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Programmers Guide To Java

Tm Certification A

A Programmers Guide To Java Tm Certification A Comprehensive Primer

Kotlin is attracting attention as "a better Java" especially since Google backed it as a language for Android development. In this book Mike James introduces Kotlin to programmers. You don't have to be an expert programmer in Java or any other language, but you need to know the basics of programming and using objects. While Kotlin is similar to Java, and you can pick up much of the language as you go along, a deeper understanding will enable you to create better and more robust programs. As with all languages there

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are some subtle areas where an understanding of how things work makes all the difference.

There are few titles that cover Java as thoroughly as this one does. Peter Norton's name is internationally synonymous with PC expertise, and in this book he provides the intermediate to advanced user with a concise and valuable treatment of Java.

Sun's foundation-level Sun Certified Java Programmer (SCJP) for Standard Edition 6 is a must-have for any Java programmer, and is a prerequisite for Sun's specialty certifications. This resource is essential preparation for the SCJP and focuses heavily on the skill set that Sun expects its SCJPs to have, with numerous examples, exercises, and real-world scenarios to give readers the tools needed to use what they learn. The material covers

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declarations, initialization, and scoping; flow control; API contents; concurrency; object-oriented concepts; collections/generics; and fundamentals. The interactive CD-ROM features chapter review questions, two bonus exams, a series of flashcards that can be used on PCs or handheld devices, and an e-book. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Use your understanding of Visual Basic as a foundation for learning Java and object-oriented programming. This unique guide not only relates Java features to what you already know it also highlights the areas in which Java excels over Visual Basic, to build your understanding of its appropriate use. Covers: -- Java for the C-challenged -- an overview of Java: an introduction to

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object-oriented programming; an explanation of Java language syntax; installing and using Java. -- Basic object-oriented programming in Java employing classes and inheritance for efficiency; adding visual controls such as buttons, drop-down lists, menus, and scrollbars; using layout managers to place components in windows; writing a program with two windows; using threads in Java. -- Class consciousness and other timesaving topics using classes and binary files in Java; building your own custom controls; using and creating packages; designing efficient menus and dialogs; inputting data with the keyboard and mouse. -- Developing for the Web -- building and launching HTML pages; incorporating applets into Web pages; using forms and CGI Scripts in Java; creating instant applets with

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JavaScript; working with sockets and client server applications; building Java clients and servers across the Internet.

The Java Native Interface

Java Programming
Programmer's Guide and Specification
The Visual Basic Programmer's Guide
to Java

ANDROID A PROGRAMMERS GUIDE

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

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material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date.

Full coverage of functional programming and all OCA Java Programmer exam objectives OCA, Oracle Certified Associate Java SE 8 Programmer I Study Guide, Exam 1Z0-808 is a comprehensive study guide for those taking the Oracle Certified Associate Java SE 8 Programmer I exam (1Z0-808). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to confidently take the exam. The release of Java 8 brought the language's biggest changes to date, and for the first time, candidates are required to learn functional programming to pass the exam. This study guide has you covered, with thorough functional programming explanation and information on all key

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topic areas Java programmers need to know. You'll cover Java inside and out, and learn how to apply it efficiently and effectively to create solutions applicable to real-world scenarios. Work confidently with operators, conditionals, and loops Understand object-oriented design principles and patterns Master functional programming fundamentals Unique among Java tutorials, A Programmer's Guide to Java® SE 8 Oracle Certified Associate (OCA): A Comprehensive Primer combines an integrated, expert introduction to Java SE 8 with comprehensive coverage of Oracle's new Java SE 8 OCA exam 1Z0-808. Based on Mughal and Rasmussen's highly regarded guide to the original SCJP Certification, this streamlined volume has been thoroughly revised to reflect major changes in the new Java SE 8 OCA exam. It features an

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increased focus on analyzing code scenarios and not just individual language constructs, and each exam objective is thoroughly addressed, reflecting the latest Java SE 8 features, API classes, and best practices for effective programming. Other features include Summaries that clearly state what topics to read for each objective of the Java SE 8 OCA exam Dozens of exam-relevant review questions with annotated answers Programming exercises and solutions to put theory into practice A mock exam with realistic questions to find out if you are ready to take the official exam An introduction to essential concepts in object-oriented programming (OOP) and functional-style programming In-depth coverage of declarations, access control, operators, flow control, OOP techniques, lambda expressions, key API classes, and more Program output demonstrating expected results from

