Bookmark File The Art Science Of Java By Eric Roberts Pdf For Free

Java and XML May 31 2020 Java and XML, 3rd Edition, shows you how to cut through all the hype about XML and put it to work. It teaches you how to use the APIs, tools, and tricks of XML to build real-world applications. The result is a new approach to managing information that touches everything from configuration files to web sites. After two chapters on XML basics, including XPath, XSL, DTDs, and XML Schema, the rest of the book focuses on using XML from your Java applications. This third edition of Java and XML covers all major Java XML processing libraries, including full coverage of the SAX, DOM, StAX, JDOM, and dom4j APIs as well as the latest version of the Java API for XML Processing (JAXP) and Java Architecture for XML Binding (JAXB). The chapters on web technology have been entirely rewritten to focus on the today's most relevant topics: syndicating content with RSS and creating Web 2.0 applications. You'll learn how to create, read, and modify RSS feeds for syndicated content and use XML to power the next generation of websites with Ajax and Adobe Flash. Topics include: The basics of XML, including DTDs, namespaces, XML Schema, XPath, and Transformations The SAX API, including all handlers, filters, and writers The DOM API, including DOM Level 2, Level 3, and the DOM HTML module The JDOM API, including the core and a look at XPath support The StAX API, including StAX factories, producing documents and XMLPull Data Binding with JAXB, using the new JAXB 2.0 annotations Web syndication and podcasting with RSS XML on the Presentation Layer, paying attention to Ajax and Flash applications If you are developing with Java and need to use XML, or think that you will be in the future; if you're involved in the new peer-to-peer movement, messaging, or web services; or if you're developing software for electronic commerce, Java and XML will be an indispensable companion.

Think Java Jun 12 2021 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

Real-time Java Programming with Java RTS Jan 20 2022 The Definitive Guide to Java RTS for Developers and Architects For Java developers and architects moving to real-time, and real-time developers moving to Java Walks through start-to-finish case study applications, identifying their constraints and discussing the APIs and design patterns used to address them Written by the former leader of the real-time Java standards process and one of Wall Street's top real-time developers Sun Microsystems' Java Real-Time System (Java RTS) is proving itself in numerous, wide-ranging environments, including finance, control systems, manufacturing, and defense. Java RTS and the RTSJ standard (JSR-001) eliminate the need for complicated, specialized, real-time languages and operating environments, saving money by leveraging Java's exceptional productivity and familiarity. In Real-Time Java(tm) Programming, two of Sun's top real-time programming experts present the deep knowledge and realistic code examples that developers need to succeed with Java RTS and its APIs. As they do so, the authors also illuminate the foundations of real-time programming in any RTSJ-compatible environment. Key topics include Real-time principles and concepts, and the unique requirements of real-time application design and development How Java has been adapted to real-time environments A complete chapter on garbage collection concepts and Java SE collectors Using the Java RTS APIs to solve actual real-time system problems as efficiently as possible Utilizing today's leading Java RTS development and debugging tools Understanding real-time garbage collection, threads, scheduling, and dispatching Programming new RTSJ memory models Dealing with asynchronous event handling and asynchronous transfer of control

Java Programming for Kids Nov 25 2019 This illustrated book teaches kids to write computer programs. Kids will learn basics of programming while creating such computer games as Tic-Tac-Toe, Ping-Pong and others. This book can be useful for three categories of people: kids from 10 to 18 years old, school computer teachers, parents who want to teach their kids programming.

