

Starting Out With Java Programming Challenges Solutions

WHEN SOMEBODY SHOULD GO TO THE EBOOK STORES, SEARCH INSTIGATION BY SHOP, SHELF BY SHELF, IT IS ESSENTIALLY PROBLEMATIC. THIS IS WHY WE PROVIDE THE EBOOK COMPILATIONS IN THIS WEBSITE. IT WILL CATEGORICALLY EASE YOU TO SEE GUIDE **STARTING OUT WITH JAVA PROGRAMMING CHALLENGES SOLUTIONS** AS YOU SUCH AS.

BY SEARCHING THE TITLE, PUBLISHER, OR AUTHORS OF GUIDE YOU TRULY WANT, YOU CAN DISCOVER THEM RAPIDLY. IN THE HOUSE, WORKPLACE, OR PERHAPS IN YOUR METHOD CAN BE EVERY BEST PLACE WITHIN NET CONNECTIONS. IF YOU STRIVE FOR TO DOWNLOAD AND INSTALL THE STARTING OUT WITH JAVA PROGRAMMING CHALLENGES SOLUTIONS , IT IS EXTREMELY EASY THEN, BACK CURRENTLY WE EXTEND THE CONNECT TO BUY AND MAKE BARGAINS TO DOWNLOAD AND INSTALL STARTING OUT WITH JAVA PROGRAMMING CHALLENGES SOLUTIONS FITTINGLY SIMPLE!

STARTING OUT WITH JAVA,
ALTERNATE EDITION - TONY GADDIS
2004

SOA USING JAVA WEB SERVICES -
MARK D. HANSEN 2007-05-09
EXPERT SOLUTIONS AND STATE-OF-
THE-ART CODE EXAMPLES SOA USING
JAVA[®] WEB SERVICES IS A HANDS-ON
GUIDE TO IMPLEMENTING WEB SERVICES
AND SERVICE ORIENTED ARCHITECTURE
(SOA) WITH TODAY'S JAVA EE 5 AND
JAVA SE 6 PLATFORMS. AUTHOR MARK
HANSEN PRESENTS IN EXPLICIT DETAIL
THE INFORMATION THAT ENTERPRISE

DEVELOPERS AND ARCHITECTS NEED TO
SUCCEED, FROM BEST-PRACTICE DESIGN
TECHNIQUES TO STATE-OF-THE-ART
CODE SAMPLES. HANSEN COVERS
CREATING, DEPLOYING, AND INVOKING
WEB SERVICES THAT CAN BE COMPOSED
INTO LOOSELY COUPLED SOA
APPLICATIONS. HE BEGINS BY REVIEWING
THE "BIG PICTURE," INCLUDING THE
CHALLENGES OF JAVA-BASED SOA
DEVELOPMENT AND THE LIMITATIONS OF
TRADITIONAL APPROACHES. NEXT, HE
SYSTEMATICALLY INTRODUCES THE
LATEST JAVA WEB SERVICES (JWS)
APIS AND WALKS THROUGH CREATING

WEB SERVICES THAT INTEGRATE INTO A COMPREHENSIVE SOA SOLUTION. FINALLY, HE SHOWS HOW APPLICATION FRAMEWORKS BASED ON JWS CAN STREAMLINE THE ENTIRE SOA DEVELOPMENT PROCESS AND INTRODUCES ONE SUCH FRAMEWORK: SOA-J. THE BOOK INTRODUCES PRACTICAL TECHNIQUES FOR MANAGING THE COMPLEXITY OF WEB SERVICES AND SOA, INCLUDING BEST-PRACTICE DESIGN EXAMPLES OFFERS HARD-WON INSIGHTS INTO BUILDING EFFECTIVE SOA APPLICATIONS WITH JAVA WEB SERVICES ILLUMINATES RECENT MAJOR JWS IMPROVEMENTS—INCLUDING TWO FULL CHAPTERS ON JAX-WS 2.0 THOROUGHLY EXPLAINS SOA INTEGRATION USING WSDL, SOAP, JAVA/XML MAPPING, AND JAXB 2.0 DATA BINDING WALKS STEP BY STEP THROUGH PACKAGING AND DEPLOYING WEB SERVICES COMPONENTS ON JAVA EE 5 WITH JSR-181 (WS-METADATA 2.0) AND JSR-109 INCLUDES SPECIFIC CODE SOLUTIONS FOR MANY DEVELOPMENT ISSUES, FROM PUBLISHING REST ENDPOINTS TO CONSUMING SOAP SERVICES WITH WSDL PRESENTS A COMPLETE CASE STUDY USING THE JWS APIs, TOGETHER WITH AN AJAX FRONT END, TO BUILD A SOA APPLICATION INTEGRATING AMAZON, YAHOO SHOPPING, AND EBAY CONTAINS HUNDREDS OF CODE SAMPLES—ALL TESTED WITH THE GLASSFISH JAVA EE 5 REFERENCE IMPLEMENTATION—THAT ARE DOWNLOADABLE FROM THE COMPANION WEB SITE, [HTTP://SOABOOK.COM](http://soabook.com).

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CRAFTING INTERPRETERS - ROBERT NYSTROM 2021-07-27
DESPITE USING THEM EVERY DAY, MOST SOFTWARE ENGINEERS KNOW LITTLE ABOUT HOW PROGRAMMING LANGUAGES ARE DESIGNED AND IMPLEMENTED. FOR MANY, THEIR ONLY EXPERIENCE WITH THAT CORNER OF COMPUTER SCIENCE WAS A TERRIFYING "COMPILERS" CLASS THAT THEY SUFFERED THROUGH IN UNDERGRAD AND TRIED TO BLOT FROM THEIR MEMORY AS SOON AS THEY HAD

SCRIBBLED THEIR LAST NFA TO DFA CONVERSION ON THE FINAL EXAM. THAT FEARSOME REPUTATION BELIES A FIELD THAT IS RICH WITH USEFUL TECHNIQUES AND NOT SO DIFFICULT AS SOME OF ITS PRACTITIONERS MIGHT HAVE YOU BELIEVE. A BETTER UNDERSTANDING OF HOW PROGRAMMING LANGUAGES ARE BUILT WILL MAKE YOU A STRONGER SOFTWARE ENGINEER AND TEACH YOU CONCEPTS AND DATA STRUCTURES YOU'LL USE THE REST OF YOUR CODING DAYS. YOU MIGHT EVEN HAVE FUN. THIS BOOK TEACHES YOU EVERYTHING YOU NEED TO KNOW TO IMPLEMENT A FULL-FEATURED, EFFICIENT SCRIPTING LANGUAGE. YOU'LL LEARN BOTH HIGH-LEVEL CONCEPTS AROUND PARSING AND SEMANTICS AND GRITTY DETAILS LIKE BYTECODE REPRESENTATION AND GARBAGE COLLECTION. YOUR BRAIN WILL LIGHT UP WITH NEW IDEAS, AND YOUR HANDS WILL GET DIRTY AND CALLOUSED. STARTING FROM `main()`, YOU WILL BUILD A LANGUAGE THAT FEATURES RICH SYNTAX, DYNAMIC TYPING, GARBAGE COLLECTION, LEXICAL SCOPE, FIRST-CLASS FUNCTIONS, CLOSURES, CLASSES, AND INHERITANCE. ALL PACKED INTO A FEW THOUSAND LINES OF CLEAN, FAST CODE THAT YOU THOROUGHLY UNDERSTAND BECAUSE YOU WROTE EACH ONE YOURSELF.

JAVA CODING PROBLEMS - ANGHEL LEONARD 2019-09-20

DEVELOP YOUR CODING SKILLS BY EXPLORING JAVA CONCEPTS AND TECHNIQUES SUCH AS STRINGS, OBJECTS AND TYPES, DATA STRUCTURES AND ALGORITHMS,

CONCURRENCY, AND FUNCTIONAL PROGRAMMING KEY FEATURES SOLVE JAVA PROGRAMMING CHALLENGES AND GET INTERVIEW-READY BY USING THE POWER OF MODERN JAVA 11 TEST YOUR JAVA SKILLS USING LANGUAGE FEATURES, ALGORITHMS, DATA STRUCTURES, AND DESIGN PATTERNS EXPLORE AREAS SUCH AS WEB DEVELOPMENT, MOBILE DEVELOPMENT, AND GUI PROGRAMMING BOOK DESCRIPTION THE SUPER-FAST EVOLUTION OF THE JDK BETWEEN VERSIONS 8 AND 12 HAS INCREASED THE LEARNING CURVE OF MODERN JAVA, THEREFORE HAS INCREASED THE TIME NEEDED FOR PLACING DEVELOPERS IN THE PLATEAU OF PRODUCTIVITY. ITS NEW FEATURES AND CONCEPTS CAN BE ADOPTED TO SOLVE A VARIETY OF MODERN-DAY PROBLEMS. THIS BOOK ENABLES YOU TO ADOPT AN OBJECTIVE APPROACH TO COMMON PROBLEMS BY EXPLAINING THE CORRECT PRACTICES AND DECISIONS WITH RESPECT TO COMPLEXITY, PERFORMANCE, READABILITY, AND MORE. JAVA CODING PROBLEMS WILL HELP YOU COMPLETE YOUR DAILY TASKS AND MEET DEADLINES. YOU CAN COUNT ON THE 300+ APPLICATIONS CONTAINING 1,000+ EXAMPLES IN THIS BOOK TO COVER THE COMMON AND FUNDAMENTAL AREAS OF INTEREST: STRINGS, NUMBERS, ARRAYS, COLLECTIONS, DATA STRUCTURES, DATE AND TIME, IMMUTABILITY, TYPE INFERENCE, OPTIONAL, JAVA I/O, JAVA REFLECTION, FUNCTIONAL PROGRAMMING, CONCURRENCY AND THE

HTTP CLIENT API. PUT YOUR SKILLS ON STEROIDS WITH PROBLEMS THAT HAVE BEEN CAREFULLY CRAFTED TO HIGHLIGHT AND COVER THE CORE KNOWLEDGE THAT IS ACCESSED IN DAILY WORK. IN OTHER WORDS (NO MATTER IF YOUR TASK IS EASY, MEDIUM OR COMPLEX) HAVING THIS KNOWLEDGE UNDER YOUR TOOL BELT IS A MUST, NOT AN OPTION. BY THE END OF THIS BOOK, YOU WILL HAVE GAINED A STRONG UNDERSTANDING OF JAVA CONCEPTS AND HAVE THE CONFIDENCE TO DEVELOP AND CHOOSE THE RIGHT SOLUTIONS TO YOUR PROBLEMS. WHAT YOU WILL LEARN ADOPT THE LATEST JDK 11 AND JDK 12 FEATURES IN YOUR APPLICATIONS SOLVE CUTTING-EDGE PROBLEMS RELATING TO COLLECTIONS AND DATA STRUCTURES GET TO GRIPS WITH FUNCTIONAL-STYLE PROGRAMMING USING LAMBDA'S PERFORM ASYNCHRONOUS COMMUNICATION AND PARALLEL DATA PROCESSING SOLVE STRINGS AND NUMBER PROBLEMS USING THE LATEST JAVA APIS BECOME FAMILIAR WITH DIFFERENT ASPECTS OF OBJECT IMMUTABILITY IN JAVA IMPLEMENT THE CORRECT PRACTICES AND CLEAN CODE TECHNIQUES WHO THIS BOOK IS FOR IF YOU ARE A JAVA DEVELOPER WHO WANTS TO LEVEL-UP BY SOLVING REAL-WORLD PROBLEMS, THEN THIS BOOK IS FOR YOU. WORKING KNOWLEDGE OF JAVA IS REQUIRED TO GET THE MOST OUT OF THIS BOOK. STARTING OUT WITH VISUAL C# - TONY GADDIS 2016-02-24 FOR COURSES IN INTRODUCTORY C#