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complete Java programs Advice on
avoiding common pitfalls in writing Java
code and on taking the certification exam

Extensive use of UML (Unified Modeling
Language) for illustration purposes

A Programmer's Guide to Java

Certification A Comprehensive

Primer Addison-Wesley Professional

Programmer's Guide to Java SCJP

Certification: A Comprehensive Primer,
Third Edition

Java Number Cruncher

The Java Tutorial

A Comprehensive Primer

Your Professional Toolkit for Object-
Oriented Programming

Practical Java

***Java is a programming
language and computing
platform that was
developed by Sun***

Microsystems in 1995. More and more programs and websites compatible with Java are created every day, which means you should install it on your system if you wish to use these resources. It's similar to restrict your access to a new technical infrastructure because denying oneself Java is like refusing access to it. Java is generally regarded as the most reliable, quick, and secure language for building large software applications. The design of Java is oriented at enabling the development of cross-

platform, portable, and high-performance programs, which makes it conducive to accessibility as well as cross-platform interaction. For programmers, it provides additional services that make work and communication between teams easier and more productive. It all makes Java popular and demanded among beginners, so if you want to learn this language deeper - this book is for you. What will you know about Java: What is Java?. Does Java and Javascript the same? How to learn

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***Java? How to find work as
Java programmer? What
can do Java? What are Java
libraries? Download your
copy of "Java" button.***

***Do You Want To Start
Programming Quickly? Are
You Tired of Your Java Code
Turning Out Wrong? Want
to Become A Programming
Master? If you have always
wanted to know how to
program, then this book is
your ideal solution! The
book, "Java: Java For
Beginners Guide To Learn
Java And Java
Programming" , contains
proven steps and strategies
on how to learn basic***

***programming in Java,
including lesson summaries
for easy reference and
lessons at the end of each
chapter to help you
compound your new
knowledge. Java is a simple
language, object-oriented
and incredibly easy to learn,
provided you put your mind
to it. Once you have learned
the fundamental concepts
and how to write the code,
you will soon be
programming like a
pro! This book aims to teach
you the basics of Java
language in the simplest
way possible. Unlike other
resources, this book will not***

feed you with too many technicalities that might confuse you along the way. Each discussion was written in simple words. All exercises in this book were carefully chosen to be simple cases in order to make your Java practice easier. By reading this book you will gain an understanding of the basic concepts of Java Programming including: Conditional Statements Statements - Looping and Iteration Arrays Functions and Methods Classes and Objects Solutions to Exercises and Many More...

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Comprehensive Primer

This book brings you a concise, straight to the point, easy to follow code examples so you can begin coding in 24 hours or less. Invest in yourself, learn the Java basics, practice Java programming and you will be a programmer in no time. Begin your journey TODAY, No Prior Programming Experience Is Required! Don't wait! Download "Java: Java For Beginners Guide To Learn Java And Java Programming" Today and Get Started With Your New Programming Career!! Mak introduces Java

programmers to numerical computing. This book contains clear, non-theoretical explanations of practical numerical algorithms, including safely summing numbers, finding roots of equations, interpolation and approximation, numerical integration and differentiation, and matrix operations, including solving sets of simultaneous equations.

Intended for Java Card applet developers, platform implementers, and technical managers seeking an overall understanding of

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Java Card technology, this guide provides an introduction to the development of applications with Java Card technology based on Java Card version 2.1. Includes an introduction to the platform, an overview and discussion of the technology, a programming guide, and tips. Annotation copyrighted by Book News, Inc., Portland, OR

A Programmer's Guide to Jini Technology

***A Programmer's Guide to OCP Java SE 7 Certification
Java Card Technology for Smart Cards***

***A Programmer's Guide to
Java SCJP Certification
SCJP Sun Certified
Programmer for Java 6
Study Guide
Complete Java
Programming Guide.***

A comprehensive tutorial and exam guide for the Sun Certified Programmer for the Java 2 Platform, Standard Edition 5.0/6.0 (CX-310-055) exam * * Extensive coverage of all the objectives defined for the latest version of the exam * Contains detailed coverage of all exam topics and objectives * Includes helpful code examples, exercises, review questions, and several full practice exams Programmer's Guide to Java Certification, A: A

