

After 10 Years Effective Java 3rd Edition Is Coming Soon

I often receive emails from my readers about how they can become a better Java developer, what things they should learn, and which area they can work on to become a Rockstar Java developer. After answering them individually over last few years, I thought to jot down a couple of points which I think will make you a better Java Programmer and Application developer. But, before going into that, I would like to stress that a better programmer is always a better Java developer and that's why all the tips I have shared before to improve your programming skill and become a better programmer still holds true. If you haven't read them yet, you can read it after this article, they will help you to improve your programming and coding skill which is essential to becoming a better Java developer. This article is totally focused on Java development perspective and I assume you are already good at essential stuff like Coding, Data Structures and Algorithms, and Computer science concepts e.g. Networking, Protocols, Object-oriented programming etc. These tips are

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equally useful for both Core Java developer, I mean Java guys who write server-side applications but not really involved with webdevelopment skills e.g. JSP, Servlet, and JEE, as well as for Java Web developer whose primary job is to write web applications using Java technology. Though, I have left out some web stuff e.g. learning JSF or Servlet 4.0 for another day to keep this list short and simple. Anyway, without any further ado, here are some tips and suggestion to become a better Javadeveloper in 2019.

1. Learn Java 8 This is the most important thing for a Java developer right now. It's good 4 years old and even Java 9 has been released 6 month back and people are talking about Java 10 features, I know many programmers who have not written a single line of code using Java 8 features like lambdas and Stream API. Unfortunately, most of them are experienced Java developers with good 7 to 10 years of experience in their belt. I understand that at some point in your career learning becomes slow but if you don't act now you will be left behind. Almost all Java development job now required Java 8 skills and if you don't have them, it would be very difficult to do well and perform well in your Java interviews. Now, if you have

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made your mind to learn Java 8 but worry about where to start with, I suggest you check The Complete Java MasterClass on Udemy, which will teach you all the basics of Java 8 features. And, if you are interested in more advanced, hands-on course then Refactoring Java 8 by Dr. Heinz Kabutz is a good one to join.

2. Learn Spring Framework (Spring Boot) It's almost imperative nowadays for a Java developer to learn Spring framework as most of the companies prefer to do development using Spring frameworks like Spring MVC, Spring Boot, and Spring Cloud for developing a web application, REST APIs, Microservices. It also promotes best practices like dependency injection and makes your application more testable which is a key requirement for modern-day software. If you are a new Java developer then I suggest you to start with this Java and Spring tutorial to learn the basics of this awesome framework and if you are already familiar with Spring then you should explore Spring Boot and Spring Cloud for developing next-generation Java application. If you are looking for some references, then Learn Spring Boot -- Rapid Spring Application Development by Dan Vega is a good place to start with.

3. Learn Unit Testing If there is one common

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thing which separates a good Java developer from an average Java developer then it must be his unit testing skills. A good and professional Java developer almost always write unit tests for his code and if he is really a Rockstar developer you can see that from his code and tests. Testing has also come a long way now with several tools for unit testing, integration testing and automation testing available .

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). TypeScript is a typed superset of JavaScript with the potential to solve many of the headaches for which JavaScript is famous. But TypeScript has a learning curve of its own, and understanding how to use it effectively can take time. This book guides you through 62 specific ways to improve your use of TypeScript. Author Dan Vanderkam, a principal software engineer at Sidewalk Labs, shows you how to apply these ideas, following the format popularized by Effective C++ and Effective Java (both from Addison-Wesley). You'll advance from a beginning or intermediate

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user familiar with the basics to an advanced user who knows how to use the language well. Effective TypeScript is divided into eight chapters: Getting to Know TypeScript TypeScript's Type System Type Inference Type Design Working with any Types Declarations and @types Writing and Running Your Code Migrating to TypeScript

Prepare for Java Interview by Learning Essential Core Java Concepts and APIs Effective Enterprise Java

