

Bloch Effective Java 3rd Edition Pearson

For nearly five years, one book has served as the definitive reference to Java for all serious developers: The Java Language Specification, by James Gosling, Bill Joy, and Guy Steele. Now, these world-renowned Java authorities (along with new co-author Gilad Bracha) have delivered a monumental update. This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision, offering the invaluable insights of Java's creators to every developer. There is no better source for learning everything about the Syntax and Semantics of the Java programming language. Developers will turn to this book again and again.

Demonstrates the power of the programming language while explaining how to use Java to spice up a Web page with games, animation, and special effects

Enterprise Java developers must achieve broader, deeper test coverage, going beyond unit testing to implement functional

and integration testing with systematic acceptance. Next Generation Java™ Testing introduces breakthrough Java testing techniques and TestNG, a powerful open source Java testing platform. Cédric Beust, TestNG's creator, and leading Java developer Hani Suleiman, present powerful, flexible testing patterns that will work with virtually any testing tool, framework, or language. They show how to leverage key Java platform improvements designed to facilitate effective testing, such as dependency injection and mock objects. They also thoroughly introduce TestNG, demonstrating how it overcomes the limitations of older frameworks and enables new techniques, making it far easier to test today's complex software systems. Pragmatic and results-focused, Next Generation Java™ Testing will help Java developers build more robust code for today's mission-critical environments. This book illuminates the tradeoffs associated with testing, so you can make better decisions about what and how to test. Introduces TestNG, explains its goals and features, and shows how to apply them in real-

world environments Shows how to integrate TestNG with your existing code, development frameworks, and software libraries Demonstrates how to test crucial code features, such as encapsulation, state sharing, scopes, and thread safety Shows how to test application elements, including JavaEE APIs, databases, Web pages, and XML files Presents advanced techniques: testing partial failures, factories, dependent testing, remote invocation, cluster-based test farms, and more Walks through installing and using TestNG plug-ins for Eclipse, and IDEA Contains extensive code examples Whether you use TestNG, JUnit, or another testing framework, the testing design patterns presented in this book will show you how to improve your tests by giving you concrete advice on how to make your code and your design more testable.

A practical introduction to Java programming—fully revised for long-term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming

in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time.

- Clearly explains all of the new Java SE 11 features
- Features self-tests, exercises, and downloadable code samples
- Written by bestselling author and leading Java authority Herbert Schildt

Coders at Work
your journey to mastery, 20th Anniversary Edition
Java Gently

Effective Kotlin

Sams Teach Yourself Java 2 in 24 Hours

The third edition of Java Gently by Judith Bishop continues the successful approach that made earlier versions popular and has added improvements which will maintain its place as a worldwide bestseller. Java Gently teaches the reader how to program and how to do it in the best possible style in Java. In the process, it details the fundamental structures of the Java 2 language and most of its core libraries and utilities. The book covers object-orientation, software design, structured programming, graphical user interfacing, event-driven programming, networking, and an introduction to data structures. Java Gently gets students started on meaningful input/output in an object-oriented way without hiding basic concepts. Applets, multimedia, graphics, and networking are introduced as students encounter and can handle classes, objects, instantiation, and inheritance. The textbook's excellent pedagogy reinforces understanding and demonstrates good programming practice. The three kinds of diagrams include model, form, and algorithm diagrams. The fully worked examples have been carefully chosen to illustrate recently introduced concepts and solve real-world problems in a user-friendly manner. End of chapter multiple choice quizzes and problems

allow students to test their comprehension of the material. Features

- *NEW! Updated for Java 2 including an introduction to the Swing set*
- *NEW! Model diagrams easier to draw and brought into line with UML-based notation*
- *NEW! Expanded form diagrams include a semantics section and are collected at the end of the book as a useful reference*
- *NEW! A Web site containing quizzes, examples, FAQs, a discussion board and emailcontact with the author and the Java Gently team can be found at www.booksites.net*

Java Gently is intended for first time programmers as well as those fascinated by the possibilities of Java and the Internet. Judith Bishop is Professor of Computer Science at the University of Pretoria, and has a wealth of experience teaching programming to undergraduates. She is the author of nine other textbooks. She serves on IFIP and IEEE committees concerned with the technical programming issues and the worldwide promotion of computing.

