Java Guide

How many times have you reached an impasse while writing code because you couldn't remember how something in Java worked? This new pocket guide is designed to keep you moving. Concise, convenient and easy to use, the Java Pocket Guide gives you Java stripped down to its bare essentials -- in fact, it's the only book on Java that you can actually fit in your pocket. Written by Robert and Patricia Liguori, senior software and lead information engineers for Java-based air traffic management and simulation environments, Java Pocket Guide contains everything you really need to know about Java, particularly everything you need to remember. The book pays special attention to the new areas in Java 5 and 6, such as generics and annotations. Why do you need the Java Pocket Guide? It's the only CliffsNotes-style guide to Java available Lets you find important things quickly without consulting 1000-page tutorials Includes many command-line options Organized for quick and easy use on the job If you're looking to learn some aspect of Java, this is not your book. Java Pocket Guide is for the experienced Java programmers among you who need quick reminders to jog your memory on how something in the language works. Simply put, this pocket guide offers practical help for practicing developers.

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

Full coverage of functional programming and all OCA Java Programmer exam objectives OCA, Oracle Certified Associate Java SE 8 Programmer I Study Guide, Exam 1Z0-808 is a comprehensive study guide for those taking the Oracle Certified Associate Java SE 8 Programmer I exam (1Z0-808). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to confidently take the exam. The release of Java 8 brought the language's biggest changes to date, and for the first time, candidates are required to learn functional programming to pass the exam. This study guide has you covered, with thorough functional programming explanation and information on all key topic areas Java programmers need to know. You'll cover Java inside and out, and learn how to apply it efficiently and effectively to create solutions applicable to real-world scenarios. Work confidently with operators, conditionals, and loops Understand object-oriented design principles and patterns Master functional programming fundamentals

The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as "Doing More with Rich Internet Applications" and "Deployment in Depth," and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, "Preparing for Java Programming Language Certification," lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date.

A step-by-step guide to learning essential concepts in Java SE 10, 11, and 12
The Insider's Guide
Practical Java
Beginning Java Programming
Elements of Programming Interviews in Java
Java

Passing the Sun Certified Programmer for Java 2 Platform 1.4 exam (SCPJ2 1.4) is an important step in acquiring the high level of expertise essential for professional development. This book is written for any experienced programmer interested in mastering the Java programming language and passing the SCPJ2 1.4 exam.

Learn Java programming today and begin your path towards Java programming mastery! In this Definitive Java Guide, you're about to discover how to... How to program code in Java through learning the core essentials that every Java programmer must know. Learning Java is going to benefit you because it is going to help you in writing programs for the Web as well as being a stepping stone for learning other programming languages. Here is a Preview of What You'll Learn... – Essentials of Java programming. Read then pick up the language and start applying the concepts to learn better – Major facets of Java programming – Several mechanics of Java programming: variables, control flow, strings, arrays – and why learning these core principles are important to – Java programming success ... And much, much more! Added Benefits of owning this book: – Get a better understanding of the Java programming language – Learn the basic essentials of Java in order to gain the confidence to tackle more advanced topics – Several mechanics of Java programming: variables, control flow, strings, arrays – and why learning these core principles are important to Java programming success By implementing the lessons in this book, not only would you learn one of today's popular computer languages, but it will serve as your guide in accomplishing all your Java goals – whether as a fun hobby or as a starting point into a successful and long term programming career. Take action today to reach your Java programming goals! Scroll to the top of the page and select the "Buy now" button.

