

The Java Tutorial For The Real World

As recognized, adventure as without difficulty as experience very nearly lesson, amusement, as without difficulty as understanding can be gotten by just checking out a book **The Java Tutorial For The Real World** plus it is not directly done, you could tolerate even more concerning this life, re the world.

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Programming GPS and OpenStreetMap Applications with Java - Kristof Beiglböck 2012-01-27

Written by an expert in the development of GPS systems with digital maps and navigation, *Programming GPS and OpenStreetMap Applications with Java: The RealObject Application Framework* provides a concrete paradigm for object-oriented modeling and programming. It presents a thorough introduction to the use of available global positioning data for the development of applications involving digital maps. The author first describes the different formats of GPS data and digital maps and shows how to use recorded GPS traces to replay and display this data on a digital map. Then, he works through in detail the processing steps of obtaining dedicated data from OpenStreetMaps and how to extract a network for a simple navigation application. For each topic covered—GPS data, OpenStreetMaps, and navigation—Java code is developed that can easily be adapted to the readers' needs and locality. Finally, all components are put together in a sample computer-game application modeled on the well-known board game, Scotland Yard. The computer game is intended to be a basis from which readers can develop and customize their own application for their desired geographical area. The developed application can be "published" on the Internet and made available for interactive multiplayer competition. This book provides a fun and interesting way to learn distributed programming with Java and

real-world data. Open-source software is available on a companion website at www.roaf.de

Creating Components - Charles W. Kann 2017-09-11

Concurrency is a powerful technique for developing efficient and lightning- fast software. For instance, concurrency can be used in common applications such as online order processing to speed processing and ensure transaction reliability. However, mastering concurrency is one of the greatest challenges for both new and veteran programmers. Softwar

Learning Java - Patrick Niemeyer 2002

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

[The Java Tutorial](#) - Sharon Biocca Zakhour 2013-02-27

The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as "Doing More with Rich Internet Applications" and "Deployment in Depth," and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin

developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, "Preparing for Java Programming Language Certification," lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date.

Ivor Horton's Beginning Java - Ivor Horton 2011-08-31

Find out why thousands have turned to Ivor Horton for learning Java. Ivor Horton's approach to teaching Java is so effective and popular that he is one of the leading authors of introductory programming tutorials, with over 160,000 copies of his Java books sold. In this latest edition, whether you're a beginner or an experienced programmer switching to Java, you'll learn how to build real-world Java applications using Java SE 7. The author thoroughly covers the basics as well as new features such as extensions and classes; extended coverage of the Swing Application Framework; and he does it all in his unique, highly accessible style that beginners love. Provides a thorough introduction to the latest version of the Java programming language, Java SE 7. Introduces you to a host of new features for both novices and experienced programmers. Covers the basics as well as new language extensions and classes and class methods. Guides you through the Swing Application Framework for creating Swing apps. Uses numerous step-by-step programming examples to guide you through the development process. There's no better way to get thoroughly up to speed on the latest version of Java than with Ivor Horton's latest, comprehensive guide.

The Java Tutorial - Raymond Gallardo 2014-12-03

The Java® Tutorial, Sixth Edition, is based on the Java Platform, Standard Edition (Java SE) 8. This revised and updated edition

introduces the new features added to the platform, including lambda expressions, default methods, aggregate operations, and more. An accessible and practical guide for programmers of any level, this book focuses on how to use the rich environment provided by Java to build applications, applets, and components. Expanded coverage includes a chapter on the Date-Time API and a new chapter on annotations, with sections on type annotations and pluggable type systems as well as repeating annotations. In addition, the updated sections "Security in Rich Internet Applications" and "Guidelines for Securing Rich Internet Applications" address key security topics. The latest deployment best practices are described in the chapter "Deployment in Depth." If you plan to take one of the Java SE 8 certification exams, this book can help. A special appendix, "Preparing for Java Programming Language Certification," details the items covered on the available exams. Check online for updates. 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. This book is based on the online tutorial hosted on Oracle Corporation's website at <http://docs.oracle.com/javase/tutorial>.

The Java Tutorial - Mary Campione 1998

A self-guided tour to the Internet programming language introduces fundamental concepts and applications

The Java Programming Language - Ken Arnold 2000

A guide for intermediate to advanced developers covers core Java fundamentals, advanced language features, classes, interfaces, class design, threading, and language statements.