Effective Java Addison-Wesley Professional

The release of Java SE 8 introduced significant enhancements that impact the Core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer required and new features like lambda expressions will increase programmer productivity, but navigating these changes can be challenging. Core Java® for the Impatient is a complete but concise guide to Java SE 8.

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

code.

**Índice abreviado: General techniques -- Objects and equality --
Exception handling -- Performance -- Multithreading -- Classes and
interfaces -- Appendix: learning Java.**

An In-Depth Guide to Java Persistence APIs

In-Depth Advice for Tuning and Programming Java 8, 11, and Beyond

Getting the Most Out of Your Code

Java Performance

TestNG and Advanced Concepts

Core Java Volume I--Fundamentals

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*

Java in a Nutshell, Deluxe Edition is a Java programmer's dream come true in one small package. The heart of this Deluxe Edition is the Java Reference Library on CD-ROM, which brings together five volumes for Java developers and programmers, linking related info across books. It includes: *Exploring Java, 2nd Edition*, *Java Language Reference, 2nd Edition*, *Java Fundamental Classes Reference*, *Java AWT Reference*, and *Java in a Nutshell, 2nd Edition*, included both on the CD-ROM and in a companion desktop edition. *Java in a Nutshell, Deluxe Edition* is an indispensable resource for anyone doing serious programming with Java 1.1. The Java Reference Library alone is also available by subscription on the World Wide Web. Please see <http://online-books.oreilly.com/books/javaref/> for details. The electronic text on the Web and on the CD is fully searchable and includes a complete index to all five volumes. It also includes the sample code found in the printed volumes. *Exploring Java, 2nd Edition* introduces the basics of Java 1.1 and offers a clear, systematic overview

of the language. It covers the essentials of hot topics like Beans and RMI, as well as writing applets and other applications, such as networking programs, content and protocol handlers, and security managers. The Java Language Reference, 2nd Edition is a complete reference that describes all aspects of the Java language, including syntax, object-oriented programming, exception handling, multithreaded programming, and differences between Java and C/C++. The second edition covers the new language features that have been added in Java 1.1, such as inner classes, class literals, and instance initializers. The Java Fundamental Classes Reference provides complete reference documentation on the core Java 1.1 classes that comprise the `java.lang`, `java.io`, `java.net`, `java.util`, `java.text`, `java.math`, `java.lang.reflect`, and `java.util.zip` packages. These classes provide general-purpose functionality that is fundamental to every Java application. The Java AWT Reference provides complete reference documentation on the Abstract Window Toolkit (AWT), a large collection of classes for building

graphical user interfaces in Java. Java in a Nutshell, 2nd Edition, the bestselling book on Java and the one most often recommended on the Internet, is a complete quick-reference guide to Java, containing descriptions of all of the classes in the Java 1.1 core API, with a definitive listing of all methods and variables, with the exception of the still-evolving Enterprise APIs. These APIs will be covered in a future volume. Highlights of the library include: History and principles of Java How to integrate applets into the World Wide Web A detailed look into Java's style of object-oriented programming Detailed coverage of all the essential classes

injava.lang,java.io,java.util,java.net,java.awt Using threads Network programming Content and protocol handling A detailed explanation of Java's image processing mechanisms Material on graphics primitives and rendering techniques Writing a security manager System requirements: The CD-ROM is readable on all Windows and UNIX platforms. Current implementations of the Java Virtual Machine for the Mac

platform do not support the Java search applet in this CD-ROM. Mac users can purchase the World Wide Web version (see <http://online-books.oreilly.com/books/javaref/> for more information). A Web browser that supports HTML 3.2, Java, and JavaScript, such as Netscape 3.0 or Internet Explorer 3.0, is required.

