

Java The Good Parts

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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).

Perl One-Liners Peteris Kruminis 2013-11-13 Part of the fun of programming in Perl lies in tackling tedious tasks with short, efficient, and reusable code. Often, the perfect tool is the one-liner, a small but powerful program that fits in one line of code and does one thing really well. In Perl One-Liners, author and impatient hacker Peteris Kruminis takes you through more than 100 compelling one-liners that do all sorts of handy things, such as manipulate line spacing, tally column values in a table, and get a list of users on a system. This cookbook of useful, customizable, and fun scripts will even help hone your Perl coding skills, as Kruminis dissects the code to give you a deeper understanding of the language. You'll find one-liners that: * Encode, decode, and convert strings * Generate random passwords * Calculate sums, factorials, and the mathematical constants π and e * Add or remove spaces * Number lines in a file * Print lines that match a specific pattern * Check to see if a number is prime with a regular expression * Convert IP address to decimal form * Replace one string with another And many more! Save time and sharpen your coding skills as you learn to conquer those pesky tasks in a few precisely placed keystrokes with Perl One-Liners.

[Programming Android](#) Zigurd R. Mednieks 2012 Presents instructions for creating Android applications for mobile devices using Java.

[Modern Java in Action](#) Raoul-Gabriel Urma 2018-09-26 Summary Manning's bestselling Java 8 book has been revised for Java 9! In Modern Java in Action, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book Modern Java in Action connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new

approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java

Java Precisely, third edition Peter Sestoft 2016-03-18 An updated, concise reference for the Java programming language, version 8.0, and essential parts of its class languages, offering more detail than a standard textbook. The third edition of *Java Precisely* provides a concise description of the Java programming language, version 8.0. It offers a quick reference for the reader who has already learned (or is learning) Java from a standard textbook and who wants to know the language in more detail. The book presents the entire Java programming language and essential parts of the class libraries: the collection classes, the input-output classes, the stream libraries and Java 8's facilities for parallel programming, and the functional interfaces used for that. Though written informally, the book describes the language in detail and offers many examples. For clarity, most of the general rules appear on left-hand pages with the relevant examples directly opposite on the right-hand pages. All examples are fragments of legal Java programs. The complete ready-to-run example programs are available on the book's website. This third edition adds material about functional parallel processing of arrays; default and static methods on interfaces; a brief description of the memory model and visibility across concurrent threads; lambda expressions, method reference expressions, and the related functional interfaces; and stream processing, including parallel programming and collectors.

PRO JAVA SECUR, GARMS 2001-05-24 Security is of huge importance to the computing industry - the growth in e-commerce has brought the topic from the shadows of high-level specialists into the public eye. Nowadays breaches in security for B2C based e-tailers are big news, and damage not only the reputation of the individual organization, but also confidence in the industry as a whole. Computer Security covers a multitude of areas ranging from low-level operating system security to higher-level application security. This book concentrates on the latter, and will show you how to protect your applications with cryptography and the Java security model. Beginning with simple examples and clear descriptions of different cryptography approaches, such as symmetric and asymmetric encryption, the book will build in complexity, through consideration of public key infrastructure and SSL, to provide a comprehensive

set of solutions for the enterprise Java developer. Who is this Book For? This book is aimed at intermediate to advanced Java programmers, familiar with the concepts underpinning distributed application development such as sockets, RMI, JDBC, and J2EE technologies, however no previous experience of security or cryptography is assumed. It concentrates on teaching approaches to security, developing an understanding on building cryptography into applications and, in so doing, illustrates how the key Java cryptography components can be employed. What does this book cover? The core Java security architecture. Java security extensions - JCE, JAAS, and JSSE. Encryption and authentication. Applet, JSP, and EJB security. The application of SSL in Java applications. Database security. Designing and implementing a secure tiered application. Building a cryptographic provider.