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Comprehensive Primer

Comprehensive Primer, Third Edition is an all-new edition that has been thoroughly updated to focus on the latest version of the exam SCPJ exam CX-310-055 from Sun. In particular, it contains more in-depth explanations of the syntax and usage of core language features that are now emphasized on the exam. The SCPJ exam is the one exam that professionals can take to validate their skills. This Sun sponsored certification provides the IT industry with the standard to use for hiring Java programmers and allows experienced professionals to turn their Java skills into credentials that are important for career advancement. This book provides an extensive coverage of the Java programming language and its core

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Comprehensive Primer

Application Programming Interfaces (APIs), with particular emphasis on its syntax and usage. It is also a one-source guide for the SCPJ exam: it provides a mixture of theory and practice for the exam. Use the book to learn Java, pass the exam, and afterwards use it as a handy language guide.

This book presents a focused and accessible primer on the fundamentals of Java programming, with extensive use of examples and hands-on exercises. Topics and features: provides an introduction to variables, input/output and arithmetic operations; describes objects and contour diagrams, explains selection structures, and demonstrates how iteration

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structures work; discusses object-oriented concepts such as overloading and classes methods, and introduces string variables and processing; illustrates arrays and array processing and examines recursion; explores inheritance and polymorphism and investigates elementary files; presents a primer on graphical input/output, discusses elementary exception processing, and presents the basics of Javadoc; includes exercises at the end of each chapter, with selected answers in an appendix and a glossary of key terms; provides additional supplementary information at an associated website.

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is

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not included within the eBook version.
on. www.iitb.ac.in/~khalid/pgjc3e/he

Java Platform SE 6 (CX-310-065)

Exam. It is written for any experienced programmer (with or without previous knowledge of Java) interested in mastering the Java programming language and passing the SCJP 1.6 Exam. A Programmer's Guide to Java" SCJP Certification, Third Edition, provides detailed coverage of all exam topics and objectives, readily runnable code examples, programming exercises, extensive review questions, and a. This is the definitive preparation guide for every software developer who wants to earn Oracle's challenging Java SE 8 Oracle Certified Professional (OCP) certification. Derived from

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Khalid A. Mughal's highly regarded guide to the original SCJP Certification, A Programmers Guide to Java SE 8 Oracle Certified Professional (OCP) brings together detailed coverage of all exam topics and objectives, exceptionally well-crafted code examples and exercises, realistic review questions, and a complete mock exam. Reflecting the increased rigor of the latest OCP exams, this guide strengthens its focus on analyzing code scenarios, not just individual language constructs. It fully reflects the latest Java SE 8 features, API classes, and best practices for effective programming. The only integrated guide to both Java programming and OCP certification, it goes far beyond the

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test, providing the deep understanding of modern Java development. Key features include: Summaries describing which topics to read for each exam objective Dozens of exam-relevant review questions with annotated answers Programming exercises and solutions carefully designed to help you put theory into practice and deepen your mastery A mock exam with realistic questions to find out if you're ready for the official exam Program output demonstrating expected results from complete Java programs Advice on avoiding common Java coding pitfalls Expert tips for succeeding on your OCP exam A Programmer's Guide to Java Se 8 Oracle Certified Associate (Oca) Practical Guide for Programmers

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Prepare for the 1Z0-804 exam
OCP Java SE 7 Programmer II
Certification Guide

A Beginner's Guide to Java
Programming

24-Hour Trainer

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).

Unique among Java books, A Programmer's Guide to Java SE 7 Certification, A Comprehensive Primer, Fourth Edition, combines an integrated, expert guide to Java SE 7 with comprehensive review for Oracle's newest Java certification exams. Khalid A.