Learning Java - Patrick Niemeyer 2013-06-13

Java is the preferred language for many of today's leading-edge technologies—everything from smartphones and game consoles to robots, massive enterprise systems, and supercomputers. If you're new to Java, the fourth edition of this bestselling guide provides an example-driven introduction to the latest language features and APIs in Java 6 and 7. Advanced Java developers will be able to take a deep dive into areas such as concurrency and JVM enhancements. You'll learn powerful new ways to manage resources and exceptions in your applications, and

quickly get up to speed on Java's new concurrency utilities, and APIs for web services and XML. You'll also find an updated tutorial on how to get started with the Eclipse IDE, and a brand-new introduction to database access in Java.

**Oracle Certified Professional Java SE 8 Programmer Exam
1Z0-809: A Comprehensive OCPJP 8 Certification Guide** - SG
Ganesh 2015-12-30

This book is a comprehensive, step-by-step and one-stop guide for the Java SE 8 Programmer II exam (1Z0-809). Salient features of this book include: 100% coverage of the exam topics, a full-length mock exam, practice exam questions, exam notes and tips. Oracle Certified Professional Java SE 8 Programmer II Guide (Exam 1Z0-809) is a comprehensive guide for the OCPJP 8 exam. The book starts by answering frequently asked questions about the OCPJP 8 exam (Chapter 1). The book maps each exam topic into a chapter and covers 100% of the exam topics (next 12 Chapters). Exam topics are discussed using numerous programming and real-world examples. Each chapter ends with practice exam questions and a quick summary that revises key concepts covered in the chapter from exam perspective. After reading the main chapters, you can take the full-length mock exam to ensure that you have enough practice before actually taking the exam (Chapter 14). If you are an OCPJP 8 exam aspirant, this book is certainly for you. This book assumes that you are already familiar with Java fundamentals (that is in line with the prerequisite of having a OCAJP 8 certification before you take up the OCPJP 8 exam). This book will be a delectable read to you because of its simple language, example driven approach, easy-to-read style, and complete focus towards the exam. Salient Features • In-depth and 100% coverage of all 12 exam topics for the certification • Numerous illustrative programming and real-world examples • Hundreds of practice exam questions (including a full-length mock exam) What you will learn: • Have the necessary knowledge to clear the exam since 100% of the exam topics are covered to the required depth • clearly understand the scope and objectives of the exam, the technical topics covered in the exam, and type and level-of-difficulty of the exam

questions (in short, you will clearly know what's exactly required for passing the exam) • get into an "exam mindset" by trying out hundreds of practice exam questions.

Real-World Android by Tutorials (First Edition) - raywenderlich
Tutorial Team 2021-03-24

Real-World Android by Tutorials guides you through building one professional Android app using the most important architectures and libraries. Along the way, you'll get a solid foundation in Android development concepts so you can make informed decisions about how to apply them in your own codebase. Learn how to implement a real-world Android app When developing a professional Android app, there are hundreds of options for libraries and possible architectures. Finding documentation is easy, but you might end up with an app structure that isn't ideal for your project. Real-World Android by Tutorials helps you implement a real-world app from scratch, addressing critical problems like finding the right architecture, making the UI responsive and appealing and implementing efficient animations. Who this book is for This book is for intermediate Android developers who already know the basics of the Android platform and the Kotlin language, and who are looking to build modern and professional apps using the most important libraries. If you want to create a reactive and good-looking UI and are determined not to ignore important aspects like security, this book will help. Topics covered in Real-World Android by Tutorials By reading this book, you'll learn about the following topics: Choosing the right architecture: Pick the right app architecture to achieve a good separation between domain and data layers, making your app easy to build and maintain. Building features: Learn how to structure your code to make it more testable. Modularization: Split your code into different modules, improving the build time and reusability of your code. Animations: Use the new Motion Editor to implement animations that make your app's UI more appealing. Custom Views: Go beyond the basics by creating a View that's specific to your app's needs. Security: Protect your app's data and code. Tooling: Mastering the right tool is a fundamental skill when creating a professional app. Learn how to use the

tools to analyze your code and fix some tricky bugs. After reading this book, you'll be prepared to implement your own, professional Android app.

Programming Android - Zigurd Mednieks 2011-07-22

Presents instructions for creating Android applications for mobile devices using Java.

Real-World Software Development - Raoul-Gabriel Urma 2019-12-02

Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, *Real-World Software Development* shows you how to develop several relevant projects while learning best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You'll work with many different software development topics that are often excluded from software develop how-to references. Featuring real-world examples, this book teaches you techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems.