Java Nathan Clark 2018-01-11 A Comprehensive Guide with 70+ Examples Get the Kindle version FREE when purchasing the Paperback! The second book in the Step-By-Step Java Series delves further into practical Java programming. We believe the best way to learn programming is through practise and practical application. For this reason, this book is crammed full of examples and code descriptions. This book serves as a teaching guide and also a reference manual to accompany you through this wonderful world of programming. Author Nathan Clark shares his nearly 20 years' experience in this clear, concise and easy to follow guide. What This Book Offers Detailed Descriptions Each topic is broken down into small manageable sections where each concept is explained in detail. We look at the different variations and types available, what the various return values mean and even how to avoid common errors. 79 Practical Examples With each concept, we provide one or more example to illustrate the topic in a way that makes it easy to understand. We break examples down into their basic workings, and provide the output for you to compare to your own results. Proper Syntax We focus on the specific syntax in each topic, as well as alternative variations and how each functions. Key Topics Methods Working with Arrays Working with Numbers Working with Strings Classes and Objects Inheritance Polymorphism Inner Classes Anonymous Classes Interfaces File I/O Operations Exception Handling Logging in Java Get Your Copy Today!

Advanced Java Programming Uttam Kumar Roy 2015-07-09 Advanced Java Programming is a textbook specially designed for undergraduate and postgraduate students of Computer Science, Information Technology, and Computer Applications (BE/BTech/BCA/ME/M.Tech/MCA). Divided into three parts, the book provides an exhaustive coverage of topics taught in advanced Java and other related subjects.

Data Structures and Algorithms in Java Michael T. Goodrich 2014-01-28 The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Java All-in-One For Dummies Doug Lowe 2017-05-01 Your one-stop guide to

programming with Java If you've always wanted to program with Java but didn't know where to start, this will be the java-stained reference you'll turn to again and again. Fully updated for the JDK 9, this deep reference on the world's most popular programming language is the perfect starting point for building things with Java—and an invaluable ongoing reference as you continue to deepen your knowledge. Clocking in at over 900 pages, Java All-in-One For Dummies takes the intimidation out of learning Java and offers clear, step-by-step guidance on how to download and install Java tools; work with variables, numbers, expressions, statements, loops, methods, and exceptions; create applets, servlets, and JavaServer pages; handle and organize data; and so much more. Focuses on the vital information that enables you to get up and running quickly with Java Provides details on the new features of JDK 9 Shows you how to create simple Swing programs Includes design tips on layout, buttons, and labels Everything you need to know to program with Java is included in this practical, easy-to-use guide!

Making Java Groovy Kenneth Kousen 2013-09-18 Summary Making Java Groovy is a practical handbook for developers who want to blend Groovy into their day-to-day work with Java. It starts by introducing the key differences between Java and Groovy—and how you can use them to your advantage. Then, it guides you step-by-step through realistic development challenges, from web applications to web services to desktop applications, and shows how Groovy makes them easier to put into production. About this Book You don't need the full force of Java when you're writing a build script, a simple system utility, or a lightweight web app—but that's where Groovy shines brightest. This elegant JVM-based dynamic language extends and simplifies Java so you can concentrate on the task at hand instead of managing minute details and unnecessary complexity. Making Java Groov is a practical guide for developers who want to benefit from Groovy in their work with Java. It starts by introducing the key differences between Java and Groovy and how to use them to your advantage. Then, you'll focus on the situations you face every day, like consuming and creating RESTful web services, working with databases, and using the Spring framework. You'll also explore the great Groovy tools for build processes, testing, and deployment and learn how to write Groovy-based domain-specific languages that simplify Java development. Written for developers familiar with Java. No Groovy experience required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Easier Java Closures, builders, and metaprogramming Gradle for builds, Spock for testing Groovy frameworks like Grails and Griffon About the Author Ken Kousen is an independent consultant and trainer specializing in Spring, Hibernate, Groovy, and Grails. Table of Contents PART 1: UP TO SPEED WITH GROOVY Why add Groovy to Java? Groovy by example Code-level integration Using Groovy features in Java PART 2: GROOVY TOOLS Build processes Testing Groovy and Java projects PART 3: GROOVY IN THE REAL WORLD The Spring framework Database access RESTful web services Building and testing web applications

JavaScript: The Good Parts Douglas Crockford 2008-05-08 Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming

language-ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In *JavaScript: The Good Parts*, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With *JavaScript: The Good Parts*, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.

