Advanced Java Programming

Expand your programming skills and learn how to get more out of the Java language and platform. Discover how to leverage some of the language?s more advanced features.

First on the market to cover Sun's new IDE Forte, this special edition of a Liang's widely used Java book is a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming. The book is easy to read and well paced, and is ideal for self-study. The book covers all subjects required in the Level I Java Certification Exam -- fundamentals of programming (including primitive data types, control statements, methods, and arrays); object-oriented programming; graphics programming; exception handling; internalization; multithreading; multimedia; I/O; networking; and Java data structures

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).

This book introduces the advanced features of Java. Among these are OO design and analysis of Java programs, implementing callbacks, enhancing the Java toolkit, meta-programming in Java, security, multiple threads, 3D imaging, and access to third party software.

Learning Java

Test Driven: Practical Test Driven Development And Acceptance Tdd For Java Developers

How to Design Programs, second edition

The Ultimate Beginners Guide for Advance Java

Test Driven brings under one cover practical TDD techniques distilled from several years of community experience. With examples in Java and the Java EE environment, it explores both the techniques and the mindset of TDD and ATDD.

Are you struggling to understand some of the Advanced Java programming concepts? Are you desperate to further your knowledge and make something out of your programming experience? Look no further; in "Java: Advanced Guide to Programming Code with Java", you will learn all about: In this Definitive Java Advanced Level Guide, you're about to discover... The Java Interface – Learn all about the Java Interface and how it works Java Packages – learn how to organize your code using packages Java Collections – Learn how to store dynamic data types better Java Inheritance – Learn about superclasses and abstract methods Access Modifiers – Learn how to structure your programs properly with the correct scoping Polymorphism – The number one Java concept you need to master if you are to truly understand Java programming Variable Scopes – know how and when to use variables properly Java Packages – learn how to organize your code using packages The J2EE environment – a basic overview of the J2EE environment ... And much, much more! Other Benefits of owning this book: Gain more advanced knowledge about the capabilities of the Java programming language Learn the advanced essentials of Java in order to gain the confidence to tackle more complex topics Gain the critical steps in your path towards Java programming mastery By the end of this book you will have a better grasp of advanced Java programming and will have learnt how to write your code more efficiently and for better effectiveness! Take action today to advance your programming career! Scroll to the top of the page and select

the "Buy now" button.

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.

Summary The Well-Grounded Java Developer offers a fresh and practical look at new Java 7 features, new JVM languages, and the array of supporting technologies you need for the next generation of Java-based software. About the Book The Well-Grounded Java Developer starts with thorough coverage of Java 7 features like try-with-resources and NIO.2. You'll then explore a cross-section of emerging JVM-based languages, including Groovy, Scala, and Clojure. You will find clear examples that are practical and that help you dig into dozens of valuable development techniques showcasing modern approaches to the dev process, concurrency, performance, and much more. Written for readers familiar with Java. No experience with Java 7 or new JVM languages required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside New Java 7 features Tutorials on Groovy, Scala, and Clojure Discovering multicore processing and concurrency Functional programming with new JVM languages Modern approaches to testing, build, and CI Table of Contents PART 1 DEVELOPING WITH JAVA 7 Introducing Java 7 New I/O PART 2 VITAL TECHNIQUES Dependency Injection Modern concurrency Class files and bytecode Understanding performance tuning PART 3 POLYGLOT PROGRAMMING ON THE JVM Alternative JVM languages Groovy: Java's dynamic friend Scala: powerful and concise Clojure: safer programming PART 4 CRAFTING THE POLYGLOT PROJECT Test-driven development Build and continuous integration Rapid web development Staying well-grounded