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Mughal and Rolf W. Rasmussen have thoroughly revised this tutorial/reference/prep guide to reflect major changes in all 3 Java certification exams (OCA/OCP/Upgrade), including their increased focus on analyzing code scenarios, not just individual language constructs. Mughal and Rasmussen thoroughly address each exam objective, reflecting the latest Java SE 7 features, API classes, and best practices for effective development. Features include: Expert coverage of declarations, access control, operators, flow control, File I/O, concurrency, generics, collections, localization, key APIs, and more Summaries that clearly state and differentiate each objective of the

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OCA/OCP/Upgrade exams, clearly indicating what topics to read for each exam Dozens of exam-relevant review questions with annotated answers Programming exercises and solutions to put theory into practice Program output demonstrating expected results from running each example program Extensive use of UML (Unified Modeling Language) for illustration purposes An introduction to object-oriented programming essentials and design patterns Advice on avoiding common pitfalls in writing Java code and taking the certification exams Practice Mock Exam to find out if you are ready to take the real exams

Passing the Sun Certified

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Programmer for Java 2 Platform
1.4 exam (SCPJ2 1.4) is an

important step in acquiring the high level of expertise essential for professional development.

This book is written for any experienced programmer interested in mastering the Java programming language and passing the SCPJ2 1.4 exam.

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,

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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).

Java for Beginners Guide to Learn

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Programmers Guide To Java

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Java and Java Programming

Comprehensive Primer
Programmer'S Guide To Java Scjp

Certification, A.

Exam 1Z0-808

Architecture and Programmer's
Guide

SE6 (Exam CX-310-065)

Java :

Índice abreviado: General techniques

-- Objects and equality -- Exception
handling -- Performance --

Multithreading -- Classes and

interfaces -- Appendix: learning Java.

Summary OCA Java SE 8 Programmer

I Certification Guide prepares you for

the 1Z0-808 with complete coverage

of the exam. You'll explore important

Java topics as you systematically learn

what's required to successfully pass

the test. Purchase of the print book

includes a free eBook in PDF, Kindle,

and ePub formats from Manning

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Publications. About the Book To earn the OCA Java SE 8 Programmer I Certification, you have to know your Java inside and out, and to pass the exam you need to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 8 Programmer I Certification Guide prepares Java developers for the 1Z0-808 with thorough coverage of Java topics typically found on the exam. Each chapter starts with a list of exam objectives mapped to section numbers, followed by sample questions and exercises that reinforce key concepts. You'll learn techniques and concepts in multiple ways, including memorable analogies, diagrams, flowcharts, and lots of well-

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commented code. You'll also get the scoop on common exam mistakes and ways to avoid traps and pitfalls.

What's Inside Covers all exam topics

Hands-on coding exercises

Flowcharts, UML diagrams, and other visual aids How to avoid built-in traps

and pitfalls Complete coverage of the OCA Java SE 8 Programmer I exam

(1Z0-808) About the Reader Written for developers with a working

knowledge of Java who want to earn the OCA Java SE 8 Programmer I

Certification. About the Author Mala

Gupta is a Java coach and trainer who holds multiple Java certifications.

Since 2006 she has been actively supporting Java certification as a path

to career advancement. Table of

Contents Introduction Java basics

Working with Java data types

Methods and encapsulation Selected

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classes from the Java API and arrays

Comprehensive Primer

Flow control Working with
inheritance Exception handling Full
mock exam

The Best Fully Integrated Study
System Available--Written by the Lead
Developers of Exam 310-065 With
hundreds of practice questions and
hands-on exercises, SCJP Sun Certified
Programmer for Java 6 Study Guide
covers what you need to know--and
shows you how to prepare--for this
challenging exam. 100% complete
coverage of all official objectives for
exam 310-065 Exam Objective
Highlights in every chapter point out
certification objectives to ensure
you're focused on passing the exam
Exam Watch sections in every chapter
highlight key exam topics covered
Simulated exam questions match the
format, tone, topics, and difficulty of

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the real exam Covers all SCJP exam topics, including: Declarations and Access Control · Object Orientation · Assignments · Operators · Flow Control, Exceptions, and Assertions · Strings, I/O, Formatting, and Parsing · Generics and Collections · Inner Classes · Threads · Development CD-ROM includes: Complete MasterExam practice testing engine, featuring: Two full practice exams; Detailed answers with explanations; Score Report performance assessment tool Electronic book for studying on the go Bonus coverage of the SCJD exam included! Bonus downloadable MasterExam practice test with free online registration.