Targeted for Investment Banks, Product and Service Based Companies

Java SE 8 for the Really Impatient

Learn Java for Android Development

A practical guide to improving performance for JVM applications

240+ Real Java Interview Questions on Core Java, Threads and Concurrency, Algorithms, Data Structures, Design Patterns, Spring, Hibernate, Puzzles & Sample Interview Questions for Investment Banks, HealthCare IT, Startups, Product and Service based companies. This book is ideal if you are preparing for Java Job Interview in Indian Market. Topics Covered in eBook Core Java (Collections, Concurrency & multi-threading, Lambda, Stream & Generics) Hibernate & Spring Problems Object Oriented Design Problems. Data structure and Algorithm problems This book tries to fill in the knowledge gaps for Java developers appearing for interviews in investment banking domain (RBS, BlackRock, UBS, Morgan Stanley, CitiGroup, Credit Suisse, Barclays Capital, Goldman, J.P. Morgan, Bank

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of America & Nomura, HSBC), product company (Oracle, Adobe, Markit), or service sector companies (Wipro, Infosys, HCL, Sapient, TCS). This book contains collection of Java related questions which are considered important for the interview preparation. A fair try has been given to address the Question, otherwise references has been provided for in depth study.

Summary Manning's bestselling Java 8 book has been revised for Java 9! In *Modern Java in Action*, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book *Modern Java in Action* connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat.

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Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java

The process to transition from being a new Java developer to a confident and competent coder is a difficult one. In this book, author and long-time Java trainer Matt Greencroft guides you through some of the topics that will help you make significant steps along this journey. It is packed with important topics that experienced programmers should know and understand, together with practical advice on how to tune your applications and the JVM to get the best possible performance. Rather than containing a theoretical, highly detailed understanding of the internals of the Java Virtual Machine, this book takes a practical approach. You'll learn enough to get a good understanding of how the JVM works and how memory is managed in Java, how to make

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Learn Java for Android Development, Third Edition, is an update of a strong selling book that now includes a primer on Android app development (in Chapter 1 and Appendix C, which is distributed in the book's code archive). This book teaches programmers the essential Java language skills necessary for effectively picking up and using the new Android SDK platform to build mobile, embedded, and even PC apps, especially game apps. Android development is hot, and many programmers are interested in joining the fun. However, because this technology is based on Java, you should first obtain a solid grasp of the Java language and its APIs in order to improve your chances of succeeding as an effective Android app developer. This book helps you do that. Each of the book's 16 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 700 exercises are provided in an appendix. A second appendix provides a significant game-oriented Java application, which you can convert into an Android app. Once you complete this one-of-a-kind book written by Jeff Friesen, an expert Java developer and JavaWorld.com columnist, you should be ready to begin your indie or professional Android app development journey. What you'll learn

The Java skills necessary for Android development

The core Java language fundamentals

Classes, objects, inheritance, polymorphism, and interfaces

Advanced Java language features (such as generics)

The basic Java APIs necessary for Android (such as the String class and threading)

The Collections Framework for organizing objects

The Concurrency Utilities for simplifying multithreading

Classic and New I/O

Networking and database access

Parsing, creating, and transforming XML

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*documents Additional APIs for creating and accessing ZIP and JAR files, and more Who this book is for This book is for any programmer—including existing Java programmers and Objective-C based iPhone and iPad programmers— of any skill level who needs to obtain a solid understanding of the Java language and foundational Java APIs before jumping into Android app development. Table of Contents 1. Getting Started with Java 2. Learning Language Fundamentals 3. Discovering Classes and Objects 4. Discovering Inheritance, Polymorphism, and Interfaces 5. Mastering Advanced Language Features Part 1 6. Mastering Advanced Language Features Part 2 7. Exploring the Basic APIs Part 1 8. Exploring the Basic APIs Part 2 9. Exploring the Collections Framework 10. Exploring the Concurrency Utilities 11. Performing Classic I/O 12. Accessing Networks 13. Migrating to New I/O 14. Accessing Databases 15. Parsing, Creating, and Transforming XML Documents 16. Focusing on Odds and Ends 17. Appendix A: Solutions to Exercises 18. Appendix B: Four of a Kind 19. Appendix C: Getting Started with Android*** ***NOTE: Appendix C is not included in the physical book. Instead, it's distributed as a PDF file that's bundled with the book's code.*