[Angular Development with TypeScript](#) - Anton Moiseev 2018-12-05

Summary *Angular Development with TypeScript, Second Edition* is an intermediate-level tutorial that introduces Angular and TypeScript to developers comfortable with building web applications using other frameworks and tools. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Whether you're building lightweight web clients or full-featured SPAs, Angular is a clear choice. The Angular framework is fast, efficient, and widely adopted. Add the benefits of developing in the statically typed, fully integrated TypeScript language, and you get a programming experience other JavaScript frameworks just can't match. About the Book *Angular Development with TypeScript, Second Edition* teaches you how to build web applications with Angular and TypeScript. Written in an accessible, lively style, this illuminating guide covers core

concerns like state management, data, forms, and server communication as you build a full-featured online auction app. You'll get the skills you need to write type-aware classes, interfaces, and generics with TypeScript, and discover time-saving best practices to use in your own work. What's inside Code samples for Angular 5, 6, and 7 Dependency injection Reactive programming The Angular Forms API About the Reader Written for intermediate web developers familiar with HTML, CSS, and JavaScript. About the Author Yakov Fain and Anton Moiseev are experienced trainers and web application developers. They have coauthored several books on software development. Table of Contents Introducing Angular The main artifacts of an Angular app Router basics Router advanced Dependency injection in Angular Reactive programming in Angular Laying out pages with Flex Layout Implementing component communications Change detection and component lifecycle Introducing the Forms API Validating forms Interacting with servers using HTTP Interacting with servers using the WebSocket protocol Testing Angular applications Maintaining app state with ngrx [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).

Real World XML - Steven Holzner 2003

Steven Holzner's friendly, easy-to-read style has turned this book (formerly known as *Inside XML*) into the leading reference on XML. Unlike other XML books, this one is packed with hundreds of real-world examples, fully tested and ready to use! Holzner teaches you XML like no other author can, covering every major XML topic today and detailing the ways XML is used now--connecting XML to databases (both locally and on web servers), styling XML for viewing in today's web browsers, reading and parsing XML documents in browsers, writing and using XML schemas, creating graphical XML browsers, working with the Simple Object Access Protocol (SOAP), and a great deal more. *Real World XML* is designed to be the standard in XML coverage--more complete, and

more accessible, than any other. "The author's approach is definitely bottom up, written in a highly personable tone. He makes efficient use of example code, which sets this book apart from many I have read in the past. His examples bring to life the code without overwhelming the reader, and he does not present any examples for which the reader has not been prepared. In addition, no prior knowledge of XML is assumed. As such, this is an excellent book for both beginners and intermediate level web designers and programmers. Experts, too, will find this book of value, due to its emphasis on real world applicability. Overall, this book will benefit all web developers and programmers, with a special emphasis on beginner and intermediate developers."--Donna A. Dulo, MS, MA, Senior Systems Engineer, U.S. Department of Defense "This book will provide a brilliant basis for anyone wishing to keep up to speed with the new XML developments."--Mr. Andrew Madden, Department of Computer Science, University of Wales "I found this book's strengths to be: its exhaustive specification reference for the conscientious developer; access to the official specs, which is key; the wide variety of choices provided for all aspects of XML; several alternatives provided for each editor, browser, parser, stylesheet transform engine, and programming language; and working examples that show the power of the tools used."--Jaime Ryan, Software Developer/Documentation Manager, Blue Titan Software

The Java Tutorial for the Real World - Yakov Fain 2002-08

This book is a compressed practical manual on the Java programming language, and consists of 21 lessons. The main features of the Java language are covered in the first half of the book and such advanced topics as working with databases, Java Servlets, JSP, EJB, and JMS are explained in the second half. Most of the lessons from this book come with working applications and setup instructions. The first 10 lessons come with independent applications and the second half of the book leads you through development of a Stock Trading System, the final version of which is designed using Java servlets, JSP, EJB, and JMS. The book also contains technical questions and answers for the Java technical job interviews.

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.