Introduction to Programming Using Java Mar 22 2022

Algorithm Handbook Aug 22 2019

Beyond Java Feb 18 2022 Bruce Tate, author of the Jolt Award-winning Better, Faster, Lighter Java has an intriguing notion about the future of Java, and it's causing some agitation among Java developers. Bruce believes Java is abandoning its base, and conditions are ripe for an alternative to emerge. In Beyond Java, Bruce chronicles the rise of the most successful language of all time, and then lays out, in painstaking detail, the compromises the founders had to make to establish success. Then, he describes the characteristics of likely successors to Java. He builds to a rapid and heady climax, presenting alternative languages and frameworks with

productivity and innovation unmatched in Java. He closes with an evaluation of the most popular and important programming languages, and their future role in a world beyond Java. If you are agree with the book's premise--that Java's reign is coming to an end--then this book will help you start to build your skills accordingly. You can download some of the frameworks discussed and learn a few new languages. This book will teach you what a new language needs to succeed, so when things do change, you'll be more prepared. And even if you think Java is here to stay, you can use the best techniques from frameworks introduced in this book to improve what you're doing in Java today.

Java Modeling in Color with UML Oct 05 2020 PLEASE PROVIDE COURSE INFORMATION PLEASE PROVIDE

Thinking Recursively Aug 27 2022 Thinking Recursively Eric S. Roberts Digital Equipment Corporation Recursion: The process of solving large problems by breaking them down into smaller, more simple problems that have identical forms. Thinking Recursively: A small text to solve large problems. Concentrating on the practical value of recursion. this text, the first of its kind, is essential to computer science students' education. In this text, students will learn the concept and programming applications of recursive thinking. This will ultimately prepare students for advanced topics in computer science such as compiler construction, formal language theory, and the mathematical foundations of computer science. Key Features: Concentration on the practical value of recursion. Eleven chapters emphasizing recursion as a unified concept. Extensive discussion of the mathematical concepts which help the students to develop an appropriate conceptual model. Large number of imaginative examples with solutions. Large sets of exercises.

Java For Dummies Sep 23 2019 Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Bug Patterns in Java May 24 2022 Author Eric Allen presents a methodology for diagnosing and debugging computer programs that puts emphasis on unit testing.

Java and XSLT Sep 27 2022 A guide for Java programmers explains how to use

XSLT's ability to provide platform-independent data to build Web-based applications incorporating transformations as well as interactive Web site and wireless services.

The Art & Science of Java Nov 29 2022 In The Art and Science of Java, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of The Art and Science of C. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

Java 8 Pocket Guide Nov 05 2020 When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

Head First Design Patterns Nov 17 2021 Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

Learning Java Sep 03 2020 A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

Java 2 Micro Edition Oct 17 2021 An in-depth tutorial on how to use Java 2 Micro Edition to program handheld devices Although Java is one of the most popular programming languages, it is too powerful to be used on wireless, handheld devices like the Palm Connected Organizer. A miniature version of Java, called Java 2 Micro Edition, has now been created by Sun Microsystems to run specifically on these devices. Written by software developer Eric Giguere, this book provides an authoritative treatment of this new language. Readers will learn what has to be

done to make Java workable on these devices and what strategies are required to write programs that don't take up too much memory or run down the device's batteries. The book also provides complete coverage of Java Micro Edition, including the profiles that define the capabilities available to various devices. CD-ROM includes licensed versions of the Java 2 Micro Edition SDK, Waba, and Kaffe. Examples are provided that run on multiple wireless platforms.

Java by Comparison Dec 27 2019 Write code that's clean, concise, and to the point: code that others will read with pleasure and reuse. Comparing your code to that of expert programmers is a great way to improve your coding skills. Get hands-on advice to level up your coding style through small and understandable examples that compare flawed code to an improved solution. Discover handy tips and tricks, as well as common bugs an experienced Java programmer needs to know. Make your way from a Java novice to a master craftsman. This book is a useful companion for anyone learning to write clean Java code. The authors introduce you to the fundamentals of becoming a software craftsman, by comparing pieces of problematic code with an improved version, to help you to develop a sense for clean code. This unique before-and-after approach teaches you to create clean Java code. Learn to keep your booleans in check, dodge formatting bugs, get rid of magic numbers, and use the right style of iteration. Write informative comments when needed, but avoid them when they are not. Improve the understandability of your code for others by following conventions and naming your objects accurately. Make your programs more robust with intelligent exception handling and learn to assert that everything works as expected using JUnit5 as your testing framework. Impress your peers with an elegant functional programming style and clear-cut object-oriented class design. Writing excellent code isn't just about implementing the functionality. It's about the small important details that make your code more readable, maintainable, flexible, robust, and faster. Java by Comparison teaches you to spot these details and trains you to become a better programmer. What You Need: You need a Java 8 compiler, a text editor, and a fresh mind.That's it.