PROGRAMMING. CLEAR, FRIENDLY, AND APPROACHABLE INTRODUCTION TO VISUAL C# PROGRAMMING CLEAR, FRIENDLY, AND APPROACHABLE, THIS FOURTH EDITION OF STARTING OUT WITH VISUAL C# IS AN IDEAL BEGINNING TEXT FOR STUDENTS WITH NO PROGRAMMING EXPERIENCE. DETAILED WALK-THROUGHS AND A READABLE, COMPREHENSIBLE STYLE MAKE THE TEXT INVITING TO NEW PROGRAMMERS, WHILE NUMEROUS PRACTICAL EXAMPLE PROGRAMS HIGHLIGHT THE MOST IMPORTANT PROGRAMMING TOPICS. GADDIS'S DETAILED, STEP-BY-STEP INSTRUCTIONS TEACH A GUI-BASED APPROACH THAT MOTIVATES STUDENTS WITH FAMILIAR GRAPHICAL ELEMENTS. TOPICS ARE EXAMINED PROGRESSIVELY IN EACH CHAPTER, WITH OBJECTS TAUGHT BEFORE CLASSES. THE FOURTH EDITION HAS BEEN COMPLETELY UPDATED FOR VISUAL STUDIO 2015 AND CONTAINS NEW SECTIONS ON DEBUGGING, ACCESSING CONTROLS ON DIFFERENT FORMS, AND AUTO-PROPERTIES.

JAVA COOKBOOK - IAN F. DARWIN
2020-03-17

JAVA CONTINUES TO GROW AND EVOLVE, AND THIS COOKBOOK CONTINUES TO EVOLVE IN TANDEM. WITH THIS GUIDE, YOU'LL GET UP TO SPEED RIGHT AWAY WITH HUNDREDS OF HANDS-ON RECIPES ACROSS A BROAD RANGE OF JAVA TOPICS. YOU'LL LEARN USEFUL TECHNIQUES FOR EVERYTHING FROM STRING HANDLING AND FUNCTIONAL PROGRAMMING TO NETWORK COMMUNICATION. EACH

RECIPE INCLUDES SELF-CONTAINED CODE SOLUTIONS THAT YOU CAN FREELY USE, ALONG WITH A DISCUSSION OF HOW AND WHY THEY WORK. IF YOU'RE FAMILIAR WITH JAVA BASICS, THIS COOKBOOK WILL BOLSTER YOUR KNOWLEDGE OF THE LANGUAGE AND ITS MANY RECENT CHANGES, INCLUDING HOW TO APPLY THEM IN YOUR DAY-TO-DAY DEVELOPMENT. THIS UPDATED EDITION COVERS CHANGES THROUGH JAVA 12 AND PARTS OF 13 AND 14. RECIPES INCLUDE: METHODS FOR COMPILING, RUNNING, AND DEBUGGING PACKAGING JAVA CLASSES AND BUILDING APPLICATIONS MANIPULATING, COMPARING, AND REARRANGING TEXT REGULAR EXPRESSIONS FOR STRING AND PATTERN MATCHING HANDLING NUMBERS, DATES, AND TIMES STRUCTURING DATA WITH COLLECTIONS, ARRAYS, AND OTHER TYPES OBJECT-ORIENTED AND FUNCTIONAL PROGRAMMING TECHNIQUES INPUT/OUTPUT, DIRECTORY, AND FILESYSTEM OPERATIONS NETWORK PROGRAMMING ON BOTH CLIENT AND SERVER PROCESSING JSON FOR DATA INTERCHANGE MULTITHREADING AND CONCURRENCY USING JAVA IN BIG DATA APPLICATIONS INTERFACING JAVA WITH OTHER LANGUAGES

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

Modern Java Recipes - Ken Kousen
2017-08-11

THE INTRODUCTION OF FUNCTIONAL PROGRAMMING CONCEPTS IN JAVA SE 8 WAS A DRASTIC CHANGE FOR THIS

VENERABLE OBJECT-ORIENTED LANGUAGE. LAMBDA EXPRESSIONS, METHOD REFERENCES, AND STREAMS FUNDAMENTALLY CHANGED THE IDIOMS OF THE LANGUAGE, AND MANY DEVELOPERS HAVE BEEN TRYING TO CATCH UP EVER SINCE. THIS COOKBOOK WILL HELP. WITH MORE THAN 70 DETAILED RECIPES, AUTHOR KEN KOUSEN SHOWS YOU HOW TO USE THE NEWEST FEATURES OF JAVA TO SOLVE A WIDE RANGE OF PROBLEMS. FOR DEVELOPERS COMFORTABLE WITH PREVIOUS JAVA VERSIONS, THIS GUIDE COVERS NEARLY ALL OF JAVA SE 8, AND INCLUDES A CHAPTER FOCUSED ON CHANGES COMING IN JAVA 9. NEED TO UNDERSTAND HOW FUNCTIONAL IDIOMS WILL CHANGE THE WAY YOU WRITE CODE? THIS COOKBOOK—CHOCK FULL OF USE CASES—IS FOR YOU. RECIPES COVER: THE BASICS OF LAMBDA EXPRESSIONS AND METHOD REFERENCES INTERFACES IN THE JAVA.UUTIL.FUNCTION PACKAGE STREAM OPERATIONS FOR TRANSFORMING AND FILTERING DATA COMPARATORS AND COLLECTORS FOR SORTING AND CONVERTING STREAMING DATA COMBINING LAMBDA'S, METHOD REFERENCES, AND STREAMS CREATING INSTANCES AND EXTRACT VALUES FROM JAVA'S OPTIONAL TYPE NEW I/O CAPABILITIES THAT SUPPORT FUNCTIONAL STREAMS THE DATE-TIME API THAT REPLACES THE LEGACY DATE AND CALENDAR CLASSES MECHANISMS FOR EXPERIMENTING WITH CONCURRENCY AND PARALLELISM

CRACKING THE CODING INTERVIEW -
GAYLE LAAKMANN McDOWELL 2011

NOW IN THE 5TH EDITION, CRACKING THE CODING INTERVIEW GIVES YOU THE INTERVIEW PREPARATION YOU NEED TO GET THE TOP SOFTWARE DEVELOPER JOBS. THIS BOOK PROVIDES: 150 PROGRAMMING INTERVIEW QUESTIONS AND SOLUTIONS: FROM BINARY TREES TO BINARY SEARCH, THIS LIST OF 150 QUESTIONS INCLUDES THE MOST COMMON AND MOST USEFUL QUESTIONS IN DATA STRUCTURES, ALGORITHMS, AND KNOWLEDGE BASED QUESTIONS. 5 ALGORITHM APPROACHES: STOP BEING BLIND-SIDED BY TOUGH ALGORITHM QUESTIONS, AND LEARN THESE FIVE APPROACHES TO TACKLE THE TRICKIEST PROBLEMS. BEHIND THE SCENES OF THE INTERVIEW PROCESSES AT GOOGLE, AMAZON, MICROSOFT, FACEBOOK, YAHOO, AND APPLE: LEARN WHAT REALLY GOES ON DURING YOUR INTERVIEW DAY AND HOW DECISIONS GET MADE. TEN MISTAKES CANDIDATES MAKE -- AND HOW TO AVOID THEM: DON'T LOSE YOUR DREAM JOB BY MAKING THESE COMMON MISTAKES. LEARN WHAT MANY CANDIDATES DO WRONG, AND HOW TO AVOID THESE ISSUES. STEPS TO PREPARE FOR BEHAVIORAL AND TECHNICAL QUESTIONS: STOP MEANDERING THROUGH AN ENDLESS SET OF QUESTIONS, WHILE MISSING SOME OF THE MOST IMPORTANT PREPARATION TECHNIQUES. FOLLOW THESE STEPS TO MORE THOROUGHLY PREPARE IN LESS TIME.

ADVANCE JAVA, - HARRY HARIOM
CHOUDHARY 2013-07-28
FULLY UPDATED TO REFLECT JAVA SE

7 LANGUAGE CHANGES, ADVANCE JAVA®, VOLUME II—ADVANCED FEATURES, FIFTEENTH BEST SELLING EDITION, IS THE DEFINITIVE GUIDE TO JAVA'S MOST POWERFUL FEATURES FOR ENTERPRISE AND DESKTOP APPLICATION DEVELOPMENT. "I WAS FORTUNATE INDEED TO HAVE WORKED WITH A FANTASTIC TEAM ON THE DESIGN AND IMPLEMENTATION OF THE CONCURRENCY FEATURES ADDED TO THE JAVA PLATFORM IN JAVA 5.0 AND JAVA 6. NOW THIS SAME TEAM PROVIDES THE BEST EXPLANATION YET OF THESE NEW FEATURES, AND OF CONCURRENCY IN GENERAL. CONCURRENCY IS NO LONGER A SUBJECT FOR ADVANCED USERS ONLY. EVERY JAVA DEVELOPER SHOULD READ THIS BOOK." --MARTIN BUCHHOLZ JDK CONCURRENCY CZAR, SUN MICROSYSTEMS "FOR THE PAST 30 YEARS, COMPUTER PERFORMANCE HAS BEEN DRIVEN BY MOORE'S LAW; FROM NOW ON, IT WILL BE DRIVEN BY AMDAHL'S LAW. WRITING CODE THAT EFFECTIVELY EXPLOITS MULTIPLE PROCESSORS CAN BE VERY CHALLENGING. JAVA CONCURRENCY IN PRACTICE PROVIDES YOU WITH THE CONCEPTS AND TECHNIQUES NEEDED TO WRITE SAFE AND SCALABLE JAVA PROGRAMS FOR TODAY'S--AND TOMORROW'S--SYSTEMS." --DORON RAJWAN RESEARCH SCIENTIST, INTEL CORP "THIS IS THE BOOK YOU NEED IF YOU'RE WRITING--OR DESIGNING, OR DEBUGGING, OR MAINTAINING, OR CONTEMPLATING--MULTITHREADED JAVA PROGRAMS. IF YOU'VE EVER HAD TO SYNCHRONIZE A METHOD AND YOU

