

Java Api Documentation

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.

This tutorial book based on notes and sample codes collected by the author while he was learning Java tools himself. Topics includes: 'java/javaw' Launcher, 'javac' Compiler, 'javado' Document Generator, 'javap' Class File Disassembler, 'jar/jarsigner' Archive Tool, 'jconsole' Console, 'jdb' Debugger, 'jdeps' Dependency Analyzer, 'jdepscan' Deprecated API Scanner, 'jhat' Heap Analysis Tool, 'jlink' JRE Linker, 'jhsdb' HotSpot Debugger, 'jmap' Memory Dumper, 'jmc' Mission Control, 'jpackage' Binary Package Builder, 'jrunscript' Script Shell, 'jstack' Stack Dumper, 'jstat' Statistics, 'jstatd' Statistics Daemon, 'jvisualvm' Visual VM, 'keytool' Keystore Tool, 'serialver' serial/VersionUID generator. Updated in 2022 (Version v6.22) with JDK 17. For latest updates and free sample chapters, visit https://www.herongyang.com/Java-Tools.

Jython is an open source implementation of the high-level, dynamic, object-oriented scripting language Python seamlessly integrated with the Java platform. The predecessor to Jython, JPython, is certified as 100% Pure Java. Jython is freely available for both commercial and noncommercial use and is distributed with source code.

Jython is complementary to Java. The Definitive Guide to Jython, written by the official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the basics to more advanced features. This book begins with a brief introduction to the language and then journeys through Jython ’ s different features and uses. The Definitive Guide to Jython is organized for beginners as well as advanced users of the language. The book provides a general overview of the Jython language itself, but it also includes intermediate and advanced topics regarding database, web, and graphical user interface (GUI) applications; Web services/SOA; and integration, concurrency, and parallelism, to name a few.

The professional programmer ’ s Deitel® guide to Java™ development and the powerful Java platform Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java language and Java APIs in depth. The book presents concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code walkthroughs and program outputs. The book features 200+ complete Java programs with 18,000+ lines of proven Java code, and hundreds of tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including GUI, graphics, exception handling, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You ’ ll enjoy the Deitels ’ classic treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you ’ re finished, you ’ ll have everything you need to build object-oriented Java applications.

Java for Programmers_p2

Core Java for the Impatient

Head First Java

Wicked Cool Java

New Frontiers in Applied Data Mining

PAKDD 2011 International Workshops, Shenzhen, China, May 24-27, 2011, Revised Selected Papers

Learn to speak the Java language like the pros Are you new to programming and have decided that Java is your language of choice? Are you a wanna-be programmer looking to learn the hottest lingo around? Look no further! Beginning Programming with Java For Dummies, 5th Edition is the easy-to-follow guide you'll want to keep in your back pocket as you work your way toward Java mastery! In plain English, it quickly and easily shows you what goes into creating a program, how to put the pieces together, ways to deal with standard programming challenges, and so much more. Whether you're just tooting around or embarking on a career, this is the ideal resource you'll turn to again and again as you perfect your understanding of the nuances of this popular programming language. Packed with tons of step-by-step instruction, this is the only guide you need to start programming with Java like a pro. Updated for Java 9, learn the language with samples and the Java toolkit Familiarize yourself with decisions, conditions, statements, and information overload Differentiate between loops and arrays, objects and classes, methods, and variables Find links to additional resources Once you discover the joys of Java programming, you might just find you're hooked. Sound like you? Here's the place to start.

Application Programming Interfaces (APIs) provide powerful abstraction mechanisms that enable complex functionality to be used by client programs. However, this abstraction does not come for free: understanding how to use an API can be difficult. While API documentation can help, it is often insufficient on its own. Online sites like Stack Overflow and Github Gists have grown to fill the gap between traditional API documentation and more example-based resources. Unfortunately, these two important classes of documentation are independent. This thesis describes an iterative, deductive method of linking source code examples to API documentation. We also present an implementation of this method, called Baker, that is highly precise (0.97) and supports both Java and JavaScript. Baker can be used to enhance traditional API documentation with up-to-date source code examples; it can also be used to incorporate links to the API documentation into the code snippets that use the API.