Programming Abstractions in C++ Jul 14 2021 This text is intended for use in the second programming course Programming is a matter of learning by doing. Eric Roberts' Programming Abstractions in C++ gives students opportunities to practice and learn with engaging graphical assignments. A client-first approach to data structures helps students absorb, and then apply the material. Teaching and Learning Experience This program presents a better teaching and learning experience--for you and your students. It will help: Improve Student Comprehension with a Client-first Approach to Data Structures: To aid in student understanding, this book presents the full set of collection classes early. Defer the Presentation of C++ Features that Require a Detailed Understanding of the Underlying Machine: Introducing collection classes early enables students to master other equally important topics without having to struggle with low-level details at the same time. Engage Students with Exciting Graphical Assignments: An open-source library

supports graphics and interactivity in a simple, pedagogically appropriate way. Support Instructors and Students: The companion website provides source code, sample run PDFs, answers to review questions, and more.

*Java 2 and JavaScript for C and C++ Programmers May 12 2021 "A must read!"-Information Week, from a review of Java for C/C++ Programmers The quickest, easiest way for C and C++ programmers to learn how to build full-scale applications using Java(TM) and JavaScript(TM) Java 2 and JavaScript for C and C++ Programmers Featuring the rapid skill-building format that made its predecessor such a huge critical success, this powerful book/CD package gets you up to speed on all of Java 2's and JavaScript's features, in no time. Using a series of increasingly sophisticated working applications, it explains basic and advanced Java techniques in terms that C and C++ programmers can relate to. This revised edition includes updated coverage of: * JavaBean(TM) * JFCs p9e RMI * Security * JDBC(TM) It also covers all new features found in Java 2, including: * Protected domains * Reference objects * Collections * Package versions * Drag and drop On the CD-ROM you'll find: * All the source code from the examples in the book * Loads of useful scripts and utilities-ready-to-run Java documentation * Java Multimedia demo * Three additional "bonus" chapters*

The Java EE 6 Tutorial Sep 15 2021 The Java EE 6 Tutorial: Advanced Topics, Fourth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 6 (Java EE 6). Written by members of the Java EE 6 documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide–which builds on the concepts introduced in The Java EE 6 Tutorial: Basic Concepts, Fourth Edition–contains advanced material, including detailed introductions to more complex platform features and instructions for using the latest version of the NetBeans IDE and the GlassFish Server, Open Source Edition. This book introduces the Java Message Service (JMS) API and Java EE Interceptors. It also describes advanced features of JavaServer Faces, Servlets, JAX-RS, Enterprise JavaBeans components, the Java Persistence API, Contexts and Dependency Injection for the Java EE Platform, web and enterprise application security, and Bean Validation. The book culminates with three new case studies that illustrate the use of multiple Java EE 6 APIs.

Teach Yourself Java for Macintosh in 21 Days Mar 29 2020 Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

Java Dec 07 2020

Design Patterns Dec 19 2021 Software -- Software Engineering.

JavaSpaces Principles, Patterns, and Practice Jun 24 2022 Annotation "JavaSpaces technology is a powerful Jini service from Sun Microsystems, Inc. that facilitates building distributed applications. The JavaSpaces model provides persistent object

exchange "areas" in which remote Java processes can coordinate their actions and exchange data. JavaSpaces technology supplies a necessary, cross-platform framework for distributed computing with Jini technology." "This book introduces the JavaSpaces technology architecture and provides a comprehensive description of the model. Using an example-driven approach, this book shows you how to use JavaSpaces technology to develop distributed computing applications." "JavaSpaces Principles, Patterns, and Practice also includes two full-scale applications - one collaborative and the other parallel - that demonstrate how to put the JavaSpaces model to work."--BOOK JACKET. Title Summary field provided by Blackwell North America, Inc. All Rights Reserved.