Functional Programming in Java

Harnessing the Power Of Java 8 Lambda Expressions

Advanced Guide to Programming Code with Java

SL-270 : Student Guide

The Well-Grounded Java Developer

JAVA is one of the most useful programming languages used today!It is a language designed specifically for use on the internet, and allows the coder to create a range of entire applications! Whether you are learning to code for personal enjoyment, or for employment opportunities, JAVA is a language that you absolutely must learn.Being quite a simple language, it is also well suited to those who are new to programming languages. This book takes you from start to finish with all you need to know about JAVA. You will learn the uses of JAVA, a brief history of the language, the basics of writing JAVA code, and a range of powerful commands that will allow you to begin creating applications right away! Here Is What You'll Learn About...What Is JAVA Programming LanguageWhat Can JAVA Be Used ForA History Of JAVAJAVA Data StructuresThe Different Variable TypesWhat Applications Can Be Made Using JAVAJAVA CommandsMuch, Much More!

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

Prepare yourself to take on new and exciting Java programming challenges with this one-stop resource Job Ready Java delivers a comprehensive and foundational approach to Java that is immediately applicable to real-world environments. Based on the highly regarded and effective Software Guild Java Bootcamp: Object Oriented Programming course, this book teaches you the basic and advanced Java concepts you will need at any entry-level Java position. With the "Pulling It Together" sections, you'll combine and integrate the concepts and lessons taught by the book, while also benefiting from: A thorough introduction to getting set up with Java, including how to write, compile, and run Java programs with or without a Java IDE Practical discussions of the basics of the

Java language, including syntax, program flow, and code organization A walk through the fundamentals of Object-Oriented Programming including Classes, Objects, Interfaces, and Inheritance, and how to leverage OOP in Java to create elegant code. Explorations of intermediate and advanced Java concepts, including Maven , unit testing, Lambdas, Streams, and the Spring Framework Perfect for Java novices seeking to make a career transition, Job Ready Java will also earn a place in the libraries of Java developers wanting to brush up on the fundamentals of their craft with an accessible and up-to-date resource.

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

Java Performance: The Definitive Guide

The Rust Programming Language (Covers Rust 2018)

Java Programming for Beginners Teaching You Basic to Advanced JAVA Programming Skills!

Advanced Java 2 Platform

075904 S3

Performance tuning is an experimental science, but that doesn't mean engineers should resort to guesswork and folklore to get the job done. Yet that's often the case. With this practical book, intermediate to advanced Java technologists working with complex technology stacks will learn how to tune Java applications for performance using a quantitative, verifiable approach. Most resources on performance tend to discuss the theory and internals of Java virtual machines, but this book focuses on the practicalities of performance tuning by examining a wide range of aspects. There are no simple recipes, tips and tricks, or algorithms to learn. Performance tuning is a process of defining and determining desired outcomes. And it requires diligence. Learn how Java principles and technology make the best use of modern hardware and operating systems Explore several performance tests and common anti-patterns that can vex your team Understand the pitfalls of measuring Java performance numbers and the drawbacks of microbenchmarking Dive into JVM garbage collection logging, monitoring, tuning, and tools Explore JIT compilation and Java language performance techniques Learn performance aspects of the Java Collections API and get an overview of Java concurrency

Advanced Java is a textbook specially designed for undergraduate and post graduate students of Computer Science. It focuses on developing the applications both at basic and moderate level. This text book is divided into seven units. The first unit introduces Java network programming. In this unit along with the basic concepts of networking, the programming using Sockets, InetAddress, URL and URLConnection class is discussed in a lucid manner. The second unit is based on JDBC programming. In this unit, connecting with the database is discussed with examples and illustrations. Then next two chapters focuses on server side programming by means of Servlet programming and JSP. In third unit, the illustration of how to create and execute servlets is given. Then the concept of cookies and session management is discussed. In the next subsequent unit

the Java Server Pages - its overview and programming is studied. In the last three units the advanced concepts of Java programming such as JSF, Hibernate and Java Web Framework : Spring is discussed. The contents of this textbook is supported with numerous illustrations, examples, program codes, and screenshots. With its lucid presentation and inclusion of numerous examples the book will be very useful for the readers.

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

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

Java by Comparison

Advanced Java Programming

Job Ready Java

Effective Java Programming

Teach Yourself Java for Macintosh in 21 Days

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 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, 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.