Summary: "Written for programmers with a background in high level language programming, the book applies the Deitel signature live code approach to teaching programming and explores the Java language in depth. ..."

The #1 introduction to J2SE 1.5 and enterprise/server-side development! An international bestseller for eight years, Just Java™ 2 is the complete, accessible Java tutorial for working programmers at all levels. Fully updated and revised, this sixth edition is more than an engaging overview of Java 2 Standard Edition (J2SE 1.5) and its libraries: it's also a practical introduction to today's best enterprise and server-side programming techniques. Just Java™ 2, Sixth Edition, reflects both J2SE 1.5 and the latest Tomcat and servlet specifications. Extensive new coverage includes: New chapters on generics and enumerated types New coverage of Web services, with practical examples using Google and Amazon Web services Simplified interactive I/O with printf() Autoboxing and unboxing of primitive types Static imports, foreach loop and other new language features Peter van der Linden delivers expert advice, clear explanations, and crisp sample programs throughout—including dozens new to this edition. Along the way, he introduces: The core language syntax, objects, interfaces, nested classes, compiler secrets, and much more Key libraries: date and calendar, pattern matching, network software, mapped I/O, utilities and generic collections Server-side technology: network server systems, a complete tiny HTML Web server, and XML in Java Enterprise J2EE: Ssl and JDBC™ tutorial, servlets and JSP and much more Client-side Java: fundamentals of JFC/Swing GUI development, new class data sharing details Companion Web Site All the book's examples and sample programs are available at http://afu.com.

The Java EE 7 Tutorial

Big Java

Documenting APIs

Best Practices For Technical Writers and Editors, Video Enhanced Edition (Collection)

Python for the Java Platform

Java 2 Programmer

Learning a complex new language is no easy task, especially when it's an object-oriented computer programming language like Java. Your brain doesn't always want to take in the dry, technical stuff you're forced to study. Your brain craves novelty. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. Despite its playful appearance, Head First Java is serious: a complete introduction to object-oriented programming and Java. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. The second edition focuses on Java 5.0, a major update to the platform, with deep, code-level changes.--From publisher description.

Two complete e-books covering Java and Android application development for one low price! This unique value-priced e-book set brings together two bestselling For Dummies books in a single e-book file. Including a comprehensive table of contents and the full text of each book, complete with cover, this e-book set gives you in-depth information on using the Java language to create powerful Android applications for mobile devices. Best of all, you'll pay less than the cost of each book purchased separately. You'll get the complete text of: Java For Dummies, 5th Edition, which shows you how to Master object-oriented programming and use J2SE 7.0 and JDK 7 Work with new libraries, closure, parallel frameworks, and other new features Create basic Java objects and reuse code Handle exceptions and events and work with variables, arrays, and collections Android Application Development For Dummies, 2nd Edition, which covers Creating amazing apps for the latest Android smartphones and tablets How to download and install the SDK and start working with the JDK tools Directions for adapting your existing phone apps for use on Android tablets Steps for publishing your apps to the Google Play Store About the authors Barry Burd, PhD, author of Java For Dummies, is a professor of mathematics and computer science and a frequent contributor to online technology resources. Michael Burton is a Groupon software engineer and the creator of Groupon, Digg, TripIt, OpenTable, and many other Android apps. Donn Felker is an Android programmer, Microsoft ASP Insider, and MCTS in Web Client Development for .NET 2.0 and 3.5. They are coauthors of Android Application Development For Dummies, 2nd Edition.

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming science. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. 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 VitaSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitaSource 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. 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 forJain 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.