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book

consists of several “items” presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

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

Data Structures

Java 2 Platform

Hibernate Tips

Java" Puzzlers: Traps, Pitfalls, And Corner Cases

Become a Java Craftsman in 80 Examples

Clean Code

An updated, concise reference for the Java programming language, version 8.0, and essential parts of its class languages, offering more detail than a standard textbook. The third edition of Java Precisely provides a concise description of the Java programming language, version 8.0. It offers a quick reference for the reader who has already learned (or is learning) Java from a standard textbook and who wants to know the language in more detail. The book presents the entire Java programming language and essential parts of the class

libraries: the collection classes, the input-output classes, the stream libraries and Java 8's facilities for parallel programming, and the functional interfaces used for that. Though written informally, the book describes the language in detail and offers many examples. For clarity, most of the general rules appear on left-hand pages with the relevant examples directly opposite on the right-hand pages. All examples are fragments of legal Java programs. The complete ready-to-run example programs are available on the book's website. This third edition adds material about functional parallel processing of arrays; default and static methods on interfaces; a brief description of the memory model and visibility across concurrent threads; lambda expressions, method reference expressions, and the related functional interfaces; and stream processing, including parallel programming and collectors.

Coding and testing are generally considered separate areas of expertise. In this practical book, Java expert Scott Oaks takes the approach that anyone who works with Java should be adept at understanding how code behaves in the Java Virtual Machine—including the tunings likely to help performance. This updated second edition helps you gain in-depth knowledge of Java application performance using both the JVM and the Java platform. Developers and performance engineers alike will learn a variety of features, tools, and

processes for improving the way the Java 8 and 11 LTS releases perform. While the emphasis is on production-supported releases and features, this book also features previews of exciting new technologies such as ahead-of-time compilation and experimental garbage collections. Understand how various Java platforms and compilers affect performance Learn how Java garbage collection works Apply four principles to obtain best results from performance testing Use the JDK and other tools to learn how a Java application is performing Minimize the garbage collector's impact through tuning and programming practices Tackle performance issues in Java APIs Improve Java-driven database application performance

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. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation.

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The Definitive Java Programming Guide Fully updated for Java SE 17, Java™: The Complete Reference, Twelfth Edition explains how to develop, compile, debug, and run Java programs. Best-selling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaBeans, and servlets are examined, and numerous examples demonstrate Java in action. Of course, recent additions to the Java language, such as records, sealed classes, and switch expressions are discussed in detail. Best of all, the book is written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Coverage includes: Data types, variables, arrays, and operators Control statements Classes, objects, and methods Method overloading and overriding Inheritance Interfaces and packages

Exception handling Multithreaded programming Enumerations, autoboxing, and annotations The I/O classes Generics Lambda expressions Modules Records Sealed classes Text blocks switch expressions Pattern matching with instanceof String handling The Collections Framework Networking Event handling AWT Swing The Concurrent API The Stream API Regular expressions JavaBeans Servlets Much, much more

Effective Java, 3rd Edition

Head First Design Patterns

Java Performance: The Definitive Guide

Practical Techniques for Improving JVM Application Performance

Reflections on the Craft of Programming

Java 2: The Complete Reference, Fifth Edition

Start building powerful programs with Java 6—fast! Get an overview of Java 6 and then begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to apply object-oriented programming Work with the changes in Java 6 and JDK 6 Save time

reusing code Mix Java and Javascript with the new scripting tools Troubleshoot problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all code files used in the book Bonus chapters not included in the book Trial version Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Kotlin is a powerful and pragmatic language, but it's not enough to know about features. We also need to know when they should be used and in what way. This 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 is presented as a clear rule of thumb, supported by detailed explanations and practical examples.