WEREN'T SURE WHY, YOU OWE IT TO YOURSELF AND YOUR USERS TO READ THIS BOOK, COVER TO COVER." --TED NEWARD AUTHOR OF EFFECTIVE ENTERPRISE JAVA "BRIAN ADDRESSES THE FUNDAMENTAL ISSUES AND COMPLEXITIES OF CONCURRENCY WITH UNCOMMON CLARITY. THIS BOOK IS A MUST-READ FOR ANYONE WHO USES THREADS AND CARES ABOUT PERFORMANCE." --KIRK PEPPERDINE CTO, JAVAPERFORMANCE.TUNING.COM "THIS BOOK COVERS A VERY DEEP AND SUBTLE TOPIC IN A VERY CLEAR AND CONCISE WAY, MAKING IT THE PERFECT JAVA CONCURRENCY REFERENCE MANUAL. EACH PAGE IS FILLED WITH THE PROBLEMS (AND SOLUTIONS!) THAT PROGRAMMERS STRUGGLE WITH EVERY DAY. EFFECTIVELY EXPLOITING CONCURRENCY IS BECOMING MORE AND MORE IMPORTANT NOW THAT MOORE'S LAW IS DELIVERING MORE CORES BUT NOT FASTER CORES, AND THIS BOOK WILL SHOW YOU HOW TO DO IT." --DR. CLIFF CLICK SENIOR SOFTWARE ENGINEER, AZUL SYSTEMS "I HAVE A STRONG INTEREST IN CONCURRENCY, AND HAVE PROBABLY WRITTEN MORE THREAD DEADLOCKS AND MADE MORE SYNCHRONIZATION MISTAKES THAN MOST PROGRAMMERS. BRIAN'S BOOK IS THE MOST READABLE ON THE TOPIC OF THREADING AND CONCURRENCY IN JAVA, AND DEALS WITH THIS DIFFICULT SUBJECT WITH A WONDERFUL HANDS-ON APPROACH. THIS IS A BOOK I AM RECOMMENDING TO ALL MY READERS OF THE JAVA SPECIALISTS' NEWSLETTER, BECAUSE IT IS INTERESTING, USEFUL,

AND RELEVANT TO THE PROBLEMS FACING JAVA DEVELOPERS TODAY." -- DR. HEINZ KABUTZ

THE JAVA SPECIALISTS' DESIGNED FOR SERIOUS PROGRAMMERS, THIS RELIABLE, UNBIASED, NO-NONSENSE TUTORIAL ILLUMINATES ADVANCED JAVA LANGUAGE AND LIBRARY FEATURES WITH THOROUGHLY TESTED CODE EXAMPLES. AS IN PREVIOUS EDITIONS, ALL CODE IS EASY TO UNDERSTAND AND DISPLAYS MODERN BEST-PRACTICE SOLUTIONS TO THE REAL WORLD CHALLENGES FACED BY PROFESSIONAL DEVELOPERS.

VOLUME II QUICKLY BRINGS YOU UP-TO-SPEED ON KEY JAVA SE 7 ENHANCEMENTS, RANGING FROM THE NEW FILE I/O API TO IMPROVED CONCURRENCY UTILITIES. ALL CODE EXAMPLES ARE UPDATED TO REFLECT THESE ENHANCEMENTS. COMPLETE DESCRIPTIONS OF NEW LANGUAGE AND PLATFORM FEATURES ARE HIGHLIGHTED AND INTEGRATED WITH INSIGHTFUL EXPLANATIONS OF ADVANCED JAVA PROGRAMMING TECHNIQUES. YOU'LL LEARN ALL YOU NEED TO BUILD ROBUST PRODUCTION SOFTWARE WITH STREAMS, FILES, AND REGULAR EXPRESSIONS XML NETWORKING DATABASE PROGRAMMING FACILITIES JNDI/LDAP DIRECTORY INTEGRATION INTERNATIONALIZATION ADVANCED SWING TECHNIQUES JAVA BEANS COMPONENTS WEB SERVICES ADVANCED PLATFORM SECURITY FEATURES ANNOTATIONS DISTRIBUTED OBJECTS NATIVE METHODS, AND MORE FOR DETAILED COVERAGE OF FUNDAMENTAL JAVA SE 7 FEATURES,

INCLUDING OBJECTS, CLASSES, INHERITANCE, INTERFACES, REFLECTION, EVENTS, EXCEPTIONS, GRAPHICS, SWING, GENERICS, COLLECTIONS, CONCURRENCY, AND DEBUGGING,

STARTING OUT WITH PYTHON - TONY GADDIS 2017-03-06

TONY GADDIS INTRODUCES STUDENTS TO THE BASICS OF PROGRAMMING AND PREPARES THEM TO TRANSITION INTO MORE COMPLICATED LANGUAGES. PYTHON, AN EASY-TO-LEARN AND INCREASINGLY POPULAR OBJECT-ORIENTED LANGUAGE, ALLOWS READERS TO BECOME COMFORTABLE WITH THE FUNDAMENTALS OF PROGRAMMING WITHOUT TROUBLESOME SYNTAX.

JAVA PROGRAMMING 10-MINUTE SOLUTIONS - MARK WATSON 2006-02-20

THE PROBLEMS ENCOUNTERED BY A BEGINNING JAVA PROGRAMMER ARE MANY--AND MOSTLY MINOR. THE PROBLEMS YOU ENCOUNTER AS AN EXPERIENCED JAVA PROGRAMMER ARE FAR FEWER--AND FAR MORE SERIOUS. **JAVA PROGRAMMING 10-MINUTE SOLUTIONS** PROVIDES DIRECT SOLUTIONS TO THE THORNY PROBLEMS YOU'RE MOST LIKELY TO RUN UP AGAINST IN YOUR WORK. ESPECIALLY WHEN A PROJECT ENTAILS NEW TECHNIQUES OR DRAWS YOU INTO A REALM OUTSIDE YOUR IMMEDIATE EXPERTISE, POTENTIAL HEADACHES ABOUND. WITH THIS BOOK, A VETERAN JAVA PROGRAMMER SAVES YOU BOTH AGGRAVATION AND--JUST AS IMPORTANT--TIME. HERE ARE SOME OF THE SOLUTIONS YOU'LL FIND INSIDE:

PARSING XML USING SAX AND DOM,
AND USING XSLT TO TRANSFORM XML
TO HTML JAVA FILE I/O: COPYING AND
DELETING ENTIRE DIRECTORIES USING
JAVA SEARCH ALGORITHMS THREAD
MANAGEMENT LEVERAGING JAVA WEB
SERVICES SUPPORT IN SOAP, XML-
RPC, AND XML OVER HTTP LOW-
LEVEL JDBC PROGRAMMING USING
SERVLETS AND JSPs (INCLUDING
STRUTS) FOR WEB APPLICATIONS
USING ENTERPRISE JAVA BEANS (EJBs)
CONTAINER MANAGED PERSISTENCE
GENERATING EJB CLASSES WITH ANT
AND XDOCOLET USING JUNIT FOR UNIT
TESTING MODELED AFTER THE
STRAIGHTFORWARD Q&A APPROACH
OF THE DEVX WEBSITE, THESE IN-
DEPTH, CODE-INTENSIVE SOLUTIONS
HELP YOU PAST OBSTACLES RIGHT NOW
AND ULTIMATELY MAKE YOU A
SMARTER, MORE EFFECTIVE
PROGRAMMER.

START CONCURRENT - BARRY
WITTMAN 2013-12-31

MULTICORE MICROPROCESSORS ARE
NOW AT THE HEART OF NEARLY ALL
DESKTOP AND LAPTOP COMPUTERS.
WHILE THESE CHIPS OFFER EXCITING
OPPORTUNITIES FOR THE CREATION OF
NEWER AND FASTER APPLICATIONS,
THEY ALSO CHALLENGE STUDENTS AND
EDUCATORS. HOW CAN THE NEW
GENERATION OF COMPUTER SCIENTISTS
GROWING UP WITH MULTICORE CHIPS
LEARN TO PROGRAM APPLICATIONS
THAT EXPLOIT THIS LATENT
PROCESSING POWER? THIS UNIQUE
BOOK IS AN ATTEMPT TO INTRODUCE
CONCURRENT PROGRAMMING TO FIRST-

YEAR COMPUTER SCIENCE STUDENTS,
MUCH EARLIER THAN MOST COMPETING
PRODUCTS. THIS BOOK ASSUMES NO
PROGRAMMING BACKGROUND BUT OFFERS
A BROAD COVERAGE OF JAVA. IT
INCLUDES OVER 150 NUMBERED AND
NUMEROUS INLINE EXAMPLES AS WELL
AS MORE THAN 300 EXERCISES
CATEGORIZED AS "CONCEPTUAL,"
"PROGRAMMING," AND "EXPERIMENTS."
THE PROBLEM-ORIENTED APPROACH
PRESENTS A PROBLEM, EXPLAINS
SUPPORTING CONCEPTS, OUTLINES
NECESSARY SYNTAX, AND FINALLY
PROVIDES ITS SOLUTION. ALL
PROGRAMS IN THE BOOK ARE AVAILABLE
FOR DOWNLOAD AND EXPERIMENTATION.
A SUBSTANTIAL INDEX OF AT LEAST
5000 ENTRIES MAKES IT EASY FOR
READERS TO LOCATE RELEVANT
INFORMATION. IN A FAST-CHANGING
FIELD, THIS BOOK IS CONTINUALLY
UPDATED AND REFINED. THE 2014
VERSION IS THE SEVENTH "DRAFT
EDITION" OF THIS VOLUME, AND
FEATURES NUMEROUS REVISIONS BASED
ON STUDENT FEEDBACK. A LIST OF
ERRATA FOR THIS VERSION CAN BE
FOUND ON THE PURDUE UNIVERSITY
DEPARTMENT OF COMPUTER SCIENCE
WEBSITE.

SEMANTIC WEB SERVICES CHALLENGE -
CHARLES J. PETRIE 2008-11-27

THIS IS AN EDITED VOLUME THAT
DEVELOPS A COMMON UNDERSTANDING
OF THE VARIOUS TECHNOLOGIES
INTENDED TO FACILITATE THE
AUTOMATION OF MEDIATION,
CHOREOGRAPHY AND DISCOVERY FOR
WEB SERVICES USING SEMANTIC

ANNOTATIONS. THE VOLUME EXPLORES TRADE-OFFS AMONG EXISTING APPROACHES, AND REVEALS STRENGTHS AND WEAKNESSES OF PROPOSED APPROACHES, AS WELL AS WHICH ASPECTS OF THE PROBLEM ARE NOT YET COVERED. THE BOOK IS DESIGNED FOR A PROFESSIONAL AUDIENCE COMPOSED OF PRACTITIONERS AND RESEARCHERS IN INDUSTRY. PROFESSIONALS CAN USE IT TO EVALUATE SWS TECHNOLOGY FOR THEIR POTENTIAL PRACTICAL USE. THE BOOK IS ALSO SUITABLE FOR ADVANCED-LEVEL STUDENTS IN COMPUTER SCIENCE.