Java Enterprise Best Practices O'Reilly Java Authors 2002-12-18 Java developers typically go through four "stages" in mastering Java. In the first stage, they learn the language itself. In the second stage, they study the APIs. In the third stage, they become proficient in the environment. It is in the fourth stage --"the expert stage"-- where things really get interesting, and *Java Enterprise Best Practices* is the tangible compendium of experience that developers need to breeze through this fourth and final stage of Enterprise Java mastery. Crammed with tips and tricks, *Java Enterprise Best Practices* distills years of solid experience from eleven experts in the J2EE environment into a practical, to-the-point guide to J2EE. *Java Enterprise Best Practices* gives developers the unvarnished, expert-tested advice that the man pages don't provide--what areas of the APIs should be used frequently (and which are better avoided); elegant solutions to problems you face that other developers have already discovered; what things you should always do, what things you should consider doing, and what things you should never do--even if the documentation says it's ok. Until *Java Enterprise Best Practices*, Java developers in the fourth stage of mastery relied on the advice of a loose-knit community of fellow developers, time-consuming online searches for examples or suggestions for the immediate problem they faced, and tedious trial-and-error. But Java has grown to include a huge number of APIs, classes, and methods. Now it is simply too large for even the most intrepid developer to know it all. The need for a written compendium of J2EE Best Practices has never been greater. *Java Enterprise Best Practices* focuses on the Java 2 Enterprise Edition (J2EE) APIs. The J2EE APIs include such alphabet soup acronyms as EJB, JDBC, RMI, XML, and JMX.

How JavaScript Works Douglas Crockford 2018-10-18 Douglas Crockford starts by looking at the fundamentals: names, numbers, booleans, characters, and bottom values. JavaScript's number type is shown to be faulty and limiting, but then Crockford shows how to repair those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming. The book also looks at eventual programming, testing, and purity, all the while looking at the requirements of The Next Language. Most of our languages are deeply rooted in the paradigm that produced FORTRAN. Crockford attacks those roots, liberating us to consider the next paradigm. He also presents a strawman

language and develops a complete transpiler to implement it. The book is deep, dense, full of code, and has moments when it is intentionally funny.

The Elements of Java(TM) Style Allan Vermeulen 2000-01-28 *The Elements of Java Style*, written by renowned author Scott Ambler, Rogue Wave Software Vice President Alan Vermeulen, and a team of programmers from Rogue Wave, is for anyone who writes Java code. While there are many books that explain the syntax and basic use of Java, this book, first published in 2000, explains not just what you can do with the syntax, but what you ought to do. Just as Strunk and White's *The Elements of Style* provides rules of usage for the English language, this book provides a set of rules for Java practitioners to follow. While illustrating these rules with parallel examples of correct and incorrect usage, the book provides a collection of standards, conventions, and guidelines for writing solid Java code which will be easy to understand, maintain, and enhance. Anyone who writes Java code or plans to should have this book next to their computer.

Professional Java E-commerce Subrahmanyam Allamaraju 2001 The term e-commerce encompasses a spectrum of trading interactions from the business-to-consumer (B2C) transactions that facilitate Web-based retail trade, to business-to-business (B2B) data exchange that increases supply chain efficiency. This book shows how the Java platform and Java technologies can be, and have been, employed to develop solutions that address these scenarios.

