Manuale Di Java 9 Programmazione Orientata Agli Oggetti Con Java Standard Edition 9

Pro Android 4 shows you how to build real-world and fun mobile apps using the Android SDK 4 (Ice Cream Sandwich), which unifies Gingerbread for smartphones Honeycomb for tablets and augments further with Google TV and more. This And 4 book updates the best selling Pro Android 3 and covers everything from the fundamentals of building apps for embedded devices, smartphones, and tablets t advanced concepts such as custom 3D components, multi-tasking, sensors/augr reality, better accessories support and much more. Using the tutorials and exper advice, you'll quickly be able to build cool mobile apps and run them on dozens o Android-based smartphones. You'll explore and use the Android APIs, including th for media and sensors. And you'll check out what's new with Android 4, including improved user interface across all Android platforms, integration with services, a more. After reading this definitive tutorial and reference, you gain the knowledge experience to create stunning, cutting-edge Android 4 apps that can make you r while keeping you agile enough to respond to changes in the future.
Does the identification number 60 indicate a toxic substance or a flammable sol

the molten state at an elevated temperature? Does the identification number 10 indicate ethane or butane? What is the difference between natural gas transmis pipelines and natural gas distribution pipelines? If you came upon an overturned on the highway that was leaking, would you be able to identify if it was hazardo know what steps to take? Questions like these and more are answered in the Emergency Response Guidebook. Learn how to identify symbols for and vehicles carrying toxic, flammable, explosive, radioactive, or otherwise harmful substance how to respond once an incident involving those substances has been identified be prepared in situations that are unfamiliar and dangerous and know how to re them. Keeping this guide around at all times will ensure that, if you were to com a transportation situation involving hazardous substances or dangerous goods, y be able to help keep others and yourself out of danger. With color-coded pages quick and easy reference, this is the official manual used by first responders in United States and Canada for transportation incidents involving dangerous good hazardous materials.

This engaging and clearly written textbook/reference provides a must-have introduction to the rapidly emerging interdisciplinary field of data science. It foc on the principles fundamental to becoming a good data scientist and the key ski needed to build systems for collecting, analyzing, and interpreting data. The Data

Science Design Manual is a source of practical insights that highlights what real matters in analyzing data, and provides an intuitive understanding of how these concepts can be used. The book does not emphasize any particular programming language or suite of data-analysis tools, focusing instead on high-level discussion important design principles. This easy-to-read text ideally serves the needs of undergraduate and early graduate students embarking on an "Introduction to Da Science" course. It reveals how this discipline sits at the intersection of statistic computer science, and machine learning, with a distinct heft and character of it Practitioners in these and related fields will find this book perfect for self-study Additional learning tools: Contains "War Stories," offering perspectives on how da science applies in the real world Includes "Homework Problems," providing a wide range of exercises and projects for self-study Provides a complete set of lecture and online video lectures at www.data-manual.com Provides "Take-Home Lessons emphasizing the big-picture concepts to learn from each chapter Recommends e "Kaggle Challenges" from the online platform Kaggle Highlights "False Starts," revealing the subtle reasons why certain approaches fail Offers examples taken the data science television show "The Quant Shop" (www.quant-shop.com) Hibernate Tips
Manuale pratico di navigazione degli oceani

Tecniche di progettazione agile con Java. Design pattern, refactoring, test
Programmazione orientata agli oggetti con Java Standard Edition 9
Rtfm
An Introduction to Computer Science & Programming

La versione 8 di Java, è probabilmente la release più rivoluzionaria di sempre! La sintassi si arricchisce di nuovi costrutti che rendono il linguaggio più potente e compatto. Persino la naturale propensione alla programmazione Object Oriented è ora stata sconvolta e potenziata dall'introduzione di nuovi strumenti tipici della programmazione procedurale moderna. Java 8 è un linguaggio molto diverso da quello usato sino ad ora. Le potenzialità sono aumentate e si candida a diventare sempre di più il leader dei linguaggi di programmazione. Manuale di Java 8 è un testo che soddisfa le aspettative sia dell'aspirante programmatore sia dello sviluppatore esperto. La prima parte - Le basi di Java - permetterà anche a chi inizia da zero, di cominciare a programmare. Nella seconda parte - Object Orientation - sono spiegati i concetti fondamentali per creare programmi da zero correttamente. Nella terza infine - Caratteristiche avanzate - saranno introdotti e approfonditi tutti gli argomenti più complessi. Sull'Object Orientation e le caratteristiche avanzate del linguaggio, in particolare, il grado di approfondimento è molto elevato. Infine