Mastering Java: A Beginner's Guide introduces developers of all ages to the beautiful and valuable world of Java. Java is frequently used as the default platform for scientific applications, including natural language processing. The primary reason for this is that it is secure, portable, and extensible. It also has excellent high-level concurrency tools. In terms of software development, the introduction of Java undoubtedly was a watershed moment. You've surely heard of Java if you're a software developer. For a multitude of reasons, its relevance and functionality in the world of coding deserve high acclaim. Computers have become highly adaptable devices that can handle multi-level undo and multi-threaded apps, mostly thanks to Java. As its syntax is comparable to English, Java is relatively simple to learn and understand in a short period of time. Despite being a slightly older piece of technology, Java still performs well. It is regularly ranked among the most popular languages of programming. It is critical for enterprise-level web apps and microservices, which are expected to grow in popularity over the coming year. Java will continue to dominate the banking industry and the Fintech business for years to come. Mastering Java addresses various aspects pertaining to Java development. Mastering Java will prove to be of enormous assistance to Java developers of all levels. This book focuses on a variety of topics; it provides a concise explanation of Java's introduction, benefits, characteristics, and examines why Java is so essential. Mastering Java also includes installation advice and information on the many components that make Java work, such as Object-Oriented Programming, Strings, Collections, Packages, and Databases. Mastering Java will always be a helpful resource for both intermediate learners and skilled personnel. Learn more about our other Mastering titles at: https://www.routledge.com/Mastering-Computer-Science/book-series/MCS Essential Java Skills--Made Easy! What Special – In this book I covered and explained several topics of latest Java 8 Features in detail for Developers & Fresher's, Topics Like- Lambdas. || Java 8 Functional interface, || Stream and Time API in Java 8. This Java book doesn't require previous programming experience. However, if you come from a C or C++ programming background, then you will be able to learn faster. Learn the all basics and advanced features of Java programming in no time from Bestseller Java Programming Author Harry. H. Chaudhary (More than 1,67,000 Books Sold !). This Java Guide, starts with the basics and Leads to Advance features of Java in detail with thousands of Java Codes and new features of Java 8 like Lambdas. Java 8 Functional interface, || Stream and Time API in Java 8. , I promise this book will make you expert level champion of java. Anyone can learn java through this book at expert level. The main objective of this java book is not to give you just Java Programming Knowledge, I have followed a pattern of improving the question solution of thousands of Codes with clear theory explanations with different Java complexities for each java topic problem, and you will find multiple solutions for complex java problems. Engineering Students and fresh developers can also use this book. This book covers common core syllabus for all Computer Science Professional Degrees If you are really serious then go ahead and make your day with this ultimate java book. First Part– Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Learning a new language is no easy task especially when it's an oop's programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1. (Overview of Java) 2.(Java Language) 3.(Control Statements) 4.(Scanner class, Arrays & Command Line Args) 5.(Class & Objects in Java) 6.(Inheritance in Java) 7.(Object oriented programming) 8.(Packages in Java) 9.(Interface in Java) 10.(String and StringBuffer) 11.(Exception Handling) 12.(Multi-Threaded Programming) 13.(Modifiers/Visibility modes) 14.(Wrapper Class) 15.(Input/Output in Java) 16.(Applet Fundamentals) 17.(Abstract Windows Toolkit)(AWT) 18.(Introduction To AWT Events) 19.(Painting in AWT) 20.(java.lang.Object Class) 21.(Collection Framework) PART – II (Java 8 Features for Developers) 22. Java 8 Features for Developers – Lambdas. 23. Java 8 Functional interface,Stream & Time API. 24. Key Features that Make Java More Secure than Other Languages.

OCP Oracle Certified Professional Java SE 11 Developer Complete Study Guide
A Beginner's Guide
Java for the World Wide Web
4 Books in 1: Beginner's Guide + Tips and Tricks + Best Practices + Advanced Guide to Programming Code with Java
Java Design Patterns
Java Performance: The Definitive Guide

The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures, 250 tested programs, and 150 variants. The problems are representative of questions asked at the leading software companies. The book begins with a summary of the nontechnical aspects of interviewing, such as common mistakes, strategies for a great interview, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. The technical core of EPI is a sequence of chapters on basic and advanced data structures, searching, sorting, broad algorithmic principles, concurrency, and system design. Each chapter consists of a brief review, followed by a broad and thought-provoking series of problems. We include a summary of data structure, algorithm, and problem solving patterns.

This book presents a focused and accessible primer on the fundamentals of Java programming, with extensive use of examples and hands-on exercises. Topics and features: provides an introduction to variables, input/output and arithmetic operations; describes objects and contour diagrams, explains selection structures, and demonstrates how iteration structures work; discusses object-oriented concepts such as overloading and classes methods, and introduces string variables and processing; illustrates arrays and array processing and examines recursion; explores inheritance and polymorphism and investigates elementary files; presents a primer on graphical input/output, discusses elementary exception processing, and presents the basics of Javadoc; includes exercises at the end of each chapter, with selected answers in an appendix and a glossary of key terms; provides additional supplementary information at an associated website.

Java developers know that design patterns offer powerful productivity benefits but few books have been specific enough to address their programming challenges. With "Java Design Patterns", there's finally a hands-on guide focused specifically on real-world Java development. The book covers three main categories of design patterns--creational, structural, and behavioral--and the example programs and useful variations can be found on the accompanying CD-ROM.

"Visual QuickStart's" award-winning format and information presentation make learning Java easier for the visual thinker and non-programmer. The book contains everyday tasks and is not filled with background information that readers won't use.
The Java Developer's Guide to Eclipse

Complete Java Programming Guide.
Exam 1Z0-808
Beginner's Guide to Programming Code with Java
Java For Dummies

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.