The networking capabilities of the Java platform have been extended considerably since the first edition of the book. This new edition covers

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version 1.5-1.7, the most current iterations, as well as making the following improvements: The API (application programming interface) reference sections in each chapter, which describe the relevant parts of each class, have been replaced with (i) a summary section that lists the classes and methods used in the code, and (ii) a "gotchas" section that mentions nonobvious or poorly-documented aspects of the objects. In addition, the book covers several new classes and capabilities introduced in the last few revisions of the Java platform. New abstractions to be covered include `NetworkInterface`, `InterfaceAddress`, `Inet4/6Address`, `SocketAddress/InetSocketAddress`, `Executor`, and others; extended access to low-level network information; support for IPv6; more complete

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access to socket options; and scalable I/O. The example code is also modified to take advantage of new language features such as annotations, enumerations, as well as generics and implicit iterators where appropriate. Most Internet applications use sockets to implement network communication protocols. This book's focused, tutorial-based approach helps the reader master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Chapter 1 provides a general overview of networking concepts to allow readers to synchronize the concepts with terminology. Chapter 2 introduces the mechanics of simple clients and servers. Chapter 3 covers basic message construction and parsing. Chapter 4 then deals with techniques

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used to build more robust clients and servers. Chapter 5 (NEW) introduces the scalable interface facilities which were introduced in Java 1.5, including the buffer and channel abstractions. Chapter 6 discusses the relationship between the programming constructs and the underlying protocol implementations in more detail. Programming concepts are introduced through simple program examples accompanied by line-by-line code commentary that describes the purpose of every part of the program. No other resource presents so concisely or so effectively the material necessary to get up and running with Java sockets programming. Focused, tutorial-based instruction in key sockets programming techniques allows reader to quickly come up to speed on Java applications. Concise

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and up-to-date coverage of the most recent platform (1.7) for Java applications in networking technology.

TCP/IP Sockets in Java

Effective Java

A Programmer's Guide to Java

Certification

Teach Yourself Java for Macintosh in 21 Days

Learn Java 8 in a Week

The Rust Programming Language (Covers Rust 2018)

To understand Jini, imagine that you could move to a new office across the world, or check into any hotel and could simply plug your notebook or Palm directly into the local network. Your device would immediately be recognized, and you would have access to the services at that

location—transparently. Jini is Sun's Java-based technology, with potential to make transparent, "universal plug and play" a reality. This book is an expanded, updated version of the most popular online tutorial for Jini. Author Jan Newmarch includes comprehensive Jini advancements announced at Java One in June 2000. And he includes other important topics, like how Enterprise Java Beans blend in with the Jini framework and how CORBA fits in as well.

Servlets and JSP (Java Server Pages) are the main way that Java is used in the Web today. These are Java programs that run on a Web server that allow HTML content to be dynamically generated (often by

querying a database) and then sent via the web to a "client" machine that made the request in the first place.

Jorelid's book concentrates on teaching the program architect and designer how to fit the various pieces together, spending as little time as possible on the mechanics of coding.

As the tech reviewer puts it, "Jorelid's perspective is unique and not voiced in any of the popular Servlet books (such as the ones by Jason Hunter, Marty Hall, Calloway, etc). The code examples in the touring the package sections nicely explain how to use the important methods in the Servlet API. I have yet to see any existing books get into these useful details."

Covers basic terminology and concepts of object oriented

programming. Contains programming exercises and illustrations.

If you're an experienced programmer, you already have a rock-solid foundation for learning Java. All you need is a resource that takes your experience into account and explains Java's key principles and techniques in an intelligent, efficient way. Java: Practical Guide for Programmers is precisely that resource. Here, you won't have to wade through hundreds of pages of overly simplistic material to learn the basics of Java programming. Instead, you get highly focused instruction in the core elements of Java 1.4, accompanied by carefully chosen examples and line-by-line analyses that are right to the point. You'll be astonished at how

soon you can begin productive coding in Java, and how quickly your skills will progress. Written expressly for people who already know a procedural or object-oriented programming language. Takes a concise approach designed to make the most of the experience you already have. Covers the core elements of Java 1.4, including language syntax, OO features, collections, exception handling, input/output, threads, event handling, and Swing components. Filled with incisive coding examples and line-by-line analyses.