Seit der Voraufgabe von "Effective Java", die kurz nach dem Release von Java 6 erschienen ist, hat sich Java dramatisch verändert. Dieser preisgekrönte Klassiker wurde nun gründlich aktualisiert, um die neuesten Sprach- und Bibliotheksfunktionen vorzustellen. Best Practices zeigen, wie Java moderne Programmierparadigmen unterstützt. Wie in früheren Ausgaben besteht jedes Kapitel von "Effective Java" aus mehreren Themen, die jeweils in Form eines kurzen, eigenständigen Essays präsentiert werden. Dieses enthält jeweils spezifische Ratschläge, Einblicke in die Feinheiten

Java-Plattform und Codebeispiele. Umfassenden Beschreibungen und Erklärungen für jedes Thema beleuchten, was zu tun ist, was nicht zu tun ist und warum es ist.

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. Discover 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

JUnit in Action

Best practices

Next Generation Java Testing

A Handbook of Agile Software Craftsmanship

Java by Comparison

Java Design Patterns

JUnit in Action, Third Edition has been completely rewritten for this release. The full of examples that demonstrate JUnit's modern features, including its new arc nested, tagged, and dynamic tests; and dependency injection. Summary JUnit is the standard for unit testing Java applications. Filled with powerful new features designed to automate software testing, JUnit 5 boosts your productivity and helps avoid debugging nightmares. Whether you're just starting with JUnit or you want to ramp up on its new features, JUnit in Action, Third Edition has you covered. Extensively revised with new code and new chapters, JUnit in Action, Third Edition is an up-to-date guide to software testing. Dozens of hands-on examples illustrate JUnit 5's innovations for dependency injection, nested testing, parameterized tests, and more. Throughout the book, you'll learn how to use JUnit 5 to automate your testing, for a process that consumes fewer resources, and gives you more time for developing. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the

technology The JUnit framework is the gold standard for unit testing Java applications—and knowing it is an essential skill for Java developers. The latest version, JUnit 5, is a total overhaul, now supporting modern Java features like Lambdas and Streams. About the book JUnit in Action, Third Edition has been completely rewritten for this release. The book is full of examples that demonstrate JUnit's modern features, including its new architecture; nested, tagged, and dynamic tests; and dependency injection. You'll benefit from author Catalin Tudose's unique "pyramid" testing strategy, which breaks the testing process into layers and sets you on the path to bug-free code creation. What's inside

Migrating from JUnit 4 to 5 Effective test automation Test automation in behavior-driven development and behavior-driven development Using mocks for test isolation Configuring JUnit 5 with Maven or Gradle About the reader For intermediate Java developers, this book is the author Catalin Tudose has a Ph.D. in Computer Science, and over 15 years of professional experience as a Senior Java Developer and Technical Team Lead. Previous editions of this book were authored by Petar Tahchiev, Felipe Leme, Gary Gregory, and Vincent Massol. Table of Contents

PART 1 - JUNIT 1 JUnit jump-start 2 Exploring core JUnit 3 JUnit architecture 4 Migrating from JUnit 4 to JUnit 5 5 Software testing principles PART 2 - DIFFERENT TESTING STRATEGIES 6 Test quality 7 Coarse-grained testing with stubs 8 Testing with mock objects 9 In-container testing PART 3 - WORKING WITH JUNIT 5 AND OTHER TOOLS 10 Running JUnit tests from Maven 3 11 Running JUnit tests from Gradle

than 70 ready-to-use solutions that show you how to: - Define standard mapping basic attributes and entity associations. - Implement your own attribute mapping support custom data types. - Use Hibernate's Java 8 support and other proprietary features. - Read data from the database with JPQL, Criteria API, and native SQL queries. - Call stored procedures and database functions. This book is for developers already working with Hibernate and who are looking for solutions for their current development tasks. It's not a book for beginners who are looking for extensive descriptions of Hibernate's general concepts. The tips are designed as self-contained recipes which provide a specific solution and can be accessed when needed. Most contain links to related tips which you can follow if you want to dive deeper into or need a slightly different solution. There is no need to read the tips in a specific order. Feel free to read the book from cover to cover or to just pick the tips that help your current project.