Java Ans C Computer Programming for Beginners - Will Norton 2020-12-19

Are you looking for the PERFECT introduction into the world of coding? Are you in learning programming easily? Are you interested in creating real world programming projects with C or whit Java? This comprehensive beginner's guide will take you step by step through learning the best programming languages. In a matter of no time, you will be writing code like a professional. Despite there being many advanced and new languages, Java is highly popular and has dominated this field from the early 2000s till the present. Used in everything from microcontrollers to operating systems, C is a popular programming

language among developers because of its flexibility and versatility. This book helps you get hands-on with various tasks, covering the fundamental as well as complex C programming concepts that are essential for making real-life applications Download the e-Book: JAVA AND C COMPUTER PROGRAMMING FOR BEGINNERS - A practical beginners guide to learn java and C programming, fundamentals and code to obtain a comprehensive knowledge of what Java and C programming is and how to get the optimum benefit from it. The goal of this book is simple: We want to help beginners who are willing to do hard work to learn programming with this book. This book will serve as a guide for beginners and a reference for experienced programmers. What java will also learn: Basics of Java What is Java Virtual Machine? Basic structure of a Java Program Code structure of Java Data Types and Variables Java Data Structure and Algorithms Arrays in Java Strings in Java Whit c you will also learn ● Different versions available in C ● What is a programming process? ● How to create your first C program? ● What is functional programming? ● What are different available operations in C? ● What are variables, constants, manipulations and functions? ● A brief section about Arrays and Structures ● Description about different errors We believe the best way to learn programming is through practice and practical application. For this reason, this book is crammed full of examples and code descriptions. Would you like to know more? Scroll to the top of the page and select the buy now button.

Let's Kidnap the President - Lalit 2012-11-27

What happens when four monkeys become intelligent like humans, and they kidnap the President of USA? An intriguing story which traces the evolution of human.

Java 9 Programming By Example - Peter Verhas 2017-04-26

Get the steps you need to discover the world of Java 9 programming using real-world examples About This Book We bridge the gap between “learning” and “doing” by providing real-world examples that will improve your software development Our example-based approach will get you started quickly with software programming, get you up-to-speed with Java 9, and improve your Java skills This book will show you the best

practices of Java coding and improve your productivity Who This Book Is For This book is for anyone who wants to learn the Java programming language. You are expected to have some prior programming experience with another language, such as JavaScript or Python, but no knowledge of earlier versions of Java is assumed. What You Will Learn Compile, package and run a trivial program using a build management tool Get to know the principles of test-driven development and dependency management Separate the wiring of multiple modules from the application logic into an application using dependency injection Benchmark Java execution using Java 9 microbenchmarking See the workings of the Spring framework and use Java annotations for the configuration Master the scripting API built into the Java language and use the built-in JavaScript interpreter Understand static versus dynamic implementation of code and high-order reactive programming in Java In Detail This book gets you started with essential software development easily and quickly, guiding you through Java's different facets. By adopting this approach, you can bridge the gap between learning and doing immediately. You will learn the new features of Java 9 quickly and experience a simple and powerful approach to software development. You will be able to use the Java runtime tools, understand the Java environment, and create Java programs. We then cover more simple examples to build your foundation before diving to some complex data structure problems that will solidify your Java 9 skills. With a special focus on modularity and HTTP 2.0, this book will guide you to get employed as a top notch Java developer. By the end of the book, you will have a firm foundation to continue your journey towards becoming a professional Java developer. Style and approach Throughout this book, our aim is to build Java programs. We will be building multiple applications ranging from simpler ones to more complex ones. Learning by doing has its advantages as you will immediately see the concepts explained in action.

The Java EE 5 Tutorial - Eric Jendrock 2006

This introduction to the fastest growing part of Java platform, gives clear explanations and examples of the essential topics - JSP's, servlets, JDBC

and EJB.

Java Concurrency in Practice - Tim Peierls 2006-05-09

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In *Java Concurrency in Practice*, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. *Java Concurrency in Practice* arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety Techniques for building and composing thread-safe classes Using the concurrency building blocks in `java.util.concurrent` Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

The Java Tutorial - Mary Campione 2001

Based on the online version that has become one of the world's most visited programmer documentation sites, this is a remarkably clear, practical, hands-on introduction to the Java 2 Platform. The bonus CD-ROM contains all major versions of the Java Platform.

Real World Java EE Night Hacks Dissecting the Business Tier - Adam Bien 2011

The surprisingly successful book *Real World Java EE Patterns-Rethinking Best Practices* [press.adam-bien.com] discusses the rethinking of legacy

J2EE patterns. Now, *Real World Java EE Night Hacks* walks you through the Java EE 6 best practices and patterns used to create a real world application called "x-ray." X-ray is a high-performance blog statistics application built with nothing but vanilla Java EE 6 leveraging the synergies between the JAX-RS, EJB 3.1, JPA 2, and CDI 1.0 APIs.