per non gravare troppo sul costo dell'opera, centinaia di pagine in pdf e numerosi esercizi sono disponibili gratuitamente online. With the same insight and authority that made their book The Unix Programming Environment a classic, Brian Kernighan and Rob Pike have written The Practice of Programming to help make individual programmers more effective and productive. The practice of programming is more than just writing code. Programmers must also assess tradeoffs, choose among design alternatives, debug and test, improve performance, and maintain software written by themselves and others. At the same time, they must be concerned with issues like compatibility, robustness, and reliability, while meeting specifications. The Practice of Programming covers all these topics, and more. This book is full of practical advice and real-world examples in C, C++, Java, and a variety of special-purpose languages. It includes chapters on: debugging: finding bugs quickly and methodically testing: guaranteeing that software works correctly and reliably performance: making programs faster and more compact portability: ensuring that programs run everywhere without change design: balancing goals and constraints to decide which algorithms and data structures are best interfaces: using abstraction and information hiding to control the interactions between components style: writing code that works well and is a pleasure to read notation: choosing

languages and tools that let the machine do more of the work Kernighan and Pike have distilled years of experience writing programs, teaching, and working with other programmers to create this book. Anyone who writes software will profit from the principles and guidance in The Practice of Programming .

When you use Hibernate in your projects, you quickly recognize that you need to do more than just add @Entity annotations to your domain model classes. Real-world applications often require advanced mappings, complex queries, custom data types and caching. Hibernate can do all of that. You just have to know which annotations and APIs you need to use. Hibernate Tips - More than 70 solutions to common Hibernate problems shows you how to efficiently implement your persistence layer with Hibernate's basic and advanced features. Each Hibernate Tip consists of one or more code samples and an easy to follow step-by-step explanation. You can also download an example project with executable test cases for each Hibernate Tip. Throughout this book, you will get more than 70 ready-to-use solutions that show you how to: - Define standard mappings for basic attributes and entity associations. - Implement your own attribute mappings and support custom data types. - Use Hibernate's Java 8 support and other proprietary features. - Read data from the database with JPQL, Criteria API, and native SQL queries. - Call stored procedures and

database functions. This book is for developers who are already working with Hibernate and who are looking for solutions for their current development tasks. It's not a book for beginners who are looking for extensive descriptions of Hibernate's general concepts. The tips are designed as self-contained recipes which provide a specific solution and can be accessed when needed. Most of them contain links to related tips which you can follow if you want to dive deeper into a topic or need a slightly different solution. There is no need to read the tips in a specific order. Feel free to read the book from cover to cover or to just pick the tips that help you in your current project.
Beautiful Code
JavaScript. Le tecniche per scrivere il codice migliore
MySQL. Guida avanzata
Manuale pratico di Java - teoria e programmazione
Programmazione orientata agli oggetti con Java standard edition 8
Manuale di Java 9
This fixed-layout eBook teaches all essential web technologies from A to Z. Skillfully written, extremely succinct, with a lot of tables, diagrams, examples and screen output, it touches the latest experimental technology in action. Covering some hardly

documented 'tricks' beyond the basics, this book guarantees to transform an Internet newcomer to an accomplished web developer. For every web developer, it is a handy must-have. As we know, various web technologies are interconnected and it is impossible to fully master one technology without knowing another. Traditionally, a serious web developer needs to rely on several books or sources when coding a website. This book represents an all-in-one solution. It presents to you a holistic view of all essential web technologies. It means spending less money and time in learning more. The topics include HTML, CSS, JavaScript, PHP, AJAX, SQL, XML, XPath, XSD, XQuery, XSLT, SVG, Canvas, WebGL, Java Applet, Flash ActionScript, Red5, Firebase, WebRTC, htaccess, mod rewrite, jQuery, cURL, WordPress, SEO etc. (This eBook should be read using a fixed-layout-compatible (epub3) reader such as the Gitden Reader in Android.) The release of Java SE 8 introduced significant enhancements that impact the Core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer required and new features like lambda expressions will increase programmer productivity, but navigating these changes can be