Learning the basics of Java is easy. But really delving into the language and studying its more advanced concepts and nuances is what will make you a great Java developer. The web is abundant with "soft", "cheap", "low end" Java tutorials, but what it is missing is material to really take you to the next level.This book is designed to help you make the most effective use of Java. It discusses advanced topics, including object creation, concurrency, serialization, reflection and many more. It will guide you through your journey to Java mastery!This Book Java including tutorials on core java and advanced Java concepts and Java programming examples. This core Java Tutorial contains the links of all the tutorials in a systematic order starting from beginner's level to the advanced topics. Whether you are a college student looking for learn Java programming or a company employee learning advanced Java topics for building an application in Java, this Java tutorial would definitely be useful for you. Let's start learning.Ready to start your programming journey? Being a software engineer is much more than simply writing code--it requires a strong conceptual understanding of computer science. In this course, which was developed through a combination of academic and industry perspectives, learn not only how to code in Java but also how to break down problems and implement their solutions using some of the most fundamental computer science tools.Get plenty of hands-on Java coding experience with methods, logic, loops, variables, parameters, returns, and recursion. And write your code using industry-standard tools and practices to help you build strong habits as you grow your development skill set.Whether you are preparing for advanced university computer science courses, an entry-level software engineering position, or the Advanced Placement Computer Science A exam, get the tools you need to succeed in this practical, self-paced Java book you'll learnBasic Java and advanced java programming features and techniques so dont wait buy this book now

A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial

language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

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

Undocumented Secrets of MATLAB-Java Programming

Become a Java Craftsman in 80 Examples

Java Generics and Collections

Idioms, Pitfalls, Styles, and Programming Tips

Advanced Java Programming (Java SE 7)

This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.
An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.
Choice Outstanding Academic Title, 2008. The uniqueness of shape as a perceptual property lies in the fact that it is both complex and structured. Shapes are perceived veridically—perceived as they really are in the physical world, regardless of the orientation from which they are viewed. The constancy of the shape percept is the sine qua nonof shape perception; you are not actually studying shape if constancy cannot be achieved with the stimulus you are using. Shape is the only perceptual attribute of an object that allows unambiguous identification. In this first book devoted exclusively to the

perception of shape by humans and machines, Zygmunt Pizlo describes how we perceive shapes and how to design machines that can see shapes as we do. He reviews the long history of the subject, allowing the reader to understand why it has taken so long to understand shape perception, and offers a new theory of shape. Until recently, shape was treated in combination with such other perceptual properties as depth, motion, speed, and color. This resulted in apparently contradictory findings, which made a coherent theoretical treatment of shape impossible. Pizlo argues that once shape is understood to be unique among visual attributes and the perceptual mechanisms underlying shape are seen to be different from other perceptual mechanisms, the research on shape becomes coherent and experimental findings no longer seem to contradict each other. A single theory of shape perception is thus possible, and Pizlo offers a theoretical treatment that explains how a three-dimensional shape percept is produced from a two-dimensional retinal image, assuming only that the image has been organized into two-dimensional shapes. Pizlo focuses on discussion of the main concepts, telling the story of shape without interruption. Appendixes provide the basic mathematical and computational information necessary for a technical understanding of the argument. References point the way to more in-depth reading in geometry and computational vision.

Advanced Java is the next advanced level concept of Java programming. ... The advanced java programming covers the Swings, Socket Programming, AWT, Thread Concepts as well as the Collection objects and classes. "Advanced Java" is nothing but specialization in domains such as web, networking, data base handling In this section you will find the Java topics that should be part of Advanced Java study course. We have extensive collection of Advance Java online course materials. The links to these Advance Java Tutorials are provided for easy reference. You can easily locate the topics of your interest by just clicking on the link provided. This Advanced Java book increases the advance java skills and helps the programmers to better utilize the advance features of Java technology. After learning our Advance Java Tutorials you will be able to apply the advance concepts to develop the applications. To complete the Advance Java successfully, you should be familiar and have programming experience in basic Java programming. You must have good exposure to the object-oriented programming (OOP) concepts of Java language. Core java is used for developing general java application where as Advanced java Program is used for developing the web based application and enterprise application. Core java is having the concept of Java Fundamentals, Applet, Swings, JDBC, JavaBeans. technology without this no one can jump on any advance java technology. SO BUY THIS BOOK NOW AND BECOME EXPERT IN JAVA