Java

A Concise Introduction to Programming

Java For Dummies

Techniques and Implementation

Live Application Programming Interfaces Documentation

Java All-in-One For Dummies

bull; A comprehensive tutorial AND useful essentials in one volume bull; Includes multiple explanations and examples for the new features of the JDBC 3.0 specification bull; Written by the JDBC 3.0 architects, Maydene Fisher, Jon Ellis and Jonathan Bruce This updated bestseller covers programming essentials for the newest version of Java, the popular platform-independent, object-oriented programming language The material is fully updated and focuses on the new Java SDK1.5, addressing the needs of new or inexperienced Java developers The fun and easy writing style walks readers through Javasyntax basics and helps them write their first program Shows readers how to create basic Java objects and figure outwhen they can reuse existing code The new edition is also modified to better address the readerswho may have some programming knowledge, but who are new toJava

Java is growing in popularity at lightning speed. However, documentation for the APIs of this language is limited to online documents with little or no augmented explanations, examples, or quick reference tools. The Java API Reference: java.applet and java.awt API Packages solves this problem by providing all of the detail, explanations, and tools you need to optimize your Java applet programming. This reference includes complete coverage of the java.awt and java.applet API packages, replete with detailed descriptions, syntax, and working examples of their constructors, methods, and variables. The Java API Reference is a handy desktop reference for the serious or recreational Java programmer. It explains usage of the java.awt and java.applet APIs distributed by Sun; details each API class, constructor, method, and variable; and serves as the essential reference tool for Java programmers.

Summary This book is a comprehensive guide to the 1Z0-803 exam. You'll explore a wide range of important Java topics as you systematically learn how to pass the certification exam. Each chapter starts with a list of the exam objectives covered in that chapter. You'll find sample questions and exercises designed to reinforce key concepts and to prepare you for what you'll see in the real exam, along with numerous tips, notes, and visual aids throughout the book. About This Book To earn the OCA Java SE 7 Programmer Certification, you need to know your Java inside and out, and to pass the exam it's good to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 7 Programmer I Certification Guide is a comprehensive guide to the 1Z0-803 exam. You'll explore important Java topics as you systematically learn what is required. Each chapter starts with a list of exam objectives, followed by sample questions and exercises designed to reinforce key concepts. It provides multiple ways to digest important techniques and concepts, including analogies, diagrams, flowcharts, and lots of well-commented code. Written for developers with a working knowledge of Java who want to earn the OCA Java SE 7 Programmer I Certification. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Covers all exam topics Hands-on coding exercises How to avoid built-in traps and pitfalls About the Author Mala Gupta has been training programmers to pass Java certification exams since 2006. She holds OCA Java SE7 Programmer I, SCWCD, and SCJP certifications. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation String, StringBuilder, Arrays, and ArrayList Flow control Working

with inheritance Exception handling Full mock exam Object-Oriented Programming and Java

JDBC API Tutorial and Reference

Machine Vision Algorithms in Java

Java Tools Tutorials - Herong's Tutorial Examples

The JFC Swing Tutorial

DITA, Quality, and Style

Prepare yourself to take on new and exciting Java programming challenges with this one-stop resource Job Ready Java delivers a comprehensive and foundational approach to Java that is immediately applicable to real-world environments. Based on the highly regarded and effective Software Guild Java Bootcamp: Object Oriented Programming course, this book teaches you the basic and advanced Java concepts you will need at any entry-level Java position. With the "Pulling It Together" sections, you'll combine and integrate the concepts and lessons taught by the book, while also benefiting from: A thorough introduction to getting set up with Java, including how to write, compile, and run Java programs with or without a Java IDE Practical discussions of the basics of the Java language, including syntax, program flow, and code organization A walk through the fundamentals of Object-Oriented Programming including Classes, Objects, Interfaces, and Inheritance, and how to leverage OOP in Java to create elegant code. Explorations of intermediate and advanced Java concepts, including Maven , unit testing, Lambdas, Streams, and the Spring Framework Perfect for Java novices seeking to make a career transition, Job Ready Java will also earn a place in the libraries of Java developers wanting to brush up on the fundamentals of their craft with an accessible and up-to-date resource.