challenging. Core Java� for the Impatient is a complete but concise guide to Java SE 8. Written by Cay Horstmann--the author of Java SE 8 for the Really Impatient and Core Java(tm), the classic, two-volume introduction to the Java language--this indispensable new tutorial offers a faster, easier pathway for learning the language and libraries. Given the size of the language and the scope of the new features introduced in Java SE 8, there's plenty of material to cover, but it's presented in small chunks organized for quick access and easy understanding. If you're an experienced programmer, Horstmann's practical insights and sample code will help you quickly take advantage of lambda expressions (closures), streams, and other Java language and platform improvements. Horstmann covers everything developers need to know about modern Java, including Crisp and effective coverage of lambda expressions, enabling you to express actions with a concise syntax A thorough introduction to the new streams API, which makes working with data far more flexible and efficient A treatment of concurrent programming that encourages you to design your programs in terms of cooperating tasks instead of low-level threads and locks Up-to-

date coverage of new libraries like Date and Time Other new features that will be especially valuable for server-side or mobile programmers Whether you are just getting started with modern Java or are an experienced developer, this guide will be invaluable for anyone who wants to write tomorrow's most robust, efficient, and secure Java code.

Flash is fading fast as Canvas continues to climb. The second edition of this popular book gets you started with HTML5 Canvas by showing you how to build interactive multimedia applications. You'll learn how to draw, render text, manipulate images, and create animation—all in the course of building an interactive web game throughout the book. Updated for the latest implementations of Canvas and related HTML5 technologies, this edition includes clear and reusable code examples to help you quickly pick up the basics—whether you currently use Flash, Silverlight, or just HTML and JavaScript. Discover why HTML5 is the future of innovative web development. Create and modify 2D drawings, text, and bitmap images Use algorithms for math-based movement and physics interactions Incorporate and manipulate video, and add audio Build a basic framework for creating a

variety of games Use bitmaps and tile sheets to develop animated game graphics Go mobile: build web apps and then modify them for iOS devices Explore ways to use Canvas for 3D and multiplayer game applications
Emergency Response Guidebook
The Debian Administrator's Handbook
More than 70 solutions to common Hibernate problems
Native Interactivity and Animation for the Web
Debian Jessie From Discovery To Mastery
Manuale di Java 6. Programmazione orientata agli oggetti con Java Standard Edition 6
The Red Team Field Manual (RTFM) is a no fluff, but thorough reference guide for serious Red Team members who routinely find themselves on a mission without Google or the time to scan through a man page. The RTFM contains the basic syntax for commonly used Linux and Windows command line tools, but it also encapsulates unique use cases for powerful tools such as Python and Windows PowerShell. The RTFM will repeatedly save you time looking up the hard to remember Windows nuances such as Windows wmic and dsquery command line tools, key registry values, scheduled tasks syntax, startup locations and Windows scripting. More importantly, it should teach you some new red team techniques.
Learn to use the Java Persistence API (JPA) and other related APIs as found in the Java EE 8

platform from the perspective of one of the specification creators. A one-of-a-kind resource, this in-depth book provides both theoretical and practical coverage of JPA usage for experienced Java developers. Authors Mike Keith, Merrick Schincariol and Massimo Nardone take a hands-on approach, based on their wealth of experience and expertise, by giving examples to illustrate each concept of the API and showing how it is used in practice. The examples use a common model from an overarching sample application, giving you a context from which to start and helping you to understand the examples within an already familiar domain. After completing Pro JPA 2 in Java EE 8, you will have a full understanding of JPA and be able to successfully code applications using its annotations and APIs. The book also serves as an excellent reference guide. What You Will Learn Use the JPA in the context of enterprise applications Work with object relational mappings (ORMs), collection mappings and more Build complex enterprise Java applications that persist data long after the process terminates Connect to and persist data with a variety of databases, file formats, and more Use queries, including the Java Persistence Query Language (JPQL) Carry out advanced ORM, queries and XML mappings Package, deploy and test your Java persistence-enabled enterprise applications Who This Book Is For Experienced Java programmers and developers with at least some prior experience with J2EE or Java EE platform APIs.