DESIGN PATTERNS IN JAVA - STEVEN JOHN METSKER 2006-04-18

DESIGN PATTERNS IN JAVA² GIVES YOU THE HANDS-ON PRACTICE AND DEEP INSIGHT YOU NEED TO FULLY LEVERAGE THE SIGNIFICANT POWER OF DESIGN PATTERNS IN ANY JAVA SOFTWARE PROJECT. THE PERFECT COMPLEMENT TO THE CLASSIC DESIGN PATTERNS, THIS LEARN-BY-DOING WORKBOOK APPLIES THE LATEST JAVA FEATURES AND BEST PRACTICES TO ALL OF THE ORIGINAL 23 PATTERNS IDENTIFIED IN THAT GROUNDBREAKING TEXT. DRAWING ON THEIR EXTENSIVE EXPERIENCE AS JAVA INSTRUCTORS AND PROGRAMMERS, STEVE METSKER AND BILL WAKE ILLUMINATE EACH PATTERN WITH REAL JAVA PROGRAMS, CLEAR UML DIAGRAMS, AND COMPELLING EXERCISES. YOU'LL MOVE QUICKLY FROM THEORY TO APPLICATION-LEARNING HOW TO IMPROVE NEW CODE AND REFACTOR EXISTING CODE FOR SIMPLICITY, MANAGEABILITY, AND PERFORMANCE.

COVERAGE INCLUDES USING ADAPTER TO PROVIDE CONSISTENT INTERFACES TO CLIENTS USING FACADE TO SIMPLIFY THE USE OF REUSABLE TOOLKITS UNDERSTANDING THE ROLE OF BRIDGE IN JAVA DATABASE CONNECTIVITY THE OBSERVER PATTERN, MODEL-VIEW-CONTROLLER, AND GUI BEHAVIOR JAVA REMOTE METHOD INVOCATION (RMI) AND THE PROXY PATTERN STREAMLINING DESIGNS USING THE CHAIN OF RESPONSIBILITY PATTERN USING PATTERNS TO GO BEYOND JAVA'S BUILT-IN CONSTRUCTOR FEATURES IMPLEMENTING UNDO CAPABILITIES WITH MEMENTO USING THE STATE PATTERN TO MANAGE STATE MORE CLEANLY AND SIMPLY OPTIMIZING EXISTING CODEBASES WITH EXTENSION PATTERNS PROVIDING THREAD-SAFE ITERATION WITH THE ITERATOR PATTERN USING VISITOR TO DEFINE NEW OPERATIONS WITHOUT CHANGING HIERARCHY CLASSES IF YOU'RE A JAVA PROGRAMMER WANTING TO SAVE TIME WHILE WRITING BETTER CODE, THIS BOOK'S TECHNIQUES, TIPS, AND CLEAR EXPLANATIONS AND EXAMPLES WILL HELP YOU HARNESS THE POWER OF PATTERNS TO IMPROVE EVERY PROGRAM YOU WRITE, DESIGN, OR MAINTAIN. ALL SOURCE CODE IS AVAILABLE FOR DOWNLOAD AT [HTTP://WWW.OOZINOZ.COM](http://www.oozinoz.com). JAVA SERVLET & JSP COOKBOOK - BRUCE W. PERRY 2004-01-21 PROVIDES REAL-WORLD WEB APPLICATION DEVELOPMENT PROBLEMS AND PRACTICAL SOLUTIONS AND HUNDREDS OF EXAMPLES AND SAMPLE

CODE FOR JAVA WEB DEVELOPERS WHO USE JAVASERVER PAGES OR SERVLETS, ALONG WITH USEFUL TIPS, TECHNIQUES, TOOLS, AND SHORTCUTS.

PROGRAMMING CHALLENGES - STEVEN S SKIENA 2006-04-18

THERE ARE MANY DISTINCT PLEASURES ASSOCIATED WITH COMPUTER PROGRAMMING. CRAFTSMANSHIP HAS ITS QUIET REWARDS, THE SATISFACTION THAT COMES FROM BUILDING A USEFUL OBJECT AND MAKING IT WORK.

EXCITEMENT ARRIVES WITH THE FLASH OF INSIGHT THAT CRACKS A PREVIOUSLY INTRACTABLE PROBLEM.

THE SPIRITUAL QUEST FOR ELEGANCE CAN TURN THE HACKER INTO AN ARTIST.

THERE ARE PLEASURES IN PARSIMONY, IN SQUEEZING THE LAST DROP OF PERFORMANCE OUT OF CLEVER

ALGORITHMS AND TIGHT CODING. THE GAMES, PUZZLES, AND CHALLENGES OF PROBLEMS FROM INTERNATIONAL

PROGRAMMING COMPETITIONS ARE A GREAT WAY TO EXPERIENCE THESE PLEASURES WHILE IMPROVING YOUR ALGORITHMIC AND CODING SKILLS. THIS

BOOK CONTAINS OVER 100 PROBLEMS THAT HAVE APPEARED IN PREVIOUS PROGRAMMING CONTESTS, ALONG WITH DISCUSSIONS OF THE THEORY AND IDEAS NECESSARY TO ATTACK THEM. INSTANT ONLINE GRADING FOR ALL OF THESE PROBLEMS IS AVAILABLE FROM TWO WWW ROBOT JUDGING SITES.

COMBINING THIS BOOK WITH A JUDGE GIVES AN EXCITING NEW WAY TO CHALLENGE AND IMPROVE YOUR PROGRAMMING SKILLS. THIS BOOK CAN BE USED FOR SELF-STUDY, FOR

TEACHING INNOVATIVE COURSES IN ALGORITHMS AND PROGRAMMING, AND IN TRAINING FOR INTERNATIONAL COMPETITION. THE PROBLEMS IN THIS BOOK HAVE BEEN SELECTED FROM OVER 1,000 PROGRAMMING PROBLEMS AT THE UNIVERSIDAD DE VALLADOLID ONLINE JUDGE. THE JUDGE HAS RULED ON

WELL OVER ONE MILLION SUBMISSIONS FROM 27,000 REGISTERED USERS AROUND THE WORLD TO DATE. WE HAVE TAKEN ONLY THE BEST OF THE BEST, THE MOST FUN, EXCITING, AND INTERESTING PROBLEMS AVAILABLE.

BUILDING JAVA PROGRAMS - STUART REGES 2014

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

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

THE THE COMPLETE CODING INTERVIEW GUIDE IN JAVA - ANGHEL LEONARD
2020-08-28

THE COMPLETE CODING INTERVIEW GUIDE IN JAVA IS AN ALL-INCLUSIVE SOLUTION GUIDE WITH METICULOUSLY CRAFTED QUESTIONS AND ANSWERS THAT WILL HELP YOU CRACK ANY JAVA DEVELOPER JOB. THIS BOOK WILL HELP YOU BUILD A STRONG FOUNDATION AND THE SKILL-SET REQUIRED TO CONFIDENTLY APPEAR IN THE TOUGHEST CODING INTERVIEWS.

C++ PRIMER - STANLEY LIPPMAN
2012-08-06
BESTSELLING PROGRAMMING TUTORIAL AND REFERENCE COMPLETELY REWRITTEN FOR THE NEW C++ 11 STANDARD FULLY UPDATED AND RECAST FOR THE NEWLY RELEASED

C++ 11 STANDARD, THIS AUTHORITATIVE AND COMPREHENSIVE INTRODUCTION TO C++ WILL HELP YOU TO LEARN THE LANGUAGE FAST, AND TO USE IT IN MODERN, HIGHLY EFFECTIVE WAYS. HIGHLIGHTING TODAY'S BEST PRACTICES, THE AUTHORS SHOW HOW TO USE BOTH THE CORE LANGUAGE AND ITS STANDARD LIBRARY TO WRITE EFFICIENT, READABLE, AND POWERFUL CODE. C++ PRIMER, FIFTH EDITION, INTRODUCES THE C++ STANDARD LIBRARY FROM THE OUTSET, DRAWING ON ITS COMMON FUNCTIONS AND FACILITIES TO HELP YOU WRITE USEFUL PROGRAMS WITHOUT FIRST HAVING TO MASTER EVERY LANGUAGE DETAIL. THE BOOK'S MANY EXAMPLES HAVE BEEN REVISED TO USE THE NEW LANGUAGE FEATURES AND DEMONSTRATE HOW TO MAKE THE BEST USE OF THEM. THIS BOOK IS A PROVEN TUTORIAL FOR THOSE NEW TO C++, AN AUTHORITATIVE DISCUSSION OF CORE C++ CONCEPTS AND TECHNIQUES, AND A VALUABLE RESOURCE FOR EXPERIENCED PROGRAMMERS, ESPECIALLY THOSE EAGER TO SEE C++ 11 ENHANCEMENTS ILLUMINATED. START FAST AND ACHIEVE MORE LEARN HOW TO USE THE NEW C++ 11 LANGUAGE FEATURES AND THE STANDARD LIBRARY TO BUILD ROBUST PROGRAMS QUICKLY, AND GET COMFORTABLE WITH HIGH-LEVEL PROGRAMMING LEARN THROUGH EXAMPLES THAT ILLUMINATE TODAY'S BEST CODING STYLES AND PROGRAM DESIGN TECHNIQUES UNDERSTAND THE "RATIONALE BEHIND THE RULES": WHY C++ 11 WORKS AS IT DOES USE THE

EXTENSIVE CROSSREFERENCES TO HELP YOU CONNECT RELATED CONCEPTS AND INSIGHTS BENEFIT FROM UP-TO-DATE LEARNING AIDS AND EXERCISES THAT EMPHASIZE KEY POINTS, HELP YOU TO AVOID PITFALLS, PROMOTE GOOD PRACTICES, AND REINFORCE WHAT YOU'VE LEARNED ACCESS THE SOURCE CODE FOR THE EXTENDED EXAMPLES FROM [INFORMIT.COM/TITLE/0321714113](http://informit.com/title/0321714113) C++ PRIMER, FIFTH EDITION, FEATURES AN ENHANCED, LAYFLAT BINDING, WHICH ALLOWS THE BOOK TO STAY OPEN MORE EASILY WHEN PLACED ON A FLAT SURFACE. THIS SPECIAL BINDING METHOD—NOTABLE BY A SMALL SPACE INSIDE THE SPINE—ALSO INCREASES DURABILITY.