Java in a Nutshell

More than 70 solutions to common Hibernate problems

Head First Java

Abstraction and Design Using Java

Traps, Pitfalls, and Corner Cases

Modern Java in Action

The #1 Guide for Serious Programmers: Fully Updated for Java SE 9, 10 & 11 Cay Horstmann's *Core Java, Volume I—Fundamentals, Eleventh Edition*, is the definitive guide to writing robust, maintainable code with the Java SE 9, 10, and 11 language and libraries. Horstmann writes for serious programmers who use Java in production projects, and need a deep, practical understanding of the language and API. Throughout, he delivers what you need most: hundreds of real (non-toy) examples revealing the most powerful, effective ways to get the job done. Updated examples reflect the new `var` keyword and take advantage of improvements in the Java API. You'll learn how to use JShell's new Read-Eval-Print Loop (REPL) for more rapid and exploratory development, and apply new features of the APIs for streams, input/output, processes, and concurrency. In this first of two volumes, Horstmann offers in-depth coverage of fundamental Java and UI programming, including object-oriented programming, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. If you're an experienced programmer moving to Java SE 9, 10, or 11, there's no better source for expert insight, solutions, and code. Master foundational techniques, idioms, and best practices for writing superior Java code Efficiently implement encapsulation and inheritance Use sound principles of object-oriented design Leverage the full power of objects with interfaces, lambda expressions, and inner classes Harden programs through effective exception handling and debugging Write safer, more reusable code with generic programming Improve performance and efficiency with Java's standard collections Build cross-platform GUIs with the Swing toolkit Fully utilize multicore processors with Java's improved concurrency See *Core Java, Volume II—Advanced Features, Eleventh Edition* (ISBN-13: 978-0-13-516631-4), for expert coverage of Java 9, 10, and 11 enterprise features, the module system, annotations, networking, security,

and advanced UI programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details. 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)

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.

Written by the inventors of the technology, The Java® Virtual Machine Specification, Java SE 8 Edition is the definitive technical reference for the Java Virtual Machine. The book provides complete, accurate, and detailed coverage of the Java Virtual Machine. It fully describes the new features added in Java SE 8, including the invocation of default methods and the class file extensions for type annotations and method parameters. The book also clarifies the interpretation of class file attributes and the rules of bytecode verification.

Pro JPA 2 in Java EE 8

Java: The Complete Reference, Twelfth Edition

Java Precisely, third edition

Java For Dummies

Core Java for the Impatient

Practical Java

Data Structures: Abstraction and Design Using Java, 3rd Edition, combines a strong emphasis on problem solving and software design with the study of data structures. The authors discuss applications of each data structure to motivate its study. After providing the specification (interface) and the implementation (a Java class), case

studies that use the data structure to solve a significant problem are introduced.

“One of the most significant books in my life.” –Obie Fernandez, Author, The Rails Way “Twenty years ago, the first edition of The Pragmatic Programmer completely changed the trajectory of my career. This new edition could do the same for yours.” –Mike Cohn, Author of Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied “. . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come.” –Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks “. . . lightning does strike twice, and this book is proof.” –VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks The Pragmatic Programmer is one of those rare tech books you’ll read, re-read, and read again over the years. Whether you’re new to the field or an experienced practitioner, you’ll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of software

development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to: Fight software rot Learn continuously Avoid the trap of duplicating knowledge Write flexible, dynamic, and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the underlying problems of concurrent code Guard against security vulnerabilities Build teams of Pragmatic Programmers Take responsibility for your work and career Test ruthlessly and effectively, including property-based testing Implement the Pragmatic Starter Kit Delight your users Written as a series of self-contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best approaches and major pitfalls of many different aspects of software

development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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