The Definitive Guide to JavaServer Faces 2.0 Fully revised and updated for all of the changes in JavaServer Faces (JSF) 2.0, this comprehensive volume covers every aspect of the official standard Web development architecture for JavaEE. Inside this authoritative resource, the co-

spec lead for JSF at Sun Microsystems shows you how to create dynamic, cross-browser Web applications that deliver a world-class user experience while preserving a high level of code quality and maintainability. JavaServer Faces 2.0: The Complete Reference features an integrated sample application to use as a model for your own JSF applications, with code available online. The book explains all JSF features, including the request processing lifecycle, managed beans, page navigation, component development, Ajax, validation, internationalization, and security. Expert Group Insights throughout the book offer insider information on the design of JSF. Set up a development environment and build a JSF application Understand the JSF request processing lifecycle Use the Facelets View Declaration Language, managed beans, and the JSF expression language (EL) Define page flow with the JSF Navigation Model, including the new "Implicit Navigation" feature Work with the user interface component model and the JSF event model, including support for bookmarkable pages and the POST, REDIRECT, GET pattern Use the new JSR-303 Bean Validation standard for model data validation Build Ajax-enabled custom UI components Extend JSF with custom non-UI components Manage security, accessibility, internationalization, and localization Learn how to work with JSF and Portlets from the JSF Team Leader at Liferay, the leading Java Portal vendor Ed Burns is a senior staff engineer at Sun Microsystems and is the co-specification lead for JavaServer Faces. He is the co-author of JavaServer Faces: The Complete Reference and author of Secrets of the Rock Star Programmers. Chris Schalk is a developer advocate and works to promote Google's APIs and technologies. He is currently engaging the international Web

development community with the new Google App Engine and OpenSocial APIs. Neil Griffin is committer and JSF Team Lead for Liferay Portal and the co-founder of The PortletFaces Project.

Ready-to-use code at www.mhprofessonal.com/computingdownload

Simple Solutions to Difficult Problems in Java 8 and 9

InDesign CS per Windows e Macintosh

Pro Android 4

Java Enterprise Edition 5

Java

La patente europea del computer. Corso avanzato: database. Microsoft Access

Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem and programming techniques with Java. Readers are introduced to object-oriented programming important computer science concepts such as testing and debugging techniques, program sty inheritance, and exception handling. It includes thorough coverage of the Swing libraries and e driven programming. The Java coverage is a concise, accessible introduction that covers key la features. Thorough early coverage of objects is included, with an emphasis on applications ove The author includes a highly flexible format that allows readers to adapt coverage of topics to preferred order. Although the book does cover such more advanced topics as inheritance, exce handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more techniques, such as algorithm design. The volume provides concise coverage of computers and objects, primitive types, strings, and interactive I/O, flow of control, defining classes and meth arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces usin

objects, and applets and HTML. For Programmers.

Manuale di Java 7, aggiornato all'ultima versione del linguaggio (nome in codice Dolphin), fornis tutte le informazioni necessarie per intraprendere la strada della programmazione Java nel mod corretto possibile, ovvero in maniera Object Oriented, con un focus speciale sulla programmazi oggetti, in teoria e in pratica. Si tratta di un testo che soddisfa le aspettative sia dell'aspirant programmatore sia dei più esperti, senza dare per scontato nessun concetto e al contempo tr argomenti con un grado di approfondimento particolarmente elevato. Con un occhio di riguardo alle fondamentali caratteristiche introdotte dalla versione 5 (Tiger) e dalla versione 6 (Mustan le annotazioni, le enumerazioni e i generics, il volume presenta con chiarezza ogni novità della r release. Il testo è particolarmente adatto non solo a studenti universitari o a chiunque voglia i programmare in Java, ma anche a professionisti del settore che desiderano tenersi aggiornati basi solide su cui sviluppare la propria programmazione. Per i contenuti e la loro completa trat questo libro è consigliato per la preparazione all'esame Oracle Certified Professional Java Programmer.