PROBLEMS AND SOLUTIONS IN SCIENTIFIC COMPUTING WITH C++ AND JAVA SIMULATIONS - WILLI-HANS STEEB 2004-11-02

SCIENTIFIC COMPUTING IS A COLLECTION OF TOOLS, TECHNIQUES AND THEORIES REQUIRED TO DEVELOP AND SOLVE MATHEMATICAL MODELS IN SCIENCE AND ENGINEERING ON A COMPUTER. THIS TIMELY BOOK PROVIDES THE VARIOUS SKILLS AND TECHNIQUES NEEDED IN SCIENTIFIC COMPUTING. THE TOPICS RANGE IN DIFFICULTY FROM ELEMENTARY TO ADVANCED, AND ALL THE LATEST FIELDS IN SCIENTIFIC COMPUTING ARE COVERED SUCH AS MATRICES, NUMERICAL ANALYSIS, NEURAL NETWORKS, GENETIC ALGORITHMS, ETC. PRESENTED IN THE FORMAT OF PROBLEMS AND DETAILED SOLUTIONS, IMPORTANT CONCEPTS AND

TECHNIQUES ARE INTRODUCED AND DEVELOPED. MANY PROBLEMS INCLUDE SOFTWARE SIMULATIONS. ALGORITHMS HAVE DETAILED IMPLEMENTATIONS IN C++ OR JAVA. THIS BOOK WILL PROVE TO BE INVALUABLE NOT ONLY TO STUDENTS AND RESEARCH WORKERS IN THE FIELDS OF SCIENTIFIC COMPUTING, BUT ALSO TO TEACHERS OF THIS SUBJECT WHO WILL FIND THIS TEXT USEFUL AS A SUPPLEMENT. THE TOPICS DISCUSSED IN THIS BOOK ARE PART OF THE E-LEARNING AND DISTANCE LEARNING COURSES CONDUCTED BY THE INTERNATIONAL SCHOOL OF SCIENTIFIC COMPUTING, SOUTH AFRICA. STARTING OUT WITH C++ - TONY GADDIS 2011-12

ALERT: BEFORE YOU PURCHASE, CHECK WITH YOUR INSTRUCTOR OR REVIEW YOUR COURSE SYLLABUS TO ENSURE THAT YOU SELECT THE CORRECT ISBN. SEVERAL VERSIONS OF PEARSON'S MYLAB & MASTERING PRODUCTS EXIST FOR EACH TITLE, INCLUDING CUSTOMIZED VERSIONS FOR INDIVIDUAL SCHOOLS, AND REGISTRATIONS ARE NOT TRANSFERABLE. IN ADDITION, YOU MAY NEED A COURSEID, PROVIDED BY YOUR INSTRUCTOR, TO REGISTER FOR AND USE PEARSON'S MYLAB & MASTERING PRODUCTS. PACKAGES ACCESS CODES FOR PEARSON'S MYLAB & MASTERING PRODUCTS MAY NOT BE INCLUDED WHEN PURCHASING OR RENTING FROM COMPANIES OTHER THAN PEARSON; CHECK WITH THE SELLER BEFORE COMPLETING YOUR PURCHASE. USED OR RENTAL BOOKS IF YOU RENT OR PURCHASE A USED BOOK WITH AN

ACCESS CODE, THE ACCESS CODE MAY HAVE BEEN REDEEMED PREVIOUSLY AND YOU MAY HAVE TO PURCHASE A NEW ACCESS CODE. ACCESS CODES ACCESS CODES THAT ARE PURCHASED FROM SELLERS OTHER THAN PEARSON CARRY A HIGHER RISK OF BEING EITHER THE WRONG ISBN OR A PREVIOUSLY REDEEMED CODE. CHECK WITH THE SELLER PRIOR TO PURCHASE. --IN STARTING OUT WITH C++ : FROM CONTROL STRUCTURES THROUGH OBJECTS, BRIEF EDITION, 7E, GADDIS TAKES A PROBLEM-SOLVING APPROACH, INSPIRING STUDENTS TO UNDERSTAND THE LOGIC BEHIND DEVELOPING QUALITY PROGRAMS WHILE INTRODUCING THE C++ PROGRAMMING LANGUAGE. THIS STYLE OF TEACHING BUILDS PROGRAMMING CONFIDENCE AND ENHANCES EACH STUDENT'S DEVELOPMENT OF PROGRAMMING SKILLS. THIS EDITION IN THE STARTING OUT SERIES COVERS THE CORE PROGRAMMING CONCEPTS THAT ARE INTRODUCED IN THE FIRST SEMESTER INTRODUCTORY PROGRAMMING COURSE. AS WITH ALL GADDIS TEXTS, CLEAR AND EASY-TO-READ CODE LISTINGS, CONCISE AND PRACTICAL REAL-WORLD EXAMPLES, AND AN ABUNDANCE OF EXERCISES APPEAR IN EVERY CHAPTER. THIS BOOK INCLUDES THE FIRST 15 CHAPTERS FROM THE BEST-SELLING STARTING OUT WITH C++: FROM CONTROL STRUCTURES THROUGH OBJECTS, AND COVERS THE CORE PROGRAMMING CONCEPTS THAT ARE INTRODUCED IN THE FIRST SEMESTER INTRODUCTORY PROGRAMMING COURSE.

MYPROGRAMMINGLAB FOR STARTING OUT WITH C++ IS A TOTAL LEARNING PACKAGE. MYPROGRAMMINGLAB IS AN ONLINE HOMEWORK, TUTORIAL, AND ASSESSMENT PROGRAM THAT TRULY ENGAGES STUDENTS IN LEARNING. IT HELPS STUDENTS BETTER PREPARE FOR CLASS, QUIZZES, AND EXAMS- RESULTING IN BETTER PERFORMANCE IN THE COURSE-AND PROVIDES EDUCATORS A DYNAMIC SET OF TOOLS FOR GAUGING INDIVIDUAL AND CLASS PROGRESS. AND, MYPROGRAMMINGLAB COMES FROM PEARSON, YOUR PARTNER IN PROVIDING THE BEST DIGITAL LEARNING EXPERIENCES. ÷ NOTE: IF YOU ARE PURCHASING THE STANDALONE TEXT OR ELECTRONIC VERSION, MYPROGRAMMINGLAB DOES NOT COME AUTOMATICALLY PACKAGED WITH THE TEXT. TO PURCHASE MYPROGRAMMINGLAB, PLEASE VISIT: MYPROGRAMMINGLAB.COM OR YOU CAN PURCHASE A PACKAGE OF THE PHYSICAL TEXT + MYPROGRAMMINGLAB BY SEARCHING FOR ISBN 10: 0132926865 / ISBN 13: 9780132926867.÷ MYPROGRAMMINGLAB IS NOT A SELF-PACED TECHNOLOGY AND SHOULD ONLY BE PURCHASED WHEN REQUIRED BY AN INSTRUCTOR.

MORE JAVA PITFALLS - MICHAEL C. DACONTA 2003-03-24 BUILDING ON THE SUCCESS OF JAVA PITFALLS (0-471-36174-7), THIS BOOK PROVIDES MORE SPECIFIC PROGRAMMING SOLUTIONS TO FIFTY DIFFICULT JAVA PROGRAMMING PROBLEMS SHOWS EXPERIENCED

PROGRAMMERS HOW TO IDENTIFY AND AVOID WEAKNESSES IN JAVA AND RELATED J2EE TECHNOLOGIES THAT CAN CAUSE PROGRAMS TO GO HAYWIRE EXPLORES ADVANCED TOPICS INCLUDING NETWORKING, XML AND JAVA PROGRAMMING, AND THE JAVA VIRTUAL MACHINE

HEAD FIRST PROGRAMMING - DAVID GRIFFITHS 2009-11-16

LOOKING FOR A RELIABLE WAY TO LEARN HOW TO PROGRAM ON YOUR OWN, WITHOUT BEING OVERWHELMED BY CONFUSING CONCEPTS? HEAD FIRST PROGRAMMING INTRODUCES THE CORE CONCEPTS OF WRITING COMPUTER PROGRAMS -- VARIABLES, DECISIONS, LOOPS, FUNCTIONS, AND OBJECTS -- WHICH APPLY REGARDLESS OF THE PROGRAMMING LANGUAGE. THIS BOOK OFFERS CONCRETE EXAMPLES AND EXERCISES IN THE DYNAMIC AND VERSATILE PYTHON LANGUAGE TO DEMONSTRATE AND REINFORCE THESE CONCEPTS. LEARN THE BASIC TOOLS TO START WRITING THE PROGRAMS THAT INTEREST YOU, AND GET A BETTER UNDERSTANDING OF WHAT SOFTWARE CAN (AND CANNOT) DO. WHEN YOU'RE FINISHED, YOU'LL HAVE THE NECESSARY FOUNDATION TO LEARN ANY PROGRAMMING LANGUAGE OR TACKLE ANY SOFTWARE PROJECT YOU CHOOSE. WITH A FOCUS ON PROGRAMMING CONCEPTS, THIS BOOK TEACHES YOU HOW TO: UNDERSTAND THE CORE FEATURES OF ALL PROGRAMMING LANGUAGES, INCLUDING: VARIABLES, STATEMENTS, DECISIONS, LOOPS, EXPRESSIONS, AND OPERATORS REUSE

CODE WITH FUNCTIONS USE LIBRARY CODE TO SAVE TIME AND EFFORT SELECT THE BEST DATA STRUCTURE TO MANAGE COMPLEX DATA WRITE PROGRAMS THAT TALK TO THE WEB SHARE YOUR DATA WITH OTHER PROGRAMS WRITE PROGRAMS THAT TEST THEMSELVES AND HELP YOU AVOID EMBARRASSING CODING ERRORS WE THINK YOUR TIME IS TOO VALUABLE TO WASTE STRUGGLING WITH NEW CONCEPTS. USING THE LATEST RESEARCH IN COGNITIVE SCIENCE AND LEARNING THEORY TO CRAFT A MULTI-SENSORY LEARNING EXPERIENCE, HEAD FIRST PROGRAMMING USES A VISUALLY RICH FORMAT DESIGNED FOR THE WAY YOUR BRAIN WORKS, NOT A TEXT-HEAVY APPROACH THAT PUTS YOU TO SLEEP.

STARTING OUT WITH JAVA - TONY GADDIS 2015-01

NOTE: YOU ARE PURCHASING A STANDALONE PRODUCT; MYPROGRAMMINGLAB® DOES NOT COME PACKAGED WITH THIS CONTENT. IF YOU WOULD LIKE TO PURCHASE BOTH THE PHYSICAL TEXT AND MYPROGRAMMINGLAB SEARCH FOR 0134059875 / 9780134059877 STARTING OUT WITH JAVA: FROM CONTROL STRUCTURES THROUGH OBJECTS PLUS MYPROGRAMMINGLAB WITH PEARSON ETEXT -- ACCESS CARD PACKAGE, 6/E PACKAGE CONSISTS OF: 0133957055 / 9780133957051 STARTING OUT WITH JAVA: FROM CONTROL STRUCTURES THROUGH OBJECTS, 6/E

0133885569 /
9780133885569 0133957608
/ 9780133957600

MyPROGRAMMINGLAB WITH PEARSON eTEXT -- ACCESS CARD -- FOR STARTING OUT WITH JAVA: FROM CONTROL STRUCTURES THROUGH OBJECTS, 6/E MyPROGRAMMINGLAB SHOULD ONLY BE PURCHASED WHEN REQUIRED BY AN INSTRUCTOR. FOR COURSES IN COMPUTER PROGRAMMING IN JAVA STARTING OUT WITH JAVA: FROM CONTROL STRUCTURES THROUGH OBJECTS PROVIDES A BRIEF YET DETAILED INTRODUCTION TO PROGRAMMING IN THE JAVA LANGUAGE. STARTING OUT WITH THE FUNDAMENTALS OF DATA TYPES AND OTHER BASIC ELEMENTS, READERS QUICKLY PROGRESS TO MORE ADVANCED PROGRAMMING TOPICS AND SKILLS. BY MOVING FROM CONTROL STRUCTURES TO OBJECTS, READERS GAIN A COMPREHENSIVE UNDERSTANDING OF THE JAVA LANGUAGE AND ITS APPLICATIONS. AS WITH ALL GADDIS TEXTS, THE SIXTH EDITION IS CLEAR, EASY TO READ, AND FRIENDLY IN TONE. THE TEXT TEACHES BY EXAMPLE THROUGHOUT, GIVING READERS A CHANCE TO APPLY THEIR LEARNINGS BY BEGINNING TO CODE WITH JAVA. ALSO AVAILABLE WITH MyPROGRAMMINGLAB MyPROGRAMMINGLAB IS AN ONLINE HOMEWORK, TUTORIAL, AND ASSESSMENT PROGRAM DESIGNED TO WORK WITH THIS TEXT TO ENGAGE STUDENTS AND IMPROVE RESULTS. WITHIN ITS STRUCTURED ENVIRONMENT, STUDENTS PRACTICE WHAT THEY

LEARN, TEST THEIR UNDERSTANDING, AND PURSUE A PERSONALIZED STUDY PLAN THAT HELPS THEM BETTER ABSORB COURSE MATERIAL AND UNDERSTAND DIFFICULT CONCEPTS.