Foreword by James Gosling, Father of Java

Java 2 Enterprise Edition 1.4 (J2EE 1.4) Bible - James McGovern 2011-09-23

Java 2 Enterprise Edition (J2EE) is the specification that all enterprise Java developers need to build multi-tier applications, and also the basis for BEA's WebLogic Application Server and IBM's WebSphere Revised to be current with the significant J2EE 1.4 update that will drive substantial developer interest Written by a top-selling team of eleven experts who provide unique and substantial business examples in a vendor-neutral format, making the information applicable to various application servers Covers patterns, J2EE application servers, frameworks, Ant, and continuous availability Includes extensive intermediate and advanced coverage of J2EE APIs Companion Web site provides additional examples and information

Introduction to Programming in Java: An Interdisciplinary Approach - Robert Sedgewick 2013-07-31

By emphasizing the application of computer programming not only in success stories in the software industry but also in familiar scenarios in physical and biological science, engineering, and applied mathematics, *Introduction to Programming in Java* takes an interdisciplinary approach to teaching programming with the Java(TM) programming language. Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

The JFC Swing Tutorial - Kathy Walrath 2004

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.

Thinking in Java - Bruce Eckel 2003

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Learning Java - Marc Loy 2020-03-30

If you're new to Java—or new to programming—this best-selling book will guide you through the language features and APIs of Java 11. With fun, compelling, and realistic examples, authors Marc Loy, Patrick Niemeyer, and Daniel Leuck introduce you to Java fundamentals—including its class libraries, programming techniques, and idioms—with an eye toward building real applications. You'll learn powerful new ways to manage resources and exceptions in your applications—along with core language features included in recent Java versions. Develop with Java, using the compiler, interpreter, and other tools Explore Java's built-in thread facilities and concurrency package Learn text processing and the powerful regular expressions API Write advanced networked or web-based applications and services

Phil's Java Tutorial: Java for the Autodidact - Philip Perry

Java: A Beginner's Tutorial (4th Edition) - Budi Kurniawan

2015-01-08

Updated for Java SE 8, this book teaches the three most important topics in Java programming: the language syntax, object-oriented programming (OOP) and Java core libraries. This book introduces important programming concepts and is a guide to building real-world applications, both desktop and web-based. The coverage is the most comprehensive one can find in a beginner's book.

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.

Undocumented Secrets of MATLAB-Java Programming - Yair M. Altman

2011-12-05

For a variety of reasons, the MATLAB®-Java interface was never fully documented. This is really quite unfortunate: Java is one of the most widely used programming languages, having many times the number of programmers and programming resources as MATLAB. Also unfortunate is the popular claim that while MATLAB is a fine programming platform for prototyping, it is not suitable for real-world, modern-looking applications. Undocumented Secrets of MATLAB®-Java Programming aims to correct this misconception. This book shows how using Java can significantly improve MATLAB program appearance and functionality, and that this can be done easily and even without any prior Java knowledge. Readers are led step-by-step from simple to complex customizations. Code snippets, screenshots, and numerous online references are provided to enable the utilization of this book as both a sequential tutorial and as a random-access reference suited for immediate use. Java-savvy readers will find it easy to tailor code samples for their particular needs; for Java newcomers, an introduction to Java and numerous online references are provided. This book demonstrates how The MATLAB programming environment relies on Java for numerous tasks, including networking, data-processing algorithms and graphical user-interface (GUI) We can use MATLAB for easy access to external Java functionality, either third-party or user-created Using Java, we can extensively customize the MATLAB environment and application GUI, enabling the creation of visually appealing and usable applications

The Java Tutorial Continued - Mary Campione 1999

This book is a collection of tutorials written by Java Team members -- experts who are the authority in their areas of the Java platform. This book is a self-paced, example-driven tutorial approach to JDK 1.2 hot topics. You'll find coverage of new topics such as collections, internationalization, advanced 2D graphics, sound, JavaBeans, security, servlets, JDBC, IDL, RMI, JAR, standard extensions, JNI, reflection and reference objects. The CD itself is a gold mine! It contains this book and The Java Tutorial Second Edition in HTML format plus a combined index and JDK 1.2.