Java NIO Ron Hitchens 2002-08-27 The java New I/O (NIO) packages in J2SE 1.4 introduce many new, indispensable features previously unavailable to Java programmers. These include APIs for high-performance I/O operations, regular expression processing, and character set coding. These new libraries are a treasure trove for java developers. The NIO APIs are especially valuable where high-performance I/O is a requirement, but they can also be useful in a wide range of scenarios. The new APIs let you work directly with I/O buffers, multiplex nonblocking streams, do scattering reads and gathering writes, do channel-to-channel transfers, work with memory-mapped files, manage file locks, and much more. The new high-performance Regular Expression Library provides sophisticated, Perl-like regex-processing features such as pattern matching, search and replace, capture groups, look ahead assertions, and many others. The Charset API gives you complete control over character set encoding and decoding, which are vital for properly managing the exchange of documents on the Web, for localization, or for other purposes. You can also create and install your own custom character sets. Staying current with the latent java technology is never easy. NIO, new in Java 1.4, is quite possibly the most important new java feature since Swing. Understanding it thoroughly is essential for any serious Java developer. NIO closes the gap between java and natively compiled languages and enables java applications to achieve maximum I/O performance by effectively leveraging operating-system services in a portable way. *Java NIO* is a comprehensive guide to the java New I/O facilities. It lets you take full advantage of NIO features and shows you how they work, what they can do for you, and when you should use them. This book brings you up to speed on NIO and shows you how to bring your I/O-bound Java applications up to speed as well. *Java NIO* is an essential part of any Java professional's library.

Java Actually Khalid Azim Mughal 2008 The topics covered in this book are selected to teach fundamental programming concepts. This comprehensive version of *Java Actually* builds a foundation for novice programmers to move on to the

more specialised and advanced technologies that use Java. Structured programming (control structures, strings and arrays) and Object-based programming (objects with no inheritance) are covered in the first two Parts so that objects are introduced as soon as possible. This material should be taught in all courses and a shorter version of this book exists to cover just these basics. For those moving onto to an intermediary level, the last parts of the book describe OOP (object-oriented programming) concepts and explain how they are applied.

Java Generics and Collections Maurice Naftalin 2007 This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

Java: The Good Parts Jim Waldo 2011-02 ?????????????????????????????????????

Introduction to Programming Using Java David Eck 2009-09-01

Java in a Nutshell David Flanagan 1997 Java in a Nutshell, Deluxe Edition is a Java programmer's dream come true in one small package. The heart of this Deluxe Edition is the Java Reference Library on CD-ROM, which brings together five volumes for Java developers and programmers, linking related info across books. It includes: Exploring Java, 2nd Edition, Java Language Reference, 2nd Edition, Java Fundamental Classes Reference, Java AWT Reference, and Java in a Nutshell, 2nd Edition, included both on the CD-ROM and in a companion desktop edition. Java in a Nutshell, Deluxe Edition is an indispensable resource for anyone doing serious programming with Java 1.1. The Java Reference Library alone is also available by subscription on the World Wide Web. Please see <http://online-books.oreilly.com/books/javaref/> for details. The electronic text on the Web and on the CD is fully searchable and includes a complete index to all five volumes. It also includes the sample code found in the printed volumes. Exploring Java, 2nd Edition introduces the basics of Java 1.1 and offers a clear, systematic overview of the language. It covers the essentials of hot topics like Beans and RMI, as well as writing applets and other applications, such as networking programs, content and protocol handlers, and security managers. The Java Language Reference, 2nd Edition is a complete reference that describes all aspects of the Java language, including syntax, object-oriented programming, exception handling, multithreaded programming, and differences between Java and C/C++. The second edition covers the new language features that have been added in Java 1.1, such as inner classes, class literals, and instance initializers. The Java Fundamental Classes Reference provides complete reference documentation on the core Java 1.1 classes that comprise the java.lang, java.io, java.net, java.util, java.text, java.math, java.lang.reflect, and java.util.zip packages. These classes provide general-purpose functionality that is fundamental to every Java application. The Java AWT Reference provides complete reference documentation on the Abstract Window Toolkit (AWT), a large collection of classes for building graphical user interfaces in Java. Java in a Nutshell, 2nd Edition, the bestselling book on Java and the one most often recommended on the Internet, is a complete quick-reference guide to Java, containing descriptions of all of the classes in the Java 1.1 core API, with a definitive listing of all methods and variables, with the exception of the still-evolving Enterprise APIs. These APIs will be covered in a future volume. Highlights of the library include: History and principles of Java How to integrate applets into the World Wide Web A detailed look into Java's style of

object-oriented programming Detailed coverage of all the essential classes
injava.lang,java.io,java.util,java.net,java.awt Using threads Network
programming Content and protocol handling A detailed explanation of Java's
image processing mechanisms Material on graphics primitives and rendering
techniques Writing a security manager System requirements: The CD-ROM is
readable on all Windows and UNIX platforms. Current implementations of the Java
Virtual Machine for the Mac platform do not support the Java search applet in
this CD-ROM. Mac users can purchase the World Wide Web version
(see<http://online-books.oreilly.com/books/javaref/> for more information). A Web
browser that supports HTML 3.2, Java, and JavaScript, such as Netscape 3.0 or
Internet Explorer 3.0, is required.