MyPROGRAMMINGLAB ALLOWS YOU TO ENGAGE YOUR STUDENTS IN THE COURSE MATERIAL BEFORE, DURING, AND AFTER CLASS WITH A VARIETY OF ACTIVITIES AND ASSESSMENTS.

INTRODUCTION TO JAVA PROGRAMMING AND DATA STRUCTURES, COMPREHENSIVE VERSION, GLOBAL EDITION - Y. DANIEL LIANG
2018-02-18

THIS TEXT IS INTENDED FOR A 1-SEMESTER CS1 COURSE SEQUENCE. THE BRIEF VERSION CONTAINS THE FIRST 18 CHAPTERS OF THE COMPREHENSIVE VERSION. THE FIRST 13 CHAPTERS ARE APPROPRIATE FOR PREPARING THE AP COMPUTER SCIENCE EXAM. FOR COURSES IN JAVA PROGRAMMING. A FUNDAMENTALS-FIRST INTRODUCTION TO BASIC PROGRAMMING CONCEPTS AND TECHNIQUES DESIGNED TO SUPPORT AN INTRODUCTORY PROGRAMMING COURSE, INTRODUCTION TO JAVA PROGRAMMING AND DATA STRUCTURES TEACHES CONCEPTS OF PROBLEM-SOLVING AND OBJECT-ORIENTATED PROGRAMMING USING A FUNDAMENTALS-FIRST APPROACH. BEGINNER PROGRAMMERS LEARN CRITICAL PROBLEM-SOLVING TECHNIQUES THEN MOVE ON TO GRASP THE KEY CONCEPTS OF OBJECT-ORIENTED, GUI PROGRAMMING, ADVANCED GUI AND WEB PROGRAMMING USING JAVAFX. THIS COURSE APPROACHES JAVA GUI

PROGRAMMING USING JAVA FX, WHICH HAS REPLACED SWING AS THE NEW GUI TOOL FOR DEVELOPING CROSS-PLATFORM-RICH INTERNET APPLICATIONS AND IS SIMPLER TO LEARN AND USE. THE 11TH EDITION HAS BEEN COMPLETELY REVISED TO ENHANCE CLARITY AND PRESENTATION, AND INCLUDES NEW AND EXPANDED CONTENT, EXAMPLES, AND EXERCISES.

TEACH YOURSELF JAVA FOR MACINTOSH IN 21 DAYS - LAURA LEMAY 1996-01-01

TAKES A TUTORIAL APPROACH TOWARDS DEVELOPING AND SERVING JAVA APPLETS, OFFERING STEP-BY-STEP INSTRUCTION ON SUCH AREAS AS MOTION PICTURES, ANIMATION, APPLET INTERACTIVITY, FILE TRANSFERS, SOUND, AND TYPE. ORIGINAL. (INTERMEDIATE).

JAVA PITFALLS - MICHAEL C. DACONTA 2000-05-04

A LIFESAVER FOR ANY JAVA PROGRAMMER-PROVEN WORKAROUNDS AND TIME-SAVING SOLUTIONS ALTHOUGH USING THE JAVA LANGUAGE PROVIDES A SUBSTANTIAL BOOST TO A PROGRAMMER'S PRODUCTIVITY, IT STILL HAS ITS SHARE OF SUBTLETIES AND WEAKNESSES. THIS BOOK IS DESIGNED TO SAVE YOU TIME AND FRUSTRATION BY CAREFULLY GUIDING YOU THROUGH THIS POTENTIAL MINEFIELD. A TEAM OF JAVA EXPERTS, LED BY PROGRAMMING GURU MICHAEL DACONTA, OFFERS A COLLECTION OF PROVEN SOLUTIONS TO 50 DIFFICULT, REAL-WORLD PROBLEMS CHOSEN FROM THEIR OWN EXTENSIVE EXPERIENCES.

YOU'LL FIND WORKAROUNDS FOR PROBLEMS CAUSED BY SHORTCOMINGS IN BOTH THE JAVA LANGUAGE ITSELF AND IN ITS APIs AND UTILITIES, INCLUDING JAVA.UTIL, JAVA.IO, JAVA.AWT, AND JAVAX.SWING. THE AUTHORS ALSO SHARE TECHNIQUES FOR IMPROVING THE PERFORMANCE OF YOUR JAVA APPLICATIONS. FOR EASY REFERENCE, THE BOOK IS ORGANIZED INTO CATEGORIES SO THAT SIMILAR SOLUTIONS ARE GROUPED TOGETHER. EXAMPLES OF TOPICS COVERED INCLUDE: * LANGUAGE SYNTAX, FOR EXAMPLE, USING THE STRING EQUALS() METHOD INSTEAD OF THE == OPERATOR (ITEM 2) * LANGUAGE SUPPORT, FOR EXAMPLE, METHOD DISPATCHING WITH REFLECTION, INTERFACES, AND ANONYMOUS CLASSES (ITEM 16) * UTILITIES AND COLLECTIONS, LIKE CHOOSING BETWEEN A PROPERTYFILE AND RESOURCEBUNDLE (ITEM 20) * INPUT/OUTPUT, INCLUDING SUBTLETIES IN SENDING SERIALIZED OBJECTS OVER A NETWORK (ITEM 25) * GUI PRESENTATION, FOR EXAMPLE, TACKLING THE COMMON PITFALL OF USING REPAINT() INSTEAD OF VALIDATE() FOR RELAYING OUT COMPONENTS (ITEM 29) * PERFORMANCE, INCLUDING TIPS LIKE LAZY LOADING YOUR WAY TO BETTER PERFORMANCE (ITEM 43)

STARTING OUT WITH JAVA: EARLY OBJECTS PDF eBook, GLOBAL EDITION
- TONY GADDIS 2015-04-17

THIS TEXT IS INTENDED FOR USE IN THE JAVA PROGRAMMING COURSE TONY GADDIS'S ACCESSIBLE, STEP-BY-STEP PRESENTATION HELPS BEGINNING

STUDENTS UNDERSTAND THE IMPORTANT DETAILS NECESSARY TO BECOME SKILLED PROGRAMMERS AT AN INTRODUCTORY LEVEL. GADDIS MOTIVATES THE STUDY OF BOTH PROGRAMMING SKILLS AND THE JAVA PROGRAMMING LANGUAGE BY PRESENTING ALL THE DETAILS NEEDED TO UNDERSTAND THE “HOW” AND THE “WHY”—BUT NEVER LOSING SIGHT OF THE FACT THAT MOST BEGINNERS STRUGGLE WITH THIS MATERIAL. HIS APPROACH IS BOTH GRADUAL AND HIGHLY ACCESSIBLE, ENSURING THAT STUDENTS UNDERSTAND THE LOGIC BEHIND DEVELOPING HIGH-QUALITY PROGRAMS. IN STARTING OUT WITH JAVA: EARLY OBJECTS, GADDIS LOOKS AT OBJECTS—THE FUNDAMENTALS OF CLASSES AND METHODS—BEFORE COVERING PROCEDURAL PROGRAMMING. AS WITH ALL GADDIS TEXTS, CLEAR AND EASY-TO-READ CODE LISTINGS, CONCISE AND PRACTICAL REAL-WORLD EXAMPLES, AND AN ABUNDANCE OF EXERCISES APPEAR IN EVERY CHAPTER. TEACHING AND LEARNING EXPERIENCE THIS PROGRAM PRESENTS A BETTER TEACHING AND LEARNING EXPERIENCE—FOR YOU AND YOUR STUDENTS. ENHANCE LEARNING WITH THE GADDIS APPROACH: GADDIS’S ACCESSIBLE APPROACH FEATURES CLEAR AND EASY-TO-READ CODE LISTINGS, CONCISE REAL-WORLD EXAMPLES, AND EXERCISES IN EVERY CHAPTER. KEEP YOUR COURSE CURRENT: CONTENT IS REFRESHED TO PROVIDE THE MOST UP-TO-DATE INFORMATION ON NEW TECHNOLOGIES FOR YOUR COURSE. SUPPORT

INSTRUCTORS AND STUDENTS: STUDENT AND INSTRUCTOR RESOURCES ARE AVAILABLE TO EXPAND ON THE TOPICS PRESENTED IN THE TEXT.

INTRODUCTION TO JAVA PROGRAMMING
- Y. DANIEL LIANG 2005

FOR COURSES IN JAVA - INTRODUCTION TO PROGRAMMING AND OBJECT-ORIENTED PROGRAMMING, THIS FIFTH EDITION IS REVISED AND EXPANDED TO INCLUDE MORE EXTENSIVE COVERAGE OF ADVANCED JAVA TOPICS. EARLY CHAPTERS GUIDE STUDENTS THROUGH SIMPLE EXAMPLES AND EXERCISES. SUBSEQUENT CHAPTERS PROGRESSIVELY PRESENT JAVA PROGRAMMING IN DETAIL.