Java—from first steps to first apps Knowing Java is a must-have programming skill for any programmer. It's used in a wide array of programming projects—from enterprise apps and mobile apps to big data, scientific, and financial uses. The language regularly ranks #1 in surveys of the most popular language based on number of developers, lines of code written, and real-world usage. It's also the language of choice in AP Computer Science classes taught in the U.S. This guide provides an easy-to-follow path from understanding the basics of writing Java code to applying those skills to real projects. Split into eight minibooks covering core aspects of Java, the book introduces the basics of the Java language and object-oriented programming before setting you on the path to building web apps and databases. • Get up to speed on Java basics • Explore object-oriented programming • Learn about strings, arrays, and collections • Find out about files and databases Step-by-step instructions are provided to ensure that you don't get lost at any point along the way. Containing 101 fun, interesting, and useful ways to get more out of Java, this title targets developers and system architects who have some basic Java knowledge but may not be familiar with the wide range of libraries available.

You can choose several data access frameworks when building Java enterprise applications that work with relational databases. But what about big data? This hands-on introduction shows you how Spring Data makes it relatively easy to build applications across a wide range of new data access technologies such as NoSQL and Hadoop. Through several sample projects, you'll learn how Spring Data provides a consistent programming model that retains NoSQL-specific features and capabilities, and helps you develop Hadoop applications across a wide range of use-cases such as data analysis, event stream processing, and workflows. You'll also discover the features Spring Data adds to Spring's existing JPA and JDBC support for writing NoSQL-based data access solutions. Learn about Spring's template helper classes to simplify the use of database-specific functionality Explore Spring Data's repository abstraction and advanced query functionality Use Spring Data with Redis (key/value store), HBase (column-family), MongoDB (document database), and Neo4j (graph database) Discover the GemFire distributed data grid solution Explore Spring Data JPA-managed entities to the Web as RESTful web services Simplify the development of HBase applications, using a lightweight object-mapping framework Build example big-data pipelines with Spring Batch and Spring Integration

Java APIs, Extensions and Libraries

Early Objects

Java SE 8 for Programmers

With JavaFX, JDBC, jmod, jlink, Networking, and the Process API

Core Servlets and JavaServer Pages

Developing Applications with IBM FileNet P8 APIs

The Java EE 7 Tutorial: Volume 2, Fifth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 7 (Java EE 7). Written by members of the Java EE documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide includes descriptions of platform features and provides instructions for using the latest versions of NetBeans IDE and GlassFish Server Open Source Edition. The book introduces Enterprise JavaBeans components, the Java Persistence API, the Java Message Service (JMS) API, Java EE security, transactions, resource adapters, Java EE interceptors, Batch Applications for the Java Platform, and Concurrency Utilities for Java EE. The book culminates with three case studies that illustrate the use of multiple Java EE 7 APIs.

This book completes the Apress Java learning journey and is a comprehensive approach to learning Java APIs, extensions, and modules such as Java EE integration, mobile Java modules, JavaFX, and JDBC. In this book, you'll learn how to build user interfaces with Swing and JavaFX as well as how to write network programs with the new Java 9 and much more. Java APIs, Extensions and Libraries is for Java programmers who are familiar with the fundamentals of the Java language and Java programming, who are now ready to call upon the power of extended Java functionality available from the rich array of Java APIs, extensions, and libraries. After reading and learning from this book you'll be ready to become a professional Java programmer. What You'll Learn Extend your Java skills beyond the fundamental object-oriented concepts and core language features Apply Java Swing for building Java front ends Get started with Java network programming Connect to databases and access data from Java programs using the JDBC API Work with JavaFX, RMI (Remote Method Invocation), and JMI (Java Native Interface) Use the new scripting features of Java Who This Book Is For Java programmers who are familiar with the fundamentals of the Java language and Java programming.

