, MAKE CHECKS TIMESTAMPS TO SEE WHAT HAS CHANGED AND REBUILDS JUST WHAT YOU NEED, WITHOUT WASTING TIME REBUILDING OTHER FILES. BUT ON TOP OF THIS SIMPLE PRINCIPLE, MAKE LAYS A RICH COLLECTION OF OPTIONS THAT LETS YOU MANIPULATE MULTIPLE DIRECTORIES, BUILD DIFFERENT VERSIONS OF PROGRAMS FOR DIFFERENT PLATFORMS, AND CUSTOMIZE YOUR BUILDS IN OTHER WAYS. THIS EDITION FOCUSES ON THE GNU VERSION OF MAKE, WHICH HAS DESERVEDLY BECOME THE INDUSTRY STANDARD. GNU MAKE CONTAINS POWERFUL EXTENSIONS THAT ARE EXPLORED IN THIS BOOK. IT IS ALSO POPULAR BECAUSE IT IS FREE SOFTWARE AND PROVIDES A VERSION FOR ALMOST EVERY PLATFORM, INCLUDING A VERSION FOR MICROSOFT WINDOWS AS PART OF THE FREE CYGWIN PROJECT. *MANAGING PROJECTS WITH GNU MAKE, 3RD EDITION* PROVIDES GUIDELINES ON MEETING THE NEEDS OF LARGE, MODERN PROJECTS. ALSO ADDED ARE A NUMBER OF INTERESTING ADVANCED TOPICS SUCH AS PORTABILITY, PARALLELISM, AND USE WITH JAVA. ROBERT

MECKLENBURG, AUTHOR OF THE THIRD EDITION, HAS USED MAKE FOR DECADES WITH A VARIETY OF PLATFORMS AND LANGUAGES. IN THIS BOOK HE ZEALOUSLY LAYS FORTH HOW TO GET YOUR BUILDS TO BE AS EFFICIENT AS POSSIBLE, REDUCE MAINTENANCE, AVOID ERRORS, AND THOROUGHLY UNDERSTAND WHAT MAKE IS DOING. CHAPTERS ON C++ AND JAVA PROVIDE MAKEFILE ENTRIES OPTIMIZED FOR PROJECTS IN THOSE LANGUAGES. THE AUTHOR EVEN INCLUDES A DISCUSSION OF THE MAKEFILE USED TO BUILD THE BOOK.

- JONATHAN WETHERBEE 2018-05-25

BUILD POWERFUL BACK-END BUSINESS LOGIC AND COMPLEX ENTERPRISE JAVA BEANS (EJB)-BASED APPLICATIONS USING JAVA EE 8, ECLIPSE ENTERPRISE FOR JAVA (EE4J), WEB TOOLS PROJECT (WTP), AND THE MICROPROFILE PLATFORM. TARGETED AT JAVA AND JAVA EE DEVELOPERS, WITH OR WITHOUT PRIOR EJB EXPERIENCE, THIS BOOK IS PACKED WITH PRACTICAL INSIGHTS, STRATEGY TIPS, AND CODE EXAMPLES. AS EACH CHAPTER UNFOLDS, YOU'LL SEE HOW YOU CAN APPLY THE NEW EJB SPEC TO YOUR OWN APPLICATIONS THROUGH SPECIFIC EXAMPLES. BEGINNING EJB IN JAVA EE 8 SERVES NOT ONLY AS A REFERENCE, BUT ALSO AS A HOW-TO GUIDE AND REPOSITORY OF PRACTICAL EXAMPLES TO WHICH YOU CAN REFER AS YOU BUILD YOUR OWN APPLICATIONS. IT WILL HELP YOU HARNESS THE POWER OF EJBS AND TAKE YOUR JAVA EE 8 DEVELOPMENT TO THE NEXT LEVEL. YOU'LL GAIN THE KNOWLEDGE AND SKILLS YOU'LL NEED TO CREATE THE COMPLEX ENTERPRISE APPLICATIONS THAT RUN TODAY'S TRANSACTIONS AND MORE. WHAT YOU'LL LEARN BUILD APPLICATIONS WITH ENTERPRISE JAVA BEANS (EJBS) IN THE NEW JAVA EE 8 PLATFORM DISCOVER WHEN TO USE EJBS OVER CONTEXTS AND DEPENDENCY INJECTION USE MESSAGE-DRIVEN BEANS TO DO TASKS ASYNCHRONOUSLY INTEGRATE EJBS WITH MICROSERVICES USING THE NEW ECLIPSE MICROPROFILE PROJECT MANAGE COMPLEX ENTERPRISE TRANSACTIONS AND MUCH MORE WHO THIS BOOK IS FOR JAVA PROGRAMMERS NEW TO ENTERPRISE DEVELOPMENT AND FOR THOSE WHO MAY HAVE EXPERIENCE WITH EJBS BUT ARE NEW TO JAVA EE 8, EE4J, AND RELATED ECLIPSE PROJECTS.