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Clean Code

Java'' Puzzlers: Traps, Pitfalls, And Corner Cases

Learn JAVA for WEB Improvement

An Effective Guide for Aspiring Java Developers to Ace Their Programming Interviews

IT Manager Guide for Java with Interview Questions

Best selling author Paul Sanghera offers cohesive, concise, yet comprehensive coverage of all the topics included in the Sun

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Certified Programmer for Java 5 exam (CX 310-055). With a laser sharp focus on the exam objectives, this study guide goes beyond just being an "exam cram." The material is presented in a logical learning sequence: a section builds upon previous sections and a chapter on previous chapters. All concepts, simple and complex, are defined and explained when they appear the first time. There is no hopping from topic to topic and no technical jargon without explanation. No prior knowledge of Java programming is assumed. The single most difficult aspect of this exam is to read and understand the code in the exam questions in a limited amount of time. To help you get fluent and comfortable with the code, the book offers complete runnable code examples distributed over all the chapters and a codewalk quicklet feature at the end of each chapter. Although the primary purpose of the book is to help you pass the SCJP exam, it will also serve as a good reference after the exam. Special features include: Hundreds of questions modeled after the real exam with fully explained answers. A complete practice exam with questions modeled after the real exam and fully explained answers. Hundreds of complete runnable code examples, explained in the book, that you can download and experiment with. This is a code-intensive exam. The Codewalk Quicklet feature based on the process-based codewalk philosophy to prepare you for efficient response to the code-based questions in the exam. The Exam Quick Prep feature which recaps all the important points for the last hour of preparation before taking the exam. Useful information and analysis for the programmers who are considering updating the J2SE 1.4 certification to J2SE 5.

Transition smoothly from Java to the most widely used functional JVM-based language – Clojure About This Book Write apps for the multithreaded world with Clojure's flavor of functional

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programming Discover Clojure's features and advantages and use them in your existing projects The book is designed so that you'll be able put to use your existing skills and software knowledge to become a more effective Clojure developer Who This Book Is For This book is intended for Java developers, who are looking for a way to expand their skills and understand new paradigms of programming. Whether you know a little bit about functional languages, or you are just getting started, this book will get you up and running with how to use your existing skills in Clojure and functional programming. What You Will Learn Understand the tools for the Clojure world and how they relate to Java tools and standards (like Maven) Learn about immutable data structures, and what makes them feasible for everyday programming Write simple multi-core programs using Clojure's core concepts, like atoms, agents and refs Understand that in Clojure, code is data, and how to take advantage of that fact by generating and manipulating code with macros Learn how Clojure interacts with Java, how the class loaders work and how to use Clojure from Java or the other way around Discover a new, more flexible meaning of polymorphism and understand that OOP is not the only way to get it In Detail We have reached a point where machines are not getting much faster, software projects need to be delivered quickly, and high quality in software is more demanding as ever. We need to explore new ways of writing software that helps achieve those goals. Clojure offers a new possibility of writing high quality, multi-core software faster than ever, without having to leave your current platform. Clojure for Java developers aims at unleashing the true potential of the Clojure language to use it in your projects. The book begins with the installation and setup of the Clojure environment before moving on to explore the language in-depth. Get acquainted with

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its various features such as functional programming, concurrency, etc. with the help of example projects. Additionally, you will also, learn how the tooling works, and how it interacts with the Java environment. By the end of this book, you will have a firm grip on Clojure and its features, and use them effectively to write more robust programs. Style and approach An easy to follow, step-by-step, guide on how to start writing Clojure programs making use of all of its varied features and advantages. As this is a new language, certain new concepts are supported with theoretical section followed by simple projects to help you gain a better understanding and practice of how Clojure works. Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer 's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several “ items ” presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic

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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.