How do the experts solve difficult problems in software development? In this unique and insi leading computer scientists offer case studies that reveal how they found unusual, carefully solutions to high-profile projects. You will be able to look over the shoulder of major coding a experts to see problems through their eyes. This is not simply another design patterns book, software engineering treatise on the right and wrong way to do things. The authors think alo work through their project's architecture, the tradeoffs made in its construction, and when it important to break rules. This book contains 33 chapters contributed by Brian Kernighan, Karl Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold,

Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra a PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to t story. All author royalties will be donated to Amnesty International.

The Data Science Design Manual

Core Java for the Impatient

JavaServer Faces 2.O, The Complete Reference

Il linguaggio Java. Manuale ufficiale

Windows Xp. Trucchi e segreti per hacker

FreeBSD Handbook

This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources,

implementations and an extensive bibliography. NEW to the second edition: • Doubles the tutorial material and exercises over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java
The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as "Doing More with Rich Internet Applications" and "Deployment in Depth," and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, "Preparing for Java Programming Language Certification," lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate

and up to date.

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

HTML5 Canvas

A Handbook of Agile Software Craftsmanship

Programmazione orientata agli oggetti con Java Standard Edition 7

An In-Depth Guide to Java Persistence APIs

Computer e sicurezza. Tutto quello che dovreste sapere

The Java Tutorial

The FreeBSD Handbook is a comprehensive FreeBSD tutorial and reference. It covers installation, day-to-day use of FreeBSD, and mach more, such as the Ports collection, creating a custom kernel, security topics, the X Window System, how to use FreeBSD's Linux binary compatibility, and how to upgrade your system from source using the 'make world' command, to name a few.

A comprehensive guide to get started with Java and gain insights into major concepts such as object-oriented, functional, and reactive programming Key Features Strengthen your knowledge of important programming concepts and the latest features in Java Explore core programming topics including GUI programming, concurrency, and error handling Learn the idioms and best practices for writing high-quality Java code Book Description Java is one of the preferred languages among developers, used in everything right from smartphones, and game consoles to even supercomputers, and its new features simply add to the richness of the language. This book on Java programming begins by helping you learn how to install the Java Development Kit. You will then focus on understanding object-oriented programming (OOP), with exclusive insights into concepts like abstraction, encapsulation, inheritance, and polymorphism, which will help you when programming for real-world apps. Next, you'll cover fundamental programming structures of Java such as data structures and algorithms that will serve as the building blocks for your apps. You will also delve into core programming topics that will assist you with error handling, debugging, and testing your apps. As you progress, you'll move on to advanced topics such as Java libraries, database management, and network programming, which will hone your skills in building professional-grade apps. Further on, you'll understand how to create a graphic user interface using JavaFX and learn to build scalable apps by taking advantage of reactive and functional programming. By the end of this book, you'll not only be well versed with Java 10, 11, and 12, but also gain a perspective into the future of this language and software development in general. What you will learn Learn and apply object-oriented principles Gain insights into data structures and understand how they are used in Java

Explore multithreaded, asynchronous, functional, and reactive programming Add a user-friendly graphic interface to your application Find out what streams are and how they can help in data processing Discover the importance of microservices and use them to make your apps robust and scalable Explore Java design patterns and best practices to solve everyday problems Learn techniques and idioms for writing high-quality Java code Who this book is for Students, software developers, or anyone looking to learn new skills or even a language will find this book useful. Although this book is for beginners, professional programmers can benefit from it too. Previous knowledge of Java or any programming language is not required.