Java Performance: The Definitive Guide Scott Oaks 2014-04-10 Coding and testing
are often considered separate areas of expertise. In this comprehensive guide,
author and Java expert Scott Oaks takes the approach that anyone who works with
Java should be equally adept at understanding how code behaves in the JVM, as
well as the tunings likely to help its performance. You'll gain in-depth
knowledge of Java application performance, using the Java Virtual Machine (JVM)
and the Java platform, including the language and API. Developers and
performance engineers alike will learn a variety of features, tools, and
processes for improving the way Java 7 and 8 applications perform. Apply four
principles for obtaining the best results from performance testing Use JDK
tools to collect data on how a Java application is performing Understand the
advantages and disadvantages of using a JIT compiler Tune JVM garbage
collectors to affect programs as little as possible Use techniques to manage
heap memory and JVM native memory Maximize Java threading and synchronization
performance features Tackle performance issues in Java EE and Java SE APIs
Improve Java-driven database application performance

Java: The Good Parts Jim Waldo 2010-04-29 What if you could condense Java down
to its very best features and build better applications with that simpler
version? In this book, veteran Sun Labs engineer Jim Waldo reveals which parts
of Java are most useful, and why those features make Java among the best
programming languages available. Every language eventually builds up crud, Java
included. The core language has become increasingly large and complex, and the
libraries associated with it have grown even more. Learn how to take advantage
of Java's best features by working with an example application throughout the
book. You may not like some of the features Jim Waldo considers good, but
they'll actually help you write better code. Learn how the type system and
packages help you build large-scale software Use exceptions to make code more
reliable and easier to maintain Manage memory automatically with garbage
collection Discover how the JVM provides portability, security, and nearly bug-
free code Use Javadoc to embed documentation within the code Take advantage of
reusable data structures in the collections library Use Java RMI to move code
and data in a distributed network Learn how Java concurrency constructs let you
exploit multicore processors

Just Java 2 Peter van der Linden 2004-06-21 The #1 introduction to J2SE 1.5 and
enterprise/server-side development! An international bestseller for eight
years, Just Java™ 2 is the complete, accessible Java tutorial for working
programmers at all levels. Fully updated and revised, this sixth edition is
more than an engaging overview of Java 2 Standard Edition (J2SE 1.5) and its
libraries: it's also a practical introduction to today's best enterprise and
server-side programming techniques. Just Java™ 2, Sixth Edition, reflects both
J2SE 1.5 and the latest Tomcat and servlet specifications. Extensive new

coverage includes: New chapters on generics and enumerated types New coverage of Web services, with practical examples using Google and Amazon Web services Simplified interactive I/O with printf() Autoboxing and unboxing of primitive types Static imports, foreach loop construct, and other new language features Peter van der Linden delivers expert advice, clear explanations, and crisp sample programs throughout—including dozens new to this edition. Along the way, he introduces: The core language: syntax, objects, interfaces, nested classes, compiler secrets, and much more Key libraries: date and calendar, pattern matching, network software, mapped I/O, utilities and generic collections Server-side technology: network server systems, a complete tiny HTML Web server, and XML in Java Enterprise J2EE: Sql and JDBC™ tutorial, servlets and JSP and much more Client-side Java: fundamentals of JFC/Swing GUI development, new class data sharing details Companion Web Site All the book's examples and sample programs are available at <http://afu.com>.

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.

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.