Learn Java,advanced Java Features and Programming Techniques

Getting the Most Out of Your Code

C#

How to Program

Effective Java

Advanced Java Game Programming teaches you how to create desktop and Internet computer games using the latest Java programming language techniques. Whereas other Java game programming books focus on introductory Java material, this book covers game programming for experienced Java developers. David Wallace Croft, founder of the Game Developers Java Users Group (GameJUG), has assembled an open-source reusable game library—a Swing animation engine that allows developers to use these techniques and put out new games very rapidly. The open-source game library also includes a reusable game deployment framework and a multiplayer networking library with HTTP firewall tunneling capability for applets. All of the code is open source, including the example games. The animation has been scrupulously tested and optimized in the Swing environment, and Croft clearly explains how the code works in great detail. The graphics and audio libraries used in the examples are public domain and may also be used royalty-free for creating new games.

Advanced Java Programming

"Java is a powerful language for cross-platform, object-oriented application programming. It can be found in many types of applications such as standalone, web, enterprise, and mobile. Advanced Java Programming is a higher level study of many advanced Java topics including JDBC, RMI, EIO, collections, assertions, logging, and concurrency. This advanced course by seasoned Java Developer David Saenz will demonstrate the power of Java and how to implement cutting edge apps that can perform well in mission critical applications. Source code is included."--Resource description page.

An internationally renowned consultant and trainer for Sun Microsystems provides instruction and guidance for expert-level programming in Java 7 through hands-on programming exercises and examples, including multi-lingual, JavaScript and Java FX support. Original.

Java Programming

Advanced Features and Programming Techniques

Vital techniques of Java 7 and polyglot programming

Advanced Java

An Introduction to Programming and Computing

In this advanced training course for Java, expert author Mike McMillan guilds on his beginners Java course, and goes deeper into programming topics that help you to understand these more advanced Java concepts.

This book looks at the exciting world of advanced programming concepts with the three major Java platforms - Java 2 Enterprise Edition

(J2EE), Java 2 Standard Edition (J2SE) and Java 2 Micro Edition (J2ME).

Intermediate level, for programmers fairly familiar with Java, but new to the functional style of programming and lambda expressions. Get ready to program in a whole new way. Functional Programming in Java will help you quickly get on top of the new, essential Java 8 language features and the functional style that will change and improve your code. This short, targeted book will help you make the paradigm shift from the old imperative way to a less error-prone, more elegant, and concise coding style that's also a breeze to parallelize. You'll explore the syntax and semantics of lambda expressions, method and constructor references, and functional interfaces. You'll design and write applications better using the new standards in Java 8 and the JDK. Lambda expressions are lightweight, highly concise anonymous methods backed by functional interfaces in Java 8. You can use them to leap forward into a whole new world of programming in Java. With functional programming capabilities, which have been around for decades in other languages, you can now write elegant, concise, less error-prone code using standard Java. This book will guide you though the paradigm change, offer the essential details about the new features, and show you how to transition from your old way of coding to an improved style. In this book you'll see popular design patterns, such as decorator, builder, and strategy, come to life to solve common design problems, but with little ceremony and effort. With these new capabilities in hand, Functional Programming in Java will help you pick up techniques to implement designs that were beyond easy reach in earlier versions of Java. You'll see how you can reap the benefits of tail call optimization, memoization, and effortless parallelization techniques. Java 8 will change the way you write applications. If you're eager to take advantage of the new features in the language, this is the book for you. What you need: Java 8 with support for lambda expressions and the JDK is required to make use of the concepts and the examples in this book. Effective Java Programming is geared towards seasoned developers and novices alike. This guide explores slightly more advanced Java techniques, while being presented in our popular, easy to understand format. The topics in this book will prove invaluable to anyone currently using Java, no matter your skill level. With numerous examples and step by step descriptions, you will be able to master this wonderful language in no time. With each concept, we provide one or more example to illustrate the topic in a way that makes it easy to understand. We break examples down into their basic workings, and provide the output for you to compare to your own results. Each topic is broken down into small manageable sections where each concept is explained in detail. We look at the different variations and types available, what the various return values mean and even how to avoid common errors. This book serves as a teaching guide and also a reference manual to accompany you through this wonderful world of programming. We aim to keep the core of the examples similar, so the only variable is the topic under discussion. This makes for easier learning and effortless referencing. Learn Java the Easy Way, Get Your Copy Today!