Peter Seibel interviews 15 of the most interesting computer programmers alive today in Coders at Work, offering a companion volume to Apress's highly acclaimed best-seller Founders at Work by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the Coders at Work web site: www.codersatwork.com. The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen:

Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow
Joe Armstrong: Inventor of Erlang
Joshua Bloch: Author of the Java collections framework, now at Google
Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger
Douglas Crockford: JSON founder, JavaScript architect at Yahoo!
L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1
Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation
Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlbal
Dan Ingalls: Smalltalk implementor and designer
Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler
Donald Knuth: Author of The Art of Computer Programming and creator of TeX
Peter Norvig: Director of Research at Google and author of the standard text on AI
Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress
Ken Thompson: Inventor of UNIX
Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker
A Brain-Friendly Guide
The Pragmatic Programmer

Optimizing Java
Programming Language Guide
Java Puzzlers
Java Concurrency in Practice

"Every programming language has its quirks. This lively book reveals oddities of the Java programming language through entertaining and thought-provoking programming puzzles." --Guy Steele, Sun Fellow and coauthor of The Java™ Language Specification "I laughed, I cried, I threw up (my hands in admiration)." --Tim Peierls, president, Prior Artisans LLC, and member of the JSR 166 Expert Group How well do you really know Java? Are you a code sleuth? Have you ever spent days chasing a bug caused by a trap or pitfall in Java or its libraries? Do you like brainteasers? Then this is the book for you! In the tradition of Effective Java™, Bloch and Gafter dive deep into the subtleties of the Java programming language and its core libraries. Illustrated with visually stunning optical illusions, Java™ Puzzlers features 95 diabolical puzzles that educate and entertain. Anyone with a working knowledge of Java will understand the puzzles, but even the most seasoned veteran will find them challenging. Most of the puzzles take the form of a short program whose behavior isn't what it seems. Can you figure out what it does? Puzzles are grouped loosely according to the features they use, and detailed solutions follow each puzzle. The solutions go well beyond a simple explanation of

the program's behavior--they show you how to avoid the underlying traps and pitfalls for good. A handy catalog of traps and pitfalls at the back of the book provides a concise taxonomy for future reference. Solve these puzzles and you'll never again fall prey to the counterintuitive or obscure behaviors that can fool even the most experienced programmers.

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

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 book is the most complete and up-to-date resource on Java from programming guru, Herb Schildt -- a must-have desk reference for every Java programmer. Learn to Program the Fundamentals the Java 9+ Way

The Java Language Specification

Thinking in Java

Java for Absolute Beginners

Java: A Beginner's Guide, Eighth Edition

A Hands-On Experience with Real-World Examples

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

Learn to use the Java Persistence API (JPA) and other related APIs as found in the Java EE 8 platform from the perspective of one of the specification creators. A one-of-a-kind resource, this in-depth book provides both theoretical and practical coverage of JPA usage for experienced Java developers. Authors Mike Keith, Merrick Schincariol and Massimo Nardone take a hands-on approach, based on their wealth of experience and expertise, by giving examples to illustrate each concept of the API and showing how it is used in practice. The examples use a common model from an overarching sample application, giving you a context from which to start and helping you to understand the examples within an already familiar domain. After completing Pro JPA 2 in Java EE 8, you will have a full understanding of JPA and be able to successfully code applications using its annotations and APIs. The book also serves as an excellent

reference guide. What You Will Learn Use the JPA in the context of enterprise applications Work with object relational mappings (ORMs), collection mappings and more Build complex enterprise Java applications that persist data long after the process terminates Connect to and persist data with a variety of databases, file formats, and more Use queries, including the Java Persistence Query Language (JPQL) Carry out advanced ORM, queries and XML mappings Package, deploy and test your Java persistence-enabled enterprise applications Who This Book Is For Experienced Java programmers and developers with at least some prior experience with J2EE or Java EE platform APIs.

Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll

compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Effective Java Program

Lambdas, streams, functional and reactive programming

Effective Java

The Java Virtual Machine Specification, Java SE 8 Edition