Java EE 7: The Big Picture Danny Coward 2014-10-11 The Definitive Guide to Java Platform, Enterprise Edition 7 Java EE 7: The Big Picture uniquely explores the entire Java EE 7 platform in an all-encompassing style while examining each

tier of the platform in enough detail so that you can select the right technologies for specific project needs. In this authoritative guide, Java expert Danny Coward walks you through the code, applications, and frameworks that power the platform. Take full advantage of the robust capabilities of Java EE 7, increase your productivity, and meet enterprise demands with help from this Oracle Press resource. Explore the features of the Java servlet model and Java servlet API Create dynamic web content with JavaServer Pages and JavaServer Faces Build websites for nonbrowser clients with JAX-RS Push data to web clients using Java WebSockets Secure web applications Work with web component APIs Maximize enterprise beans for multithreading, asynchronous processes, transactions, and more Access relational databases with the Java Database Connectivity APIs and the Java Persistence API Understand the packaging and deployment mechanisms of Java EE applications Work with Java EE Contexts and Dependency Injection Secure enterprise beans in a Java EE application Enable parallel processing with Java EE concurrency APIs

The Principles of Object-Oriented JavaScript Nicholas C. Zakas 2014-02-14 If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes, and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-oriented language that puts many design decisions right into your hands. In *The Principles of Object-Oriented JavaScript*, Nicholas C. Zakas thoroughly explores JavaScript's object-oriented nature, revealing the language's unique implementation of inheritance and other key characteristics. You'll learn: -The difference between primitive and reference values -What makes JavaScript functions so unique -The various ways to create objects -How to define your own constructors -How to work with and understand prototypes -Inheritance patterns for types and objects *The Principles of Object-Oriented JavaScript* will leave even experienced developers with a deeper understanding of JavaScript. Unlock the secrets behind how objects work in JavaScript so you can write clearer, more flexible, and more efficient code.

Effective Java Joshua Bloch 2008-05-08 Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! *Effective Java™, Second Edition*, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, *Effective Java™, Second Edition*, presents the most practical, authoritative guidelines available

for writing efficient, well-designed programs.

You Don't Know JS: Up & Going Kyle Simpson 2015-03-20 It's easy to learn parts of JavaScript, but much harder to learn it completely—or even sufficiently—whether you're new to the language or have used it for years. With the "You Don't Know JS" book series, you'll get a more complete understanding of JavaScript, including trickier parts of the language that many experienced JavaScript programmers simply avoid. The series' first book, *Up & Going*, provides the necessary background for those of you with limited programming experience. By learning the basic building blocks of programming, as well as JavaScript's core mechanisms, you'll be prepared to dive into the other, more in-depth books in the series—and be well on your way toward true JavaScript. With this book you will: Learn the essential programming building blocks, including operators, types, variables, conditionals, loops, and functions Become familiar with JavaScript's core mechanisms such as values, function closures, this, and prototypes Get an overview of other books in the series—and learn why it's important to understand all parts of JavaScript

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

Core Java SE 9 for the Impatient Cay S. Horstmann 2017-09-15 An Accessible Guide to the Java Language and Libraries Modern Java introduces major enhancements that impact the core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer needed and new features such as modularization make you far more effective. However, navigating these changes can be challenging. Core Java® SE 9 for the Impatient, Second Edition, is a complete yet concise guide that includes all the latest changes up to Java SE 9. Written by Cay S. Horstmann—author of the classic two-volume Core Java—this indispensable tutorial offers a faster, easier pathway for learning modern Java. Given Java SE 9's size and the scope of its enhancements, there's plenty to cover, but it's presented in small chunks organized for quick access and easy understanding. Horstmann's practical insights and sample code help you quickly take advantage of all that's new, from Java SE 9's long-awaited "Project Jigsaw" module system to the improvements first introduced in Java SE 8, including lambda expressions and streams. Use modules to simplify the development of well-performing complex systems Migrate applications to work with the modularized Java API and third-party modules Test code as you create it with the new JShell Read-Eval-Print Loop (REPL) Use lambda expressions to express actions more concisely Streamline and optimize data management with

today's Streams API Leverage modern concurrent programming based on cooperating tasks Take advantage of a multitude of API improvements for working with collections, input/output, regular expressions, and processes Whether you're just getting started with modern Java or you're an experienced developer, this guide will help you write tomorrow's most robust, efficient, and secure Java code. Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