Teach Yourself Java for Macintosh in 21 Days

Modern Java in Action

Problems and Solutions for Java Developers

Steigerwalt's Coin Journal

Cracking The Java Interviews (Java 8), 3rd Edition

Java Concurrency in Practice

Since this Jolt-award winning classic was last updated in 2008 (shortly after Java 6 was released), Java has changed

dramatically. In this new edition, Bloch updates the work to take advantage of Java's new language and library features, and provides specific best practices for their use. (Computers -

Languages/Programming)

Kotlin is a powerful and pragmatic language, but it's not enough to know about its features. We also need to know when they should be used and in what way.

This book is a guide for Kotlin developers on how to become excellent Kotlin developers. It presents and explains in-depth the best practices for Kotlin development. Each item is presented as a

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clear rule of thumb, supported by detailed explanations and practical examples.

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.

The Newsweekly for Pharmacy

A Concise and Comprehensive Study Guide for The Sun Certified Java Programmer Exam

The Statist

Best practices

A Bi-monthly Magazine Devoted to

Numismatics

Grokking the Java Interview

Java continues to grow and evolve, and this cookbook continues to evolve in tandem. With this guide, you'll get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from string handling and functional programming to network communication. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you're familiar with Java basics, this cookbook will bolster your knowledge of the language and its many recent changes, including how to apply them in your day-to-day development. This updated edition covers changes through Java 12 and parts of 13 and

**14. Recipes include: Blade, Laravel's powerful custom templating tool
Methods for compiling, running, and debugging
Packaging Java classes and building applications
Manipulating, comparing, and rearranging text
Regular expressions for string and pattern matching
Handling numbers, dates, and times
Structuring data with collections, arrays, and other types
Object-oriented and functional programming techniques
Input/output, directory, and filesystem operations
Network programming on both client and server
Processing JSON for data interchange
Multithreading and concurrency
Using Java in big data applications
Interfacing Java with other languages**

Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up.

Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

This step-by-step guide is full of easy-to-follow

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code taken from real-world examples explaining the migration and integration of Scala in a Java project. If you are a Java developer or a Java architect, working in Java EE-based solutions and want to start using Scala in your daily programming, this book is ideal for you. This book will get you up and running quickly by adopting a pragmatic approach with real-world code samples. No prior knowledge of Scala is required.

Southern Planter

***62 Specific Ways to Improve Your TypeScript
The London and China Telegraph***

Code that works, survives, and wins

Scala for Java Developers

Lambdas, streams, functional and reactive programming

Offering accumulated observations of interviews with hundreds of job candidates, these books provide useful insights into which characteristics make a good IT professional. These handy guides each have a complete set of job interview questions and provide a practical method for accurately assessing the technical abilities of job candidates. The personality characteristics of successful IT professionals are listed and tips for identifying candidates with the right demeanor are included. Methods for

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evaluating academic and work histories are described as well.

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

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synchronization performance features
Tackle performance issues in Java EE
and Java SE APIs Improve Java-driven
database application performance

"With this book, Ted Neward helps you
make the leap from being a good Java
enterprise developer to a great
developer!" --John Crupi, Sun

Distinguished Engineer coauthor, Core
J2EE Patterns If you want to build
better Java enterprise applications and
work more efficiently, look no further.

Inside, you will find an accessible
guide to the nuances of Java 2

Platform, Enterprise Edition (J2EE)
development. Learn how to: Use in-
process or local storage to avoid the
network, see item 44 Set lower
isolation levels for better

transactional throughput, see item 35
Use Web services for open integration,
see item 22 Consider your lookup

carefully, see item 16 Pre-generate
content to minimize processing, see
item 55 Utilize role-based

authorization, see item 63 Be robust in
the face of failure, see item 7 Employ
independent JREs for side-by-side
versioning, see item 69 Ted Neward

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provides you with 75 easily digestible tips that will help you master J2EE development on a systemic and architectural level. His panoramic look at the good, the bad, and the ugly aspects of J2EE development will address your most pressing concerns. Learn how to design your enterprise systems so they adapt to future demands. Improve the efficiency of your code without compromising its correctness. Discover how to implement sophisticated functionality that is not directly supported by the language or platform. After reading Effective Enterprise Java , you will know how to design and implement better, more scalable enterprise-scope Java software systems.