This book presents key machine vision techniques and algorithms, along with the associated Java source code. Special features include a complete self-contained treatment of all topics and techniques essential to the understanding and implementation of machine vision; an introduction to object-oriented programming and to the Java programming language, with particular reference to its imaging capabilities; Java source code for a wide range of real-world image processing and analysis functions; an introduction to the Java 2D imaging and Java Advanced Imaging (JAI) API; and a wide range of illustrative examples.

Describes the features and capabilities of servlets and JavaServer Pages in building enterprise-class applications.

Code Bits, Open-source Libraries, and Project Ideas

Core Java: An Integrated Approach: Covers Concepts, programs and Interview Questions w/CD

Brief Java

The Java Language Specification

A Short Course on the Basics

Spring Data

Covering the latest in Java technologies, Object-Oriented Programming and Java teaches the subject in a systematic, fundamentals-first approach. It begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and executed using object-oriented programming paradigm. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, this book provides readers with the pre-requisites for writing proper object-oriented programs using Java.

The release of Java SE 8 introduced significant enhancements that impact the Core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer required and new features like lambda expressions will increase programmer productivity, but navigating these changes can be challenging. Core Java® for the Impatient is a complete but concise guide to Java SE 8. Written by Cay Horstmann—the author of Java SE 8 for the Really Impatient and Core Java™, the classic, two-volume introduction to the Java language—this indispensable new tutorial offers a faster, easier pathway for learning the language and libraries. Given the size of the language and the scope of the new features introduced in Java SE 8, there's a plenty of material to cover, but it's presented in small chunks organized for quick access and easy understanding. If you're an experienced programmer, Horstmann's practical insights and sample code will help you quickly take advantage of lambda expressions (closures), streams, and other Java language and platform improvements. Horstmann covers everything developers need to know about modern Java, including Crisp and effective coverage of lambda expressions, enabling you to express actions with a concise syntax A thorough introduction to the new streams API, which makes working with data far more flexible and efficient A treatment of concurrent programming that encourages you to design your programs in terms of cooperating tasks instead of low-level threads and locks Up-to-date coverage of new libraries like Date and Time Other new features that will be especially valuable for server-side or mobile programmers Whether you are just getting started with modern Java or are an experienced developer, this guide will be invaluable for anyone who wants to write tomorrow's most robust, efficient, and secure Java code.

This book constitutes the thoroughly refereed post-conference proceedings of five international workshops held in conjunction with PAKDD 2011 in Shenzhen, China, in May 2011: the International Workshop on Behavior Informatics (BI 2011), the Workshop on Quality Issues, Measures of Interestingness and Evaluation of Data Mining Models (QIMIE 2011), the Workshop on Biologically Inspired Techniques for Data Mining (BDM 2011), the Workshop on Advances and Issues in Traditional Chinese Medicine Clinical Data Mining (AI-TCM 2011), and the Second Workshop on Data Mining for Healthcare Management (DMGHM 2011). The book also includes papers from the First PAKDD Doctoral Symposium on Data Mining (DSDM 2011). The 42 papers were carefully reviewed and selected from numerous submissions. The papers cover a wide range of topics discussing emerging techniques in the field of knowledge discovery in databases and their application domains extending to previously unexplored areas such as data mining based on optimization techniques from biological behavior of animals and applications in Traditional Chinese Medicine clinical research and health care management.