Java for Programmers Paul J. Deitel 2009-02-12 PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces, Nested Classes Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study JavaServer™ Faces, Ajax-Enabled Web Applications, Web Services, Networking JDBC™, SQL, Java DB, MySQL® Threads and the Concurrency APIs I/O, Types, Control Statements, Methods Arrays, Generics, Collections Exception Handling, Files GUI, Graphics, GroupLayout, JDIC Using the Debugger and the API Docs And more... VISIT WWW.DEITEL.COM For information on Deitel's Dive Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com) Download code examples Check out the growing list of programming, Web 2.0, and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived issues of the DEITEL® BUZZ ONLINE The practicing programmer's DEITEL® guide to Java™ development and the Powerful Java™ Platform Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java language and Java APIs in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions and program outputs. The book features 220 Java applications with over 18,000 lines of proven Java code, and hundreds of tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including GUI, graphics, exception handling, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build object-oriented Java applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including Java™, C++, .NET, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "Presenting software engineering side by side with core Java concepts is highly refreshing; gives readers insight into how professional software is developed."—Clark Richey (Java Champion), RABA Technologies, LLC. "The quality of the design and code examples is second to none!"—Terrell Hull, Enterprise Architect "The JDBC chapter is very hands on. I like the fact that Java DB/Apache Derby is used in the examples, which makes it really simple to learn and understand JDBC."—Sandeep Konchady, Sun Microsystems "Equips you with the latest web application technologies. Examples are impressive and real! Want to develop a simple address locator with Ajax and JSF? Jump to Chapter 22."—Vadiraj Deshpande, Sun Microsystems "Covers web services with Java SE 6 and Java EE 5 in a real-life, example-based, friendly approach. The Deitel Web Services Resource Center is really good, even for advanced developers."—Sanjay Dhamankar, Sun Microsystems "Mandatory book for any serious Java EE developer looking for improved productivity: JSF development, visual web development and web services

development have never been easier.”—Ludovic Chapenois, Sun Microsystems “I teach Java programming and object-oriented analysis and design. The OOD/UML 2 case study is the best presentation of the ATM example I have seen.”—Craig W. Slinkman, University of Texas-Arlington “Introduces OOP and UML 2 early. The conceptual level is perfect. No other book comes close to its quality of organization and presentation. The live-code approach to presenting exemplary code makes a big difference in the learning outcome.”—Walt Bunch, Chapman University/

Java: The Good Parts Jim Waldo 2010-04-20 What if you could condense Java down to its very best features and build better applications with that simpler version? In this book, veteran Sun Labs engineer Jim Waldo reveals which parts of Java are most useful, and why those features make Java among the best programming languages available. Every language eventually builds up crud, Java included. The core language has become increasingly large and complex, and the libraries associated with it have grown even more. Learn how to take advantage of Java's best features by working with an example application throughout the book. You may not like some of the features Jim Waldo considers good, but they'll actually help you write better code. Learn how the type system and packages help you build large-scale software Use exceptions to make code more reliable and easier to maintain Manage memory automatically with garbage collection Discover how the JVM provides portability, security, and nearly bug-free code Use Javadoc to embed documentation within the code Take advantage of reusable data structures in the collections library Use Java RMI to move code and data in a distributed network Learn how Java concurrency constructs let you exploit multicore processors