Programming Abstractions in Java Oct 29 2022 For courses in Java Data Structures. Programming Abstractions in Java: A Client-First Approach Programming Abstractions in Java is intended for use in the second programming course in most college or university curriculum. Stanford University's Eric Roberts employs a novel strategy called the client-first approach while maintaining full coverage of the CS2 curriculum. In the traditional approach, students learn how to use a particular data structure, how to implement it, and what its performance characteristics are--all at the same time. Roberts exposes the weakness of this model. In short, students are trying to understand how a structure is implemented before they have mastered how one would use that structure in an application. With Programming Abstractions in Java and Roberts's client-first approach, students learn how to use the full set of collection classes before they tackle any implementation issues. By tackling compelling, real-world assignments in which they use the collection classes as clients, students gain a firm sense of the underlying data model and how each structure can be used. Once they have had time to master the client-side perspective, students are ready to explore the range of possible implementations and their associated computational characteristics. They can also begin to learn the software development skills so desperately needed in the technology industry today.

Data Structures and Algorithms in Java Mar 10 2021 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.

The the Java Workshop Oct 24 2019 Cut through the noise and get real results with a step-by-step approach to learning Java programming Key Features Ideal for the Java beginner who is getting started for the first time A step-by-step Java tutorial

with exercises and activities that help build key skills Structured to let you progress at your own pace, on your own terms Use your physical copy to redeem free access to the online interactive edition Book Description You already know you want to learn Java, and a smarter way to learn Java 12 is to learn by doing. The Java Workshop focuses on building up your practical skills so that you can develop high-performance Java applications that work flawlessly within the JVM across web, mobile and desktop. You'll learn from real examples that lead to real results. Throughout The Java Workshop, you'll take an engaging step-by-step approach to understanding Java. You won't have to sit through any unnecessary theory. If you're short on time you can jump into a single exercise each day or spend an entire weekend learning about Reactive programming and Unit testing. It's your choice. Learning on your terms, you'll build up and reinforce key skills in a way that feels rewarding. Every physical copy of The Java Workshop unlocks access to the interactive edition. With videos detailing all exercises and activities, you'll always have a guided solution. You can also benchmark yourself against assessments, track progress, and receive free content updates. You'll even earn a secure credential that you can share and verify online upon completion. It's a premium learning experience that's included with your printed copy. To redeem, follow the instructions located at the start of your Java book. Fast-paced and direct, The Java Workshop is the ideal companion for Java beginners. You'll build and iterate on your code like a software developer, learning along the way. This process means that you'll find that your new skills stick, embedded as best practice. A solid foundation for the years ahead. What you will learn Get to grips with fundamental concepts and conventions of Java 12 Write clean and well-commented code that's easy to maintain Debug and compile logical errors and handle exceptions in your programs Understand how to work with Java APIs and Java streams Learn how to use third-party libraries and software development kits (SDKs) Discover how you can work with information stored in databases Understand how you can keep data secure with cryptography and encryption Learn how to keep your development process bug-free with unit testing in Java Who this book is for Our goal at Packt is to help you be successful, in whatever it is you choose to do. The Java Workshop is an ideal Java tutorial for the Java beginner who is just getting started. Pick up a Workshop today, and let Packt help you develop skills that stick with you for life.