This IBM® Redbooks® publication can help you develop content and process management applications with IBM FileNet® APIs. The IBM FileNet P8 suite of products contains a set of robust APIs that range from core platform APIs to supporting application APIs. This book focuses specifically on Content Engine and Process Engine APIs. Content Engine API topics that we discuss include creating, retrieving, updating, and deleting objects; querying and viewing documents; and batching and batch execution. We also explore more complex topics, including permissions and authorization, versioning, relationships, annotations, workflow subscriptions and event actions, metadata discovery, and dynamic security inheritance. Process Engine API topics that we discuss include launching a workflow, searching for and processing work items, and working with process status. The more complex topics we cover include, Component Integrator application space, role, workbasket, resource navigation in Process Engine REST API, ECM Widgets, and building a custom Get Next In-basket widget. To help you better understand programming with IBM FileNet APIs, we provide a sample application implemented for a fictional company. We include the data model, security model, workflows, and various applications developed for the sample. You can download them for your reference. This book is intended for IBM FileNet P8 application developers. We recommend using this book in conjunction with the online ECM help.

Writing Developer Documentation for Java APIs and SDKs

Java ζ for Programmers

JAVA Developer's Guide

OCA Java SE 7 Programmer I Certification Guide

Job Ready Java

Java and Android Application Development For Dummies eBook Set

Brief Java: Early Objects, 9th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming science. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. 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 VitaSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitaSource 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.

A developer's guide provides a wealth of examples that demonstrate how to create powerful web applications, covering such topics as adding applets to HTML pages, the HotJava browser, and integrating animation and audio. Original. (Intermediate).

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.

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, WinOms, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Programming Fundamentals Using Java

The Java Tutorial

A Guide to Constructing GUIs

Prepare for the 1Z0-803 exam

The Definitive Guide to Jython

Java API Reference

This book presents a focused and accessible primer on the fundamentals of Java programming, with extensive use of examples and hands-on exercises. Topics and features: provides an introduction to variables, input/output and arithmetic operations; describes objects and contour diagrams, explains selection structures, and demonstrates such as overloading and classes methods, and introduces string variables and processing; illustrates arrays and array processing and examines recursion; explores inheritance and polymorphism and investigates elementary files; presents a primer on graphical input/output, discusses elementary exception processing, and presents the basics of selected answers in an appendix and a glossary of key terms; provides additional supplementary information at an associated website.

A new edition of the bestselling guide to Java If you want to learn to speak the world's most popular programming language like a native, Java For Dummies is your ideal companion. With a focus on reusing existing code, it quickly and easily shows you how to create basic Java objects, work with Java classes and methods, understand the decision-making statements, and so much more! Java is everywhere, runs on almost any computer, and is the engine that drives the coolest applications. Written for anyone who's ever wanted to tackle programming with Java but never knew quite where to begin, this bestselling guide is your ticket to success! Featuring updates on every step instruction—it's the perfect resource to get you up and running with Java in a jiffy! Discover the latest features and tools in Java 9 Learn to combine several smaller programs to create a bigger program Create basic Java objects and reuse code Confidently handle exceptions and events if you're ready to jump into Java, this bestselling

This is a Java textbook for beginning programmers that uses game programming as a central pedagogical tool to improve student engagement, learning outcomes, and retention. Game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic or advanced programming and computer graphics concept to realize their advantages. The material presented in the book is in full compliance with the 2013 ACM/IEEE computer science curriculum guidelines and provides an in-depth discussion of graphical user interfaces (GUIs). It has been used to teach programming to student whose majors are bot DVD includes a game environment that is easily integrated into projects created with the popular Java Development Environments (Eclipse, NetBeans, and JCreator) and includes a set of executable student games to pique students' interest by giving them a glimpse into their future capabilities. The material in this book can be covered with or without an advanced programming course. Features: Uses an objects-early approach to learning Java Follows the 2013 ACM/IEEE computer science curriculum guidelines Integrates game programming as central pedagogical tool to improve student engagement, learning outcomes, and retention Includes a companion DVD with projects of

Discusses the Sun certification test and Java programming fundamentals, offers sample tests and answers, and provides a cram sheet.

Java API FAQ

Beginning Programming with Java For Dummies

A Game Application Approach

Java 2 For Dummies

Guide to Java

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.

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