Exam 310-065

Programming Language Guide

2021 Beginners Programming Guide.

33 Best Java Tips and Tricks

A Programmer'S Guide To Java Scjp

*Certification: A Comprehensive
Primer, 3/E*

*SCJP: Sun Certified Programmer for
Java Platform Study Guide*

*The Java Programmer's Guide to
Numerical Computing*

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of

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The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test,

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and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions. Level: Absolute beginner in Java. This book is for programmers who would love to learn Java quickly and firmly with hands on approach. After completing this book you will have

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core understanding of the Java programming language and Java platform. The book offers comprehensive coverage of Java fundamentals explained in a simplified language supported by examples. The book is divided into 29 chapters where each major topic has it's own chapter and each chapter has multiple examples to support and provide clarity on the concept. The topics covered in this book are 1. What is Java? 2. JDK and JRE 3. Setting Path Variable 4. Compiler and Interpreter 5. The First Program 6. The HelloWorld Program 7. Anatomy of HelloWorld Program 8. Multiple Main Methods 9. Public Class and File Name 10. Runtime Execution 11. Alternate HelloWorld Program 12.

Numeric Data Types 13. Non Numeric
Data Types 14. Literal and Constant

15. Escape Sequence 16. Immutable
String 17. StringBuilder Class 18.

Wrapper Classes 19. IF... Else 20.

Switch... Case 21. For... Loop 22.

While... Loop 23. Break and Continue

24. Conversion and Casting 25.

Arithmetic and Relational Operators

26. Logical and Ternary Operators 27.

Arrays 28. Jagged Array 29. For Each

Loop Basically the book has lot of
code(examples) for clear and deeper
understanding of Java programming
language.

The Java Native Interface (JNI)

enables the integration of code written
in the Java programming language
with code written in other languages
such as C and C++. It allows

Comprehensive Primer

programmers to take full advantage of the Java platform without having to abandon their investment in legacy code. This book is the definitive resource and a comprehensive guide to working with the JNI. Entirely up-to-date, the book offers a tutorial, a detailed description of JNI features and programming techniques, JNI design justifications, and the official specification for all JNI types and functions. You will find coverage of important topics such as: Writing native methods Passing data types between the Java language and native programming languages Embedding a Java virtual machine implementation in native applications Leveraging legacy native libraries Improving the efficiency and reliability of your code

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An entire chapter is devoted to avoiding common traps and pitfalls. The book uses numerous examples to illustrate programming techniques that have proven to be effective.

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Essential Java Skills--Made Easy!
What Special - In this book I covered and explained several topics of latest Java 8 Features in detail for Developers & Fresher's, Topics Like- Lambdas. || Java 8 Functional interface, || Stream and Time API in Java 8. This Java book doesn't require previous programming experience. However, if you come from a C or C++ programming background, then you will be able to learn faster. Learn the all basics and advanced features of Java programming in no time from

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Bestseller Java Programming Author

Comprehensive Primer

Harry. H. Chaudhary (More than 1,67,000 Books Sold !). This Java Guide, starts with the basics and Leads to Advance features of Java in detail with thousands of Java Codes and new features of Java 8 like Lambdas. Java 8 Functional interface, || Stream and Time API in Java 8. , I promise this book will make you expert level champion of java. Anyone can learn java through this book at expert level. The main objective of this java book is not to give you just Java Programming Knowledge, I have followed a pattern of improving the question solution of thousands of Codes with clear theory explanations with different Java complexities for each java topic

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problem, and you will find multiple solutions for complex java problems. Engineering Students and fresh developers can also use this book. This book covers common core syllabus for all Computer Science Professional Degrees If you are really serious then go ahead and make your day with this ultimate java book. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Learning a new language is

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no easy task especially when it's an oop's 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. This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will

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know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book.

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Author Mala Gupta has been training

programmers to pass Java

certification exams since 2006. She

holds the OCP Java SE 7 Programmer,

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(www.ii.uib.no/~khalid/pgjc3e/) contains a version of the SCJP 1.6 Exam Simulator developed by the authors. The site also contains the complete source code for all the book's examples, as well as solutions to the programming exercises. What you will find in this book: Extensive coverage of all the objectives defined for the Sun Certified Programmer for the Java Platform, Standard Edition 6 (CX-310-065) Exam An easy-to-follow structure with chapters organized according to the exam objectives, as

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