LEARNING JAVA PROGRAMMING IN CLARA’S WORLD - ANTON BOGDANOVYCH 2021-06-07

THIS BOOK INTRODUCES THE KEY CONCEPTS OF JAVA PROGRAMMING THROUGH THE EYES OF A SMALL LADYBUG CALLED CLARA. CLARA IS A FUN AND EXTREMELY OBEDIENT INSECT, WHOSE JOURNEY STARTS WITH LIMITED SKILLS. READERS LEARN PROGRAMMING BY MAKING CLARA MOVE AROUND AND MANIPULATE OBJECTS IN HER WORLD. AS THE BOOK PROGRESSES, CLARA BECOMES MORE INTELLIGENT AND ACQUIRES NEW SKILLS AND (TOGETHER WITH READERS) LEARNS BY TACKLING SOME OF THE WORLD’S GREATEST CHALLENGES. THE BOOK EXPLAINS PROGRAMMING CONCEPTS THROUGH REAL-WORLD PROBLEMS SUCH AS LAUNCHING ROCKETS INTO SPACE, AUTOMATICALLY PATCHING POTHOLES, DEVELOPING A VACUUM CLEANER

ROBOT, SIMULATING PROJECTILE MOTION, DYNAMICALLY AVOIDING OBSTACLES, DELIVERING MAIL, ETC. EVERY CHAPTER OF THE BOOK STARTS BY PRESENTING A CHALLENGE AND THEN CONTINUES TO EXPLAIN NEW PROGRAMMING CONCEPTS WITH THE FOCUS ON TACKLING THIS CHALLENGE. FOCUSING THE NEW MATERIAL EXPLANATION ON THESE CHALLENGES HELPS TO REMIND THE READERS OF HOW THIS MATERIAL IS CONNECTED WITH THE PROBLEMS THAT THEY MAY ENCOUNTER IN THE REAL WORLD AND MAKES IT EASIER TO RELATE TO. YOU CAN EXPLORE ALL PROGRAMMING CHALLENGES PRESENTED IN THIS BOOK ON THE CLARA'S WORLD WEBSITE. EVERY PROGRAMMING PROBLEM COVERED IN THE BOOK HAS A CORRESPONDING LINK TO A PROBLEM TEMPLATE (FOR THOSE READERS WILLING TO ATTEMPT THE PROBLEM THEMSELVES), THE LINK TO THE SOLUTION OF THIS PROBLEM AND A VIDEO RECORDING OF US SOLVING THIS PROBLEM STEP-BY-STEP. IN ADDITION, AT THE END OF EACH CHAPTER THERE IS A LINK TO FUN EXERCISES THAT READERS ARE RECOMMENDED TO COMPLETE.

JAVA CODING PROBLEMS - ANGHEL LEONARD 2019-09-20

DEVELOP YOUR CODING SKILLS BY EXPLORING JAVA CONCEPTS AND TECHNIQUES SUCH AS STRINGS, OBJECTS AND TYPES, DATA STRUCTURES AND ALGORITHMS, CONCURRENCY, AND FUNCTIONAL PROGRAMMING KEY FEATURES SOLVE JAVA PROGRAMMING CHALLENGES AND

GET INTERVIEW-READY BY USING THE POWER OF MODERN JAVA 11 TEST YOUR JAVA SKILLS USING LANGUAGE FEATURES, ALGORITHMS, DATA STRUCTURES, AND DESIGN PATTERNS EXPLORE AREAS SUCH AS WEB DEVELOPMENT, MOBILE DEVELOPMENT, AND GUI PROGRAMMING BOOK DESCRIPTION THE SUPER-FAST EVOLUTION OF THE JDK BETWEEN VERSIONS 8 AND 12 HAS INCREASED THE LEARNING CURVE OF MODERN JAVA, THEREFORE HAS INCREASED THE TIME NEEDED FOR PLACING DEVELOPERS IN THE PLATEAU OF PRODUCTIVITY. ITS NEW FEATURES AND CONCEPTS CAN BE ADOPTED TO SOLVE A VARIETY OF MODERN-DAY PROBLEMS. THIS BOOK ENABLES YOU TO ADOPT AN OBJECTIVE APPROACH TO COMMON PROBLEMS BY EXPLAINING THE CORRECT PRACTICES AND DECISIONS WITH RESPECT TO COMPLEXITY, PERFORMANCE, READABILITY, AND MORE. JAVA CODING PROBLEMS WILL HELP YOU COMPLETE YOUR DAILY TASKS AND MEET DEADLINES. YOU CAN COUNT ON THE 300+ APPLICATIONS CONTAINING 1,000+ EXAMPLES IN THIS BOOK TO COVER THE COMMON AND FUNDAMENTAL AREAS OF INTEREST: STRINGS, NUMBERS, ARRAYS, COLLECTIONS, DATA STRUCTURES, DATE AND TIME, IMMUTABILITY, TYPE INFERENCE, OPTIONAL, JAVA I/O, JAVA REFLECTION, FUNCTIONAL PROGRAMMING, CONCURRENCY AND THE HTTP CLIENT API. PUT YOUR SKILLS ON STEROIDS WITH PROBLEMS THAT HAVE BEEN CAREFULLY CRAFTED TO

HIGHLIGHT AND COVER THE CORE KNOWLEDGE THAT IS ACCESSED IN DAILY WORK. IN OTHER WORDS (NO MATTER IF YOUR TASK IS EASY, MEDIUM OR COMPLEX) HAVING THIS KNOWLEDGE UNDER YOUR TOOL BELT IS A MUST, NOT AN OPTION. BY THE END OF THIS BOOK, YOU WILL HAVE GAINED A STRONG UNDERSTANDING OF JAVA CONCEPTS AND HAVE THE CONFIDENCE TO DEVELOP AND CHOOSE THE RIGHT SOLUTIONS TO YOUR PROBLEMS. WHAT YOU WILL LEARN

ADOPT THE LATEST JDK 11 AND JDK 12 FEATURES IN YOUR APPLICATIONS
SOLVE CUTTING-EDGE PROBLEMS RELATING TO COLLECTIONS AND DATA STRUCTURES
GET TO GRIPS WITH FUNCTIONAL-STYLE PROGRAMMING USING LAMBDAS
PERFORM ASYNCHRONOUS COMMUNICATION AND PARALLEL DATA PROCESSING
SOLVE STRINGS AND NUMBER PROBLEMS USING THE LATEST JAVA APIS
BECOME FAMILIAR WITH DIFFERENT ASPECTS OF OBJECT IMMUTABILITY IN JAVA
IMPLEMENT THE CORRECT PRACTICES AND CLEAN CODE TECHNIQUES

WHO THIS BOOK IS FOR
IF YOU ARE A JAVA DEVELOPER WHO WANTS TO LEVEL-UP BY SOLVING REAL-WORLD PROBLEMS, THEN THIS BOOK IS FOR YOU. WORKING KNOWLEDGE OF JAVA IS REQUIRED TO GET THE MOST OUT OF THIS BOOK.

STARTING OUT WITH PYTHON - TONY GADDIS 2020
"THIS BOOK USES THE PYTHON LANGUAGE TO TEACH PROGRAMMING CONCEPTS AND PROBLEM-SOLVING

SKILLS, WITHOUT ASSUMING ANY PREVIOUS PROGRAMMING EXPERIENCE. WITH EASY-TO-UNDERSTAND EXAMPLES, PSEUDOCODE, FLOWCHARTS, AND OTHER TOOLS, THE STUDENT LEARNS HOW TO DESIGN THE LOGIC OF PROGRAMS THEN IMPLEMENT THOSE PROGRAMS USING PYTHON. THIS BOOK IS IDEAL FOR AN INTRODUCTORY PROGRAMMING COURSE OR A PROGRAMMING LOGIC AND DESIGN COURSE USING PYTHON AS THE LANGUAGE"--

JAVA COOKBOOK - IAN F DARWIN
2004-06-14

YOU HAVE A CHOICE: YOU CAN WADE YOUR WAY THROUGH LENGTHY JAVA TUTORIALS AND FIGURE THINGS OUT BY TRIAL AND ERROR, OR YOU CAN PICK UP *JAVA COOKBOOK, 2ND EDITION* AND GET TO THE HEART OF WHAT YOU NEED TO KNOW WHEN YOU NEED TO KNOW IT. WITH THE COMPLETELY REVISED AND THOROUGHLY UPDATED *JAVA COOKBOOK, 2ND EDITION*, JAVA DEVELOPERS LIKE YOU WILL LEARN BY EXAMPLE, TRY OUT NEW FEATURES, AND USE SAMPLE CODE TO UNDERSTAND HOW NEW ADDITIONS TO THE LANGUAGE AND PLATFORM WORK--AND HOW TO PUT THEM TO WORK FOR YOU. THIS COMPREHENSIVE COLLECTION OF PROBLEMS, SOLUTIONS, AND PRACTICAL EXAMPLES WILL SATISFY JAVA DEVELOPERS AT ALL LEVELS OF EXPERTISE. WHETHER YOU'RE NEW TO JAVA PROGRAMMING AND NEED SOMETHING TO BRIDGE THE GAP BETWEEN THEORY-LADEN REFERENCE MANUALS AND REAL-WORLD PROGRAMS

OR YOU'RE A SEASONED JAVA PROGRAMMER LOOKING FOR A NEW PERSPECTIVE OR A DIFFERENT PROBLEM-SOLVING CONTEXT, THIS BOOK WILL HELP YOU MAKE THE MOST OF YOUR JAVA KNOWLEDGE. PACKED WITH HUNDREDS OF TRIED-AND-TRUE JAVA RECIPES COVERING ALL OF THE MAJOR APIS FROM THE 1.4 VERSION OF JAVA, THIS BOOK ALSO OFFERS SIGNIFICANT FIRST-LOOK RECIPES FOR THE MOST IMPORTANT FEATURES OF THE NEW 1.5 VERSION, WHICH IS IN BETA RELEASE. YOU GET PRACTICAL SOLUTIONS TO EVERYDAY PROBLEMS, AND EACH IS FOLLOWED BY A DETAILED, ULTIMATELY USEFUL EXPLANATION OF HOW AND WHY THE TECHNOLOGY WORKS. JAVA COOKBOOK, 2ND EDITION INCLUDES CODE SEGMENTS COVERING MANY SPECIALIZED APIS--LIKE THOSE FOR WORKING WITH STRUTS, ANT AND OTHER NEW POPULAR OPEN SOURCE TOOLS. IT ALSO INCLUDES EXPANDED MAC OS X PANTHER COVERAGE AND SERVES AS A GREAT LAUNCHING POINT FOR JAVA DEVELOPERS WHO WANT TO GET STARTED IN AREAS OUTSIDE OF THEIR SPECIALIZATION. IN THIS MAJOR REVISION, YOU'LL FIND SUCCINCT PIECES OF CODE THAT CAN BE EASILY INCORPORATED INTO OTHER PROGRAMS. FOCUSING ON WHAT'S USEFUL OR TRICKY--OR WHAT'S USEFUL AND TRICKY--JAVA COOKBOOK, 2ND EDITION IS THE MOST PRACTICAL JAVA PROGRAMMING BOOK ON THE MARKET.

DESIGN PATTERNS JAVA WORKBOOK - STEVEN JOHN METSKER 2002
THIS WORKBOOK APPROACH DEEPENS

UNDERSTANDING, BUILDS CONFIDENCE, AND STRENGTHENS READERS' SKILLS. IT COVERS ALL FIVE CATEGORIES OF DESIGN PATTERN INTENT: INTERFACES, RESPONSIBILITY, CONSTRUCTION, OPERATIONS, AND EXTENSIONS.

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.