Genetic Algorithms in Java Basics - Lee Jacobson 2015-11-28

Genetic Algorithms in Java Basics is a brief introduction to solving problems using genetic algorithms, with working projects and solutions written in the Java programming language. This brief book will guide you step-by-step through various implementations of genetic algorithms and some of their common applications, with the aim to give you a practical understanding allowing you to solve your own unique, individual problems. After reading this book you will be comfortable with the language specific issues and concepts involved with genetic algorithms and you'll have everything you need to start building your own. Genetic algorithms are frequently used to solve highly complex real world problems and with this book you too can harness their problem solving capabilities. Understanding how to utilize and implement genetic algorithms is an essential tool in any respected software developers toolkit. So step into this intriguing topic and learn how you too can improve your software with genetic algorithms, and see real Java code at work which you can develop further for your own projects and research. Guides you through the theory behind genetic algorithms Explains how genetic algorithms can be used for software developers trying to solve a range of problems Provides a step-by-step guide to implementing genetic algorithms in Java

Java - Steve Tudor 2019-11-07

Take the guesswork out of learning Java effectively, get ready for a lucrative career in enterprise software development and learn how to speak the Java language like a pro! Are you new to programming and have settled on Java as your language of choice, but don't know where to start learning from? Are you struggling with mastering the foundational concepts of Java, but always seem to get stuck, making you tear out your hair in frustration? If you answered yes to any of these questions, then this concise guide to Java programming is the perfect book to get started. This book skips the fluff and goes straight to the meat of learning how to program real-world applications and software using Java. It's packed with tons of step-by-step instructions to help you get up to speed with Java in as little time as possible. At the end of this guide,

you're going to put your programming skills to good use by creating a little game, help you reinforce all you've learned throughout the book. Here's what you're going to discover in this guide: Everything you need to get started with Java, as well as a swift introduction to JDK and NetBeans Step-by-step instructions to set up and install Java on Linux, Windows, and Mac How to install the Java Development Kit (JDK) and NetBeans without headaches The essential basics of Java you absolutely need to know about, from tokens and keywords to operators and comments How to control program flow with decision making control structures and control flow statements Using Java classes to help you write clean, understandable and maintainable code The ultimate guide to polymorphism in Java Surefire tips and tricks to help you shorten the Java programming learning curve ...and lots more! Whether you're a student, software developer or a complete programming novice, this is the ideal resource for you to get started with one of the world's most popular, powerful and versatile languages. Scroll to the top of the page and click the "Buy Now" button to get started today!

[Beginning Java Programming](#) - Bart Baesens 2015-03-02

A comprehensive Java guide, with samples, exercises, case studies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate

external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide.

Java Programming Interviews Exposed - Noel Markham 2014-01-30

If you are a skilled Java programmer but are concerned about the Java coding interview process, this real-world guide can help you land your next position Java is a popular and powerful language that is a virtual requirement for businesses making use of IT in their daily operations. For Java programmers, this reality offers job security and a wealth of employment opportunities. But that perfect Java coding job won't be available if you can't ace the interview. If you are a Java programmer concerned about interviewing, Java Programming Interviews Exposed is a great resource to prepare for your next opportunity. Author Noel Markham is both an experienced Java developer and interviewer, and has loaded his book with real examples from interviews he has conducted. Review over 150 real-world Java interview questions you are likely to encounter Prepare for personality-based interviews as well as highly technical interviews Explore related topics, such as middleware frameworks and server technologies Make use of chapters individually for topic-specific help Use the appendix for tips on Scala and Groovy, two other languages that run on JVMs Veterans of the IT employment space know that interviewing for a Java programming position isn't as simple as sitting down and answering questions. The technical coding portion of the interview can be akin to a difficult puzzle or an interrogation. With Java Programming Interviews Exposed, skilled Java coders can prepare themselves for this daunting process and better arm themselves with the knowledge and interviewing skills necessary to succeed.

[Embedded Systems Architecture](#) - Tammy Noergaard 2005-02-28

This comprehensive textbook provides a broad and in-depth overview of embedded systems architecture for engineering students and embedded systems professionals. The book is well suited for undergraduate

embedded systems courses in electronics/electrical engineering and engineering technology (EET) departments in universities and colleges, as well as for corporate training of employees. The book is a readable and practical guide covering embedded hardware, firmware, and applications. It clarifies all concepts with references to current embedded technology as it exists in the industry today, including many diagrams and applicable computer code. Among the topics covered in detail are: · hardware components, including processors, memory, buses,

and I/O · system software, including device drivers and operating systems · use of assembly language and high-level languages such as C and Java · interfacing and networking · case studies of real-world embedded designs · applicable standards grouped by system application
* Without a doubt the most accessible, comprehensive yet comprehensible book on embedded systems ever written! * Leading companies and universities have been involved in the development of the content * An instant classic!