Debian GNU/Linux, a very popular non-commercial Linux distribution, is known for its reliability and richness. Built and maintained by an impressive network of thousands of developers throughout the world, the Debian project is cemented by its social contract. This foundation text defines the project's objective: fulfilling the needs of users with a 100% free operating system. The success of Debian and of its ecosystem of derivative distributions (with Ubuntu at the forefront) means that an increasing number of administrators are exposed to Debian's technologies. This Debian Administrator's Handbook, which has been entirely updated for Debian 8 "Jessie", builds on the success of its 6 previous editions. Accessible to all, this book teaches the essentials to anyone who wants to become an effective and independent Debian GNU/Linux administrator. It covers all the topics that a competent Linux administrator should master, from installation to updating the system, creating packages and compiling the kernel, but also monitoring, backup and migration, without forgetting advanced topics such as setting up SELinux or

AppArmor to secure services, automated installations, or virtualization with Xen, KVM or LXC. This book is not only designed for professional system administrators. Anyone who uses Debian or Ubuntu on their own computer is de facto an administrator and will find tremendous value in knowing more about how their system works. Being able to understand and resolve problems will save you invaluable time. Learn more about the book on its official website: debian-handbook.info
Hacker all'attacco. La tua rete è a rischio
A Guidebook for First Responders during the Initial Phase of a Dangerous Goods/Hazardous Materials Transportation Incident
progettazione e sviluppo di applicazioni Web
A Short Course on the Basics

La sicurezza dellle applicazioni Web. Tecniche di testing e prevenzione
Java non sarà mai più lo stesso! Il Manuale di Java 9 è stato strutturato per soddisfare le aspettative di: aspiranti programmatori: nulla è dato per scontato, è possibile imparare a programmare partendo da zero ed entrare nel mondo del lavoro dalla porta principale; studenti universitari: le precedenti edizioni di quest'opera sono state adottate come libro di testo per diversi corsi in tutte le maggiori università italiane; programmatori esperti: Java 9 semplifica lo sviluppo, rivoluziona il JDK, introduce nuovi formati per i file e, con i moduli, cambia per sempre il modo in cui pensiamo, progettiamo e

distribuiamo il software. Informatica di base - Ambiente di sviluppo - Basi del linguaggio - Approfondimento sull'Object Orientation - Java e il mondo del lavoro - Interfacce in Java 9 - Caratteristiche avanzate del linguaggio - Stream API - Collections Framework - Tipi Generici - Date & Time API - Tipi annotazioni - Multi-threading - Espressioni Lambda - JShell - Le librerie fondamentali - Gestione delle eccezioni e delle asserzioni - Input e Output - Modularizzazione.

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Manuale di Java 9Programmazione orientata agli oggetti con Java Standard Edition 9HOEPLI EDITORE

Web Coding Bible (HTML, CSS, Javascript, PHP, SQL, XML, SVG, Canvas, WebGL, Java Applet, ActionScript, jQuery, WordPress, SEO and many more)

Manuale di Java 8

A step-by-step guide to learning essential concepts in Java SE 10, 11, and 12

Manuale di Java 7

Windows Server 2008

Learn Java 12 Programming

The introduction of functional programming concepts in Java SE 8 was a drastic change for this venerable object-oriented language. Lambda expressions, method references, and streams fundamentally changed the idioms of the language, and many developers have been trying to catch up ever since. This cookbook will help. With more than 70 detailed recipes, author Ken Kousen shows you how to use the newest features of Java to solve a wide range of problems. For developers comfortable with previous Java versions, this guide covers nearly all of Java SE 8, and includes a chapter focused on changes coming in Java 9. Need to understand how functional idioms will change the way you write code? This cookbook—chock full of use cases—is for you. Recipes cover: The basics of lambda expressions and method references Interfaces in the java.util.function package Stream operations for transforming and filtering data Comparators and Collectors for sorting and converting streaming data Combining lambdas, method references, and streams Creating instances and extract values from Java's Optional type New I/O capabilities that support functional streams The Date-Time API that replaces the legacy Date and Calendar classes Mechanisms for experimenting with concurrency and parallelism
Pro JPA 2 in Java EE 8
la guida completa
The Algorithm Design Manual
The Java EE 7 Tutorial
Leading Programmers Explain How They Think
Modern Java Recipes