XML IN A NUTSHELL - ELLIOTTE RUSTY HAROLD 2002

XML IN A NUTSHELL THOROUGHLY EXPLAINS THE BASIC RULES THAT ALL XML DOCUMENTS--AND ALL XML DOCUMENT CREATORS--MUST ADHERE TO. QUICK-REFERENCE CHAPTERS ALSO DETAIL SYNTAX RULES AND USAGE EXAMPLES FOR THE CORE XML TECHNOLOGIES, INCLUDING XML, DTDs, SPATH, XSLT, SAX, AND DOM.

JAVA NETWORK PROGRAMMING - ELLIOTTE RUSTY HAROLD 2000

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.

JAVA COOKBOOK - IAN F. DARWIN 2014-06-25

FROM LAMBDA EXPRESSIONS AND JAVA FX 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 JAVA FX 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

BUILDING PYTHON PROGRAMS - STUART REGES 2018-08-03

"INTRO BOOK FOR LEARNING TO CODE USING THE PYTHON PROGRAM"--

INTRODUCTION TO PROGRAMMING USING JAVA - DAVID ECK 2009-09

THIS IS A FREE, ON-LINE TEXTBOOK ON INTRODUCTORY PROGRAMMING USING JAVA. THIS BOOK IS DIRECTED MAINLY TOWARDS BEGINNING PROGRAMMERS, ALTHOUGH IT MIGHT ALSO BE USEFUL FOR EXPERIENCED PROGRAMMERS WHO WANT TO LEARN MORE ABOUT JAVA. IT IS AN INTRODUCTORY TEXT AND DOES NOT PROVIDE COMPLETE COVERAGE OF THE JAVA LANGUAGE. THE TEXT IS A PDF AND IS SUITABLE FOR PRINTING OR ON-SCREEN READING. IT CONTAINS INTERNAL LINKS TO SOURCE CODE FILES, EXERCISE SOLUTIONS, AND OTHER RESOURCES. CONTENTS: 1) OVERVIEW: THE MENTAL LANDSCAPE. 2) PROGRAMMING IN THE SMALL I: NAMES AND THINGS. 3) PROGRAMMING IN THE SMALL II: CONTROL. 4) PROGRAMMING IN THE LARGE I: SUBROUTINES. 5) PROGRAMMING IN THE LARGE II: OBJECTS AND CLASSES. 6) INTRODUCTION TO GUI PROGRAMMING. 7) ARRAYS. 8) CORRECTNESS AND ROBUSTNESS. 9) LINKED DATA STRUCTURES AND RECURSION. 10) GENERIC PROGRAMMING AND COLLECTION CLASSES. 11) FILES AND NETWORKING. 12) ADVANCED GUI PROGRAMMING. APPENDICES: SOURCE CODE FOR ALL EXAMPLES IN THIS BOOK, AND NEWS AND ERRATA.

- JOEL MURACH 2014-12-01

PHP AND MYSQL ARE TWO OF TODAY'S MOST POPULAR, OPEN-SOURCE TOOLS FOR SERVER-SIDE PROGRAMMING. THAT MEANS THERE'S A CONTINUING DEMAND FOR WEB DEVELOPERS WHO KNOW HOW TO USE PHP AND MYSQL AT THE PROFESSIONAL LEVEL. AND WITH THIS BOOK, YOU CAN BECOME ONE OF THEM! IN FACT, IN JUST THE FIRST 6 CHAPTERS, YOU WILL CREATE A DATABASE-DRIVEN WEBSITE THAT IMPLEMENTS THE MVC PATTERN, THE WAY THE BEST PROFESSIONALS DO. THEN, THE REST OF THE BOOK LETS YOU BUILD ON THAT BASE TO DEVELOP A FULL SET OF PROFESSIONAL SKILLS.