Advanced Java Game Programming

Advanced Features and Modern Coding Approachs

ABOUT ADVANCED JAVA PROGRAMMING

Introduction to Java Programming with Sun One Studio 4

Java Concurrency in Practice

The #1 Guide to Advanced Java Programming, Fully Updated for Java 11 Core Java has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java, Volume II—Advanced Features, Eleventh Edition, has been updated for Java 11, with up-to-date coverage of advanced UI and enterprise programming,

networking, security, and Java's powerful new module system. Cay S. Horstmann explores sophisticated new language and library features with the depth and completeness that readers expect from Core Java. He demonstrates how to use these features to build professional-qua applications, using thoroughly tested examples that reflect modern Java style and best practices, including modularization. Horstmann's examples are carefully crafted for easy understanding and maximum practical value, so you can consistently use them to jump-start your ow code. Master advanced techniques, idioms, and best practices for writing superior Java code Take full advantage of modern Java I/O APIs, object serialization, and regular expressions Efficiently connect to network services, implement network clients and servers, and harvest web data Query databases and manage database connections with the latest version of JDBC Simplify all aspects of date and time programming with the Java Date and Time API Write internationalized programs that localize dates, times, numbers, text, and GUIs Process code in three powerful ways: the scripting API, compiler API, and annotation processing Learn how to migrate legacy code to the Java Platform Module System Leverage the modern Java security features most valuable to application programmers Program advanced client-side user interfaces, and generate images on the server Use JNI to interoperate with native C code See Core Java, Volume I—Fundamentals, Eleventh Edition (ISBN-13: 978-0-13-516630-7), for expert coverage of fundamental Java and UI programming, including objects, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. Register your book for convenient access to downloads, updates, and/o corrections as they become available. See inside book for details.
Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, mo 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 th 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 prov 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. Take Your Skills to the Next Level with 70+ Examples Get the Kindle version FREE when purchasing the Paperback! This third instalment in the Step-By-Step C# Series is geared towards seasoned developers and novices alike. This guide explores slightly more advanced C# techniques, while being presented in our popular, easy to understand format. The topics in this book will prove invaluable to anyone currently using C#, no matter your skill level. With numerous examples and step by step descriptions, you will be able to master this wonderful languag in no time. What This Book Offers 79 Practical Examples With each concept, we provide one or more example to illustrate the topic in a way

that makes it easy to understand. We break examples down into their basic workings, and provide the output for you to compare to your own results. Detailed Descriptions Each topic is broken down into small manageable sections where each concept is explained in detail. We look at the different variations and types available, what the various return values mean and even how to avoid common errors. Reference Manual This book serves as a teaching guide and also a reference manual to accompany you through this wonderful world of programming. We aim to keep the core of the examples similar, so the only variable is the topic under discussion. This makes for easier learning and effortless referencing. Key Topics Interfaces Namespaces File I/O Operations Exception Handling Attributes Properties Delegates Reflection Collections Generics Events Multithreading Regular Expressions Get Your Copy Today!
Java
Advanced Programming for the Java 2 Platform
Core Java, Volume II--Advanced Features
Thinking in Java
Optimizing Java