Head First Java

The Indian Forester

Diplomatic and Consular Reports

A Journal of Practical Finance and Trade

Seriously Good Software

The Trans-Pacific

Cracking Java Interview is not easy and one of the main reasons for that is Java is very vast. There are a lot of concepts and APIs to master to

become a decent Java developer. Many people who are good at general topics like Data Structure and Algorithms, System Design, SQL, and Database fail to crack the Java interview because they don't spend time to learn the Core Java concepts and essential APIs and packages like Java Collection Framework, Multithreading, JVM Internals, JDBC, Design Patterns, and Object-Oriented Programming. This book aims to fill that gap and introduce you to classical Java interview questions from these topics. By going through these questions and topic you will not only expand your knowledge but also get ready for your Next Java interview. If you are preparing for Java interviews then I highly recommend you to go through these questions before your telephonic or face-to-face interviews, you will not only gain confidence and knowledge to answer the question but also learn how to drive Java interview in your favor. This is the single most important tip I can give you as a Java developer. Always, remember, your answers drive interviews, and these questions will show you how to drive Interviewer to your strong areas. All the best for the Java interview and if you have any questions or feedback you can always contact me on twitter javinpaul (<http://twitter.com/javinpaul>) or comment on my blogs Javarevisited(<http://javarevisited.blogspot.com>)

and Java67(<http://java67.c>

Summary Serious developers know that code can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application’s speed, size, resilience, and maintainability. In Seriously Good Software: Code that Works, Survives, and Wins, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You’ll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always important. This book concentrates on eight pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book Seriously Good Software is a handbook for any professional developer serious about improving

application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you'll get a firm grasp of the concepts as you go. When you finish the last version of the book's central project, you'll be able to confidently choose the right optimizations for your code. What's inside Evaluating software qualities Assessing trade-offs and interactions Fulfilling different objectives in a single task Java-based exercises you can apply in any OO language About the reader For web developers comfortable with JavaScript and HTML. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course. Table of Contents *Part 1: Preliminaries * 1 Software qualities and a problem to solve 2 Reference implementation *Part 2: Software Qualities* 3 Need for speed: Time efficiency 4 Precious memory: Space efficiency 5 Self-conscious code: Reliability through monitoring 6 Lie to me: Reliability through testing 7 Coding aloud: Readability 8 Many cooks in the kitchen: Thread safety 9 Please recycle: Reusability Get hands-on experience implementing 26 of the

most common design patterns using Java and Eclipse. In addition to Gang of Four (GoF) design patterns, you will also learn about alternative design patterns, and understand the criticisms of design patterns with an overview of anti-patterns. For each pattern you will see at least one real-world scenario, a computer-world example, and a complete implementation including output. This book has three parts. The first part covers 23 Gang of Four (GoF) design patterns. The second part includes three alternative design patterns. The third part presents criticisms of design patterns with an overview of anti-patterns. You will work through easy-to-follow examples to understand the concepts in depth and you will have a collection of programs to port over to your own projects. A Q&A session is included in each chapter and covers the pros and cons of each pattern. The last chapter presents FAQs about the design patterns. The step-by-step approach of the book helps you apply your skills to learn other patterns on your own, and to be familiar with the latest version of Java and Eclipse. What You'll Learn Work with each of the design patterns Implement design patterns in real-world applications Choose from alternative design patterns by comparing their pros and cons Use the Eclipse IDE to write code and generate

output Read the in-depth Q&A session in each chapter with pros and cons for each design pattern Who This Book Is For Software developers, architects, and programmers The Complete Coding Interview Guide in Java Parliamentary Papers SCJP Exam for J2SE 5 A Hands-On Experience with Real-World Examples Getting the Most Out of Your Code Effective TypeScript

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

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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

Annual series
A Handbook of Agile Software
Craftsmanship

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Java Cookbook

Conducting the Java Job Interview

Efficient Java-Centric Grid Computing

Effective Kotlin