Head First Java Apr 10 2021 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 Pitfalls Aug 15 2021 A lifesaver for any Java programmer-proven workarounds and time-saving solutions Although using the Java language provides a substantial boost to a programmer's productivity, it still has its share of subtleties andweaknesses. This book is designed to save you time and frustration by carefully guiding you through this potential minefield. A team of Java experts, led by programming guru Michael Daconta, offers a collection of proven solutions to 50 difficult, real-world problems chosen from their own extensive experiences. You'll find workarounds for problems caused by shortcomings in both the Java language itself and in its APIs and utilities, including java.util, java.io, java.awt, and javax.swing. The authors also share techniques for improving the performance of your Java applications. For easy reference, the book is organized into categories so that similar solutions are grouped together. Examples of topics covered include: * Language syntax, for example, using the String equals( ) method instead of the == operator (Item2) * Language support, for example, method dispatching with reflection, interfaces, and anonymous classes (Item 16) * Utilities and collections, like choosing between a PropertyFile and ResourceBundle (Item 20) * Input/output, including subtleties in sending serialized objects over a network (Item 25) * GUI presentation, for example, tackling the common pitfall of using repaint( ) instead of validate( ) for relaying out components (Item 29) * Performance, including tips like lazy loading your way to better performance (Item 43)*

Java Extreme Programming Cookbook Apr 22 2022 Brimming with over 100 "recipes" for getting down to business and actually doing XP, the Java Extreme

Programming Cookbook doesn't try to "sell" you on XP; it succinctly documents the most important features of popular open source tools for XP in Java--including Ant, Junit, Http'nit, Cactus, Tomcat, XDoclet--and then digs right in, providing recipes for implementing the tools in real-world environments.

Effective Java Feb 06 2021 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.

Art and Science of Java Dec 31 2022 In The Art and Science of Java, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of The Art and Science of C. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

Essential Java for Scientists and Engineers Jan 26 2020 Essential Java serves as an introduction to the programming language, Java, for scientists and engineers, and can also be used by experienced programmers wishing to learn Java as an additional language. The book focuses on how Java, and object-oriented programming, can be

used to solve science and engineering problems. Many examples are included from a number of different scientific and engineering areas, as well as from business and everyday life. Pre-written packages of code are provided to help in such areas as input/output, matrix manipulation and scientific graphing. Takes a 'dive-in' approach, getting the reader writing and running programs immediately Teaches object-oriented programming for problem-solving in engineering and science

An Introduction to Programming and Software Development Using Java Apr 30 2020

The Java EE 7 Tutorial Aug 03 2020 The Java EE 7 Tutorial: Volume 1, Fifth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 7 (Java EE 7). Written by members of the Java EE documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide includes descriptions of platform features and provides instructions for using the latest versions of NetBeans IDE and GlassFish Server Open Source Edition. The book introduces platform basics, including resource creation, resource injection, and packaging. It covers JavaServer Faces, Java Servlets, the Java API for WebSocket, the Java API for JSON Processing (JSON-P), internationalization and localization, Bean Validation, Contexts and Dependency Injection for Java EE (CDI), and web services (JAX-WS and JAX-RS).

The Art of UNIX Programming Jul 02 2020 The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

Learn Java the Easy Way Jul 26 2022 Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to: -Perform calculations, manipulate text strings, and generate random colors -Use conditions, loops, and methods to make your programs responsive and concise -Create functions to reuse code and save time -Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders -Take

advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

Java Concurrency in Practice Jan 08 2021 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

*Introduction to Programming Using Java Feb 27 2020 Javas support for GUI and network programming makes a great setting for diverse programming examples: a calculator, a strategy game, reading the Dow Jones from Yahoo , a Web surveyor application, scheduling songs for a rock-and-roll radio station, as well as traditional payroll and student GPA computations. Working with these and other examples, students learn to think like a programmer, analyze problems, devise solutions, design classes, and write code. Features *Uses the necessary features of Java 1.1 while teaching CS1 concepts. *Uses object-oriented concepts from the very beginning--classes, objects, and messages are all introduced in Chapter 1--and develops them throughout. *Applies a consistent class design procedure, usable by beginners. *Contains graphic user interface (GUI) supplements in each chapter. *Provides an early introduction to testing, covering test drivers, debugging, and test case selection. *Includes a chapter with three robust applications--a LOGO turtle, a Web surveyor, and Mancala (a strategy game)--which use the texts class design procedure and allow the students to tie the material together.*

www.firemagazines.com