Java Persistence with Hibernate Gary Gregory 2015-10-27 Summary Java Persistence with Hibernate, Second Edition explores Hibernate by developing an application that ties together hundreds of individual examples. In this revised edition, authors Christian Bauer, Gavin King, and Gary Gregory cover Hibernate 5 in detail with the Java Persistence 2.1 standard (JSR 338). All examples have been updated for the latest Hibernate and Java EE specification versions. About the Technology Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Persistence—the ability of data to outlive an instance of a program—is central to modern applications. Hibernate, the most popular Java persistence tool, offers automatic and transparent object/relational mapping, making it a snap to work with SQL databases in Java applications. About the Book Java Persistence with Hibernate, Second Edition explores Hibernate by developing an application that ties together hundreds of individual examples. You'll immediately dig into the rich programming model of Hibernate, working through mappings, queries, fetching strategies, transactions, conversations, caching, and more. Along the way you'll find a well-illustrated discussion of best practices in database design and optimization techniques. In this revised edition, authors Christian Bauer, Gavin King, and Gary Gregory cover Hibernate 5 in detail with the Java Persistence 2.1 standard (JSR 338). All examples have been updated for the latest Hibernate and Java EE specification versions. What's Inside Object/relational mapping concepts Efficient database application design Comprehensive Hibernate and Java Persistence reference Integration of Java Persistence with EJB, CDI, JSF, and JAX-RS * Unmatched breadth and depth About the Reader The book assumes a working knowledge of Java. About the Authors Christian Bauer is a member of the Hibernate developer team and a trainer and consultant. Gavin King is the founder of the Hibernate project and a member of the Java Persistence expert group (JSR 220). Gary Gregory is a principal

software engineer working on application servers and legacy integration. Table of Contents PART 1 GETTING STARTED WITH ORM Understanding object/relational persistence Starting a project Domain models and metadata PART 2 MAPPING STRATEGIES Mapping persistent classes Mapping value types Mapping inheritance Mapping collections and entity associations Advanced entity association mappings Complex and legacy schemas PART 3 TRANSACTIONAL DATA PROCESSING Managing data Transactions and concurrency Fetch plans, strategies, and profiles Filtering data PART 4 WRITING QUERIES Creating and executing queries The query languages Advanced query options Customizing SQL

Java How to Program Harvey Deitel 2013-11-06 The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine.

Java The Complete Reference, 8th Edition Herbert Schildt 2011-06-22 The Definitive Java Programming Guide In Java: The Complete Reference, Eighth Edition, bestselling programming author Herb Schildt shows you everything you need to develop, compile, debug, and run Java programs. Updated for Java Platform, Standard Edition 7 (Java SE 7), this comprehensive volume covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key elements of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. In addition, new Java SE 7 features such as try-with-resources, strings in switch, type inference with the diamond operator, NIO.2, and the Fork/Join Framework are discussed in detail. Coverage includes: Data types and operators Control statements Classes and objects Constructors and methods Method overloading and overriding Interfaces and packages Inheritance Exception handling Generics Autoboxing Enumerations Annotations The try-with-resources statement Varargs Multithreading The I/O classes Networking The Collections Framework Applets and servlets JavaBeans AWT and Swing The Concurrent API Much, much more

Design Patterns Erich Gamma 1995 Software -- Software Engineering.

Learn Java in One Day and Learn It Well Jamie Chan 2016-10-07 New Book by Best-Selling Author Jamie Chan. Learn Java Programming Fast with a unique Hands-On Project. Book 4 of the Learn Coding Fast Series. Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Java language fast? This book is for you. You no longer have to waste your time and money trying to learn Java from boring books that are 600 pages long, expensive online courses or complicated Java tutorials that just leave you more confused and frustrated. What this book offers... Java for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Java language even if you have never coded before. Carefully Chosen Java Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics (Covers Java 8) Topics are carefully selected to give you a broad exposure to Java, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. In addition, new features in Java (such as lambda expressions and default methods etc) are also covered so that you are

always up to date with the latest advancement in the Java language. Learn The Java Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. You no longer have to endure boring and lengthy Java textbooks that simply puts you to sleep. With this book, you can learn Java fast and start coding immediately. How is this book different... The best way to learn Java is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Java coding? This book is for you. Click the "Add to Cart" button and download it now. What you'll learn: Introduction to Java - What is Java? - What software do you need to code Java programs? - How to install and run JDK and Netbeans? Data types and Operators - What are the eight primitive types in Java? - What are arrays and lists? - How to format Java strings - What is a primitive type vs reference type? - What are the common Java operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? Controlling the Flow of a Program - What are condition statements? - How to use control flow statements in Java - How to handle errors and exceptions - How to throw your own exception and Others... - How to accept user inputs and display outputs - What is a generic? - What are lambda expressions and functional interface? - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning Java. Learn it fast and learn it well.