KOTLIN PROGRAMMING COOKBOOK -

RASHI KARANPURIA 2018-01-25

DISCOVER ANDROID PROGRAMMING AND WEB DEVELOPMENT BY UNDERSTANDING THE CONCEPTS OF KOTLIN

PROGRAMMING KEY FEATURES PRACTICAL SOLUTIONS TO YOUR

COMMON PROGRAMMING PROBLEMS WITH KOTLIN 1.1 LEVERAGE THE FUNCTIONAL

POWER OF KOTLIN TO EASE YOUR ANDROID APPLICATION DEVELOPMENT

LEARN TO USE JAVA CODE IN CONJUNCTION WITH KOTLIN BOOK

DESCRIPTION THE ANDROID TEAM HAS ANNOUNCED FIRST-CLASS SUPPORT FOR

KOTLIN 1.1. THIS ACTS AS AN ADDED BOOST TO THE LANGUAGE AND MORE

AND MORE DEVELOPERS ARE NOW LOOKING AT KOTLIN FOR THEIR

APPLICATION DEVELOPMENT. THIS RECIPE-BASED BOOK WILL BE YOUR

GUIDE TO LEARNING THE KOTLIN PROGRAMMING LANGUAGE. THE RECIPES

IN THIS BOOK BUILD FROM SIMPLE LANGUAGE CONCEPTS TO MORE

COMPLEX APPLICATIONS OF THE LANGUAGE. AFTER THE FUNDAMENTALS

OF THE LANGUAGE, YOU WILL LEARN HOW TO APPLY THE OBJECT-ORIENTED

PROGRAMMING FEATURES OF KOTLIN 1.1. PROGRAMMING WITH LAMBDAS

WILL SHOW YOU HOW TO USE THE FUNCTIONAL POWER OF KOTLIN. THIS

BOOK HAS RECIPES THAT WILL GET YOU STARTED WITH ANDROID PROGRAMMING

WITH KOTLIN 1.1, PROVIDING QUICK SOLUTIONS TO COMMON PROBLEMS

ENCOUNTERED DURING ANDROID APP DEVELOPMENT. YOU WILL ALSO BE

TAKEN THROUGH RECIPES THAT WILL TEACH YOU MICROSERVICE AND CONCURRENT PROGRAMMING WITH KOTLIN. GOING FORWARD, YOU WILL LEARN TO TEST AND SECURE YOUR APPLICATIONS WITH KOTLIN. FINALLY, THIS BOOK SUPPLIES RECIPES THAT WILL HELP YOU MIGRATE YOUR JAVA CODE TO KOTLIN AND WILL HELP ENSURE THAT IT'S INTEROPERABLE WITH JAVA. WHAT YOU WILL LEARN UNDERSTAND THE BASICS AND OBJECT-ORIENTED CONCEPTS OF KOTLIN PROGRAMMING EXPLORE THE FULL POTENTIAL OF COLLECTION FRAMEWORKS IN KOTLIN WORK WITH SQLITE DATABASES IN ANDROID, MAKE NETWORK CALLS, AND FETCH DATA OVER A NETWORK USE KOTLIN'S ANKO LIBRARY FOR EFFICIENT AND QUICK ANDROID DEVELOPMENT UNCOVER SOME OF THE BEST FEATURES OF KOTLIN: LAMBDA'S AND DELEGATES SET UP WEB SERVICE DEVELOPMENT ENVIRONMENTS, WRITE SERVLETS, AND BUILD RESTFUL SERVICES WITH KOTLIN LEARN HOW TO WRITE UNIT TESTS, INTEGRATION TESTS, AND INSTRUMENTATION/ACCEPTANCE TESTS. WHO THIS BOOK IS FOR THIS BOOK WILL APPEAL TO KOTLIN DEVELOPERS KEEN TO FIND SOLUTIONS FOR THEIR COMMON PROGRAMMING PROBLEMS. JAVA PROGRAMMING KNOWLEDGE WOULD BE AN ADDED ADVANTAGE. **JAVA CHALLENGES** - MICHAEL INDEN 2021-12-04 EXPAND YOUR KNOWLEDGE OF JAVA WITH THIS ENTERTAINING LEARNING GUIDE, WHICH FEATURES 100+ EXERCISES AND PROGRAMMING

CHALLENGES. JAVA CHALLENGES WILL PREPARE YOU FOR YOUR NEXT EXAM OR JOB INTERVIEW, AND COVERS MANY PRACTICAL TOPICS, SUCH AS STRINGS, ARRAYS, DATA STRUCTURES, RECURSION, AND DATE AND TIME. THE APIS AND OTHER MATERIAL INCLUDED IN THIS BOOK ARE JAVA 17 COMPATIBLE. EACH TOPIC IS ADDRESSED IN ITS OWN SEPARATE CHAPTER, STARTING WITH AN INTRODUCTION TO THE BASICS AND FOLLOWED BY MULTIPLE EXERCISES OF VARYING DEGREES OF DIFFICULTY, HELPING YOU TO IMPROVE YOUR PROGRAMMING SKILLS EFFECTIVELY. DETAILED SAMPLE SOLUTIONS, INCLUDING THE ALGORITHMS USED FOR ALL TASKS, ARE INCLUDED TO MAXIMIZE YOUR UNDERSTANDING OF EACH AREA. AUTHOR MICHAEL INDEN ALSO DESCRIBES ALTERNATIVE SOLUTIONS AND ANALYZES POSSIBLE PITFALLS AND TYPICAL ERRORS. THREE APPENDICES ROUND OUT THE BOOK: ONE COVERING JSHELL, WHICH IS OFTEN HELPFUL FOR TRYING OUT THE CODE SNIPPETS AND EXAMPLES IN THE BOOK, FOLLOWED BY AN INTRODUCTION TO JUNIT 5 FOR UNIT TESTING AND VERIFYING SOLUTIONS, WHILE THE FINAL APPENDIX EXPLAINS O-NOTATION FOR ESTIMATING PERFORMANCE. AFTER READING THIS BOOK, YOU'LL BE PREPARED TO TAKE THE NEXT STEP IN YOUR CAREER OR TACKLE YOUR NEXT PERSONAL PROJECT. ALL SOURCE CODE IS FREELY AVAILABLE FOR DOWNLOAD VIA THE APRESS WEBSITE. WHAT YOU WILL LEARN IMPROVE YOUR JAVA KNOWLEDGE BY SOLVING ENJOYABLE

BUT CHALLENGING PROGRAMMING PUZZLES SOLVE MATHEMATICAL PROBLEMS, RECURSIONS, STRINGS, ARRAYS AND MORE MANAGE DATA PROCESSING AND DATA STRUCTURES LIKE LISTS, SETS, MAPS HANDLE ADVANCED RECURSION AS WELL AS BINARY TREES, SORTING AND SEARCHING GAMIFY KEY FUNDAMENTALS FOR FUN AND EASIER REINFORCEMENT WHO THIS BOOK IS FOR PROFESSIONAL SOFTWARE DEVELOPERS, MAKERS, AS WELL AS COMPUTER SCIENCE TEACHERS AND STUDENTS. AT LEAST SOME PRIOR EXPERIENCE WITH JAVA PROGRAMMING IS RECOMMENDED.

STARTING OUT WITH JAVA - TONY GADDIS 2017-02-17

FOR COURSES IN JAVA PROGRAMMING A CLEAR AND STUDENT-FRIENDLY WAY TO TEACH THE FUNDAMENTALS OF JAVA STARTING OUT WITH JAVA: EARLY OBJECTS, 6TH EDITION FEATURES TONY GADDIS'S ACCESSIBLE, STEP-BY-STEP PRESENTATION WHICH HELPS BEGINNING STUDENTS UNDERSTAND THE IMPORTANT DETAILS NECESSARY TO BECOME SKILLED PROGRAMMERS AT AN INTRODUCTORY LEVEL. GADDIS MOTIVATES THE STUDY OF BOTH PROGRAMMING SKILLS AND THE JAVA PROGRAMMING LANGUAGE BY PRESENTING ALL THE DETAILS NEEDED TO UNDERSTAND THE "HOW" AND THE "WHY"-BUT NEVER LOSING SIGHT OF THE FACT THAT MOST BEGINNERS STRUGGLE WITH THIS MATERIAL. HIS APPROACH IS GRADUAL AND HIGHLY ACCESSIBLE, ENSURING THAT STUDENTS UNDERSTAND THE LOGIC BEHIND

DEVELOPING HIGH-QUALITY PROGRAMS. IN STARTING OUT WITH JAVA: EARLY OBJECTS, GADDIS LOOKS AT OBJECTS-THE FUNDAMENTALS OF CLASSES AND METHODS-BEFORE COVERING PROCEDURAL PROGRAMMING. AS WITH ALL GADDIS TEXTS, CLEAR AND EASY-TO-READ CODE LISTINGS, CONCISE AND PRACTICAL REAL WORLD EXAMPLES, AND AN ABUNDANCE OF EXERCISES APPEAR IN EVERY CHAPTER. UPDATES TO THE 6TH EDITION INCLUDE REVISED, IMPROVED PROBLEMS THROUGHOUT AND THREE NEW CHAPTERS ON JAVAFX. ALSO AVAILABLE WITH MYLABPROGRAMMING. MYLAB(TM)PROGRAMMING IS AN ONLINE LEARNING SYSTEM DESIGNED TO ENGAGE STUDENTS AND IMPROVE RESULTS. MYLABPROGRAMMING CONSISTS OF PROGRAMMING EXERCISES CORRELATED TO THE CONCEPTS AND OBJECTIVES IN THIS BOOK. THROUGH PRACTICE EXERCISES AND IMMEDIATE, PERSONALIZED FEEDBACK, MYLAB PROGRAMMING IMPROVES THE PROGRAMMING COMPETENCE OF BEGINNING STUDENTS WHO OFTEN STRUGGLE WITH THE BASIC CONCEPTS OF PROGRAMMING LANGUAGES. NOTE: YOU ARE PURCHASING A STANDALONE PRODUCT; MYLAB(TM)PROGRAMMING DOES NOT COME PACKAGED WITH THIS CONTENT. STUDENTS, IF INTERESTED IN PURCHASING THIS TITLE WITH MYLAB(TM)PROGRAMMING, ASK YOUR INSTRUCTOR FOR THE CORRECT PACKAGE ISBN AND COURSE ID. INSTRUCTORS, CONTACT YOUR PEARSON REPRESENTATIVE FOR MORE

INFORMATION. IF YOU WOULD LIKE TO PURCHASE BOTH THE PHYSICAL TEXT AND MyLAB(TM)PROGRAMMING, SEARCH FOR: 0134543653 / 9780134543659 STARTING OUT WITH JAVA: EARLY OBJECTS PLUS MyPROGRAMMINGLAB WITH PEARSON ETEXT -- ACCESS CARD PACKAGE, 6/E PACKAGE CONSISTS OF: 0134447174 / 9780134447179

MyPROGRAMMINGLAB WITH PEARSON ETEXT -- ACCESS CARD -- FOR STARTING OUT WITH JAVA: EARLY OBJECTS 0134462017 / 9780134462011 STARTING OUT WITH JAVA: EARLY OBJECTS STUDENTS CAN USE THE URL AND PHONE NUMBER BELOW TO HELP ANSWER THEIR QUESTIONS:
[HTTP://247PEARSONED.CUSTHELP.COM](http://247PEARSONED.CUSTHELP.COM)
/APP/HOME 800-677-6337