This OCP Oracle Certified Professional Java SE 11 Developer Complete Study Guide was published before Oracle announced major changes to its OCP certification program and the release of the new Developer 1Z0-819 exam. No matter the changes, rest assured this Study Guide covers everything you need to prepare for and take the exam. NOTE: The OCP Java SE 11 Programmer I Exam 1Z0-815 and Programmer II Exam 1Z0-816 have been retired (as of October 1, 2020), and Oracle has released a new Developer Exam 1Z0-819 to replace the previous exams. The Upgrade Exam 1Z0-817 remains the same. This is the most comprehensive prep guide available for the OCP Oracle Certified Professional Java SE 11 Developer certification—it covers Exam 1Z0-819 and the Upgrade Exam 1Z0-817 (as well as the retired Programmer I Exam 1Z0-815 and Programmer II Exam 1Z0-816)! Java is widely-used for backend cloud applications, Software as a Service applications (SAAS), and is the principal language used to develop Android applications. This object-oriented programming language is designed to run on all platforms that support Java without the need for recompilation. Oracle Java Programmer certification is highly valued by employers throughout the technology industry. The OCP Oracle Certified Professional Java SE 11 Developer Complete Study Guide is an indispensable resource for anyone preparing for the certification exam. This fully up-to-date guide covers 100% of exam objectives for Exam 1Z0-819 and Upgrade Exam 1Z0-817 (in addition to the previous Exam 1Z0-815 and Exam 1Z0-816). In-depth chapters present clear, comprehensive coverage of the functional-programming knowledge necessary to succeed. Each chapter clarifies complex material while reinforcing your understanding of vital exam topics. Also included is access to Sybex's superior online interactive learning environment and test bank that includes self-assessment tests, chapter tests, bonus practice exam questions, electronic flashcards, and a searchable glossary of important terms. The ultimate study aid for the challenging OCP exams, this popular guide: Helps you master the changes in depth, difficulty, and new module topics of the latest OCP exams Covers all exam objectives such as Java arrays, primitive data types, string APIs, objects and classes, operators and decision constructs, and applying encapsulation Allows developers to catch up on all of the newest Java material like lambda expressions, streams, concurrency, annotations, generics, and modules Provides practical methods for building Java applications, handling exceptions, programming through interfaces, secure coding in Java SE, and more Enables you to gain the information, understanding, and practice you need to pass the OCP exams The OCP Oracle Certified Professional Java SE 11 Developer Complete Study Guide is a must-have book for certification candidates needing to pass these challenging exams, as well as junior- to senior-level developers who use Java as their primary programming language.

Explains how to customize the Java integrated development environment, covering navigation, terminology, extension, the plug-in architecture, and frameworks.

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

Java In Action: An Excellent Guide to Explore JDBC And Database Applications
JAVA Developer's Guide
A Beginner's Guide to Java Programming
Instant Help for Java Programmers
Guide to Java
Getting the Most Out of Your Code
Software -- Programming Languages.

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 Pro... 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 Collectio... 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 maste... 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! Ot... 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 prog... 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 an... Do You Want To Start Programming Quickly? Are You Tired of Your Java Code Turning Out Wrong? Want to Become A Programming Master?If you have always wanted to know how to program, then this book is your ideal solution!The book ... Learn Java And Java Programming" , contains proven steps and strategies on how to learn basic programming in Java, including lesson summaries for easy reference and lessons at the end of each chapter to help you compound your new l... object-oriented and incredibly easy to learn, provided you put your mind to it. Once you have learned the fundamental concepts and how to write the code, you will soon be programming like a pro!This book aims to teach you the basics of... Unlike other resources, this book will not feed you with too many technicalities that might confuse you along the way. Each discussion was written in simple words. All exercises in this book were carefully chosen to be simple cases in ord... reading this book you will gain an understanding of the basic concepts of Java Programming including: Conditional Statements Statements - Looping and Iteration Arrays Functions and Methods Classes and Objects Solutions to Exercises an... concise, straight to the point, easy to follow code examples so you can begin coding in 24 hours or less. Invest in yourself, learn the Java basics, practice Java programming and you will be a programmer in no time. Begin your journey TOD... Required!Don't wait! Download "Java: Java For Beginners Guide To Learn Java And Java Programming" Today and Get Started With Your New Programming Career!!

Learn Java Programming Today With This Easy Step-By-Step Guide! Do you want to learn Java Programming? Do you get overwhelmed by complicated lingo and want a guide that is easy to follow, detailed and written to make the process ... Programming For Beginners- Your Step-By-Step Guide to Learning Java Programming" by Felix Alvaro is THE book for you! It covers the most essential topics you must learn to begin programming with Java. Java has always been considered ... programming languages in the world. If you decide to study Java, then you are looking at a fast growing career. Today, Java has been integrated and adopted widely in flourishing the World Wide Web, developing mobile apps, building websi... readability and flexibility, Java has been one of the sought after programming skills in the recruitment market of Information Technology. Currently, a Java developer/programmer in the US earns an estimated annual salary of $85,000 USD.T... jumpstart if you decide to push a career in Java programming or if not, is a fantastic guide if you want to learn for your own personal use. What Separates This Book From The Rest? What separates this book from all the others out there ...

you will stumble upon simply throw information at you, leaving you confused and stuck. We believe that books of this nature should be easy to grasp and written in jargon-free English you can understand, making you feel confident and all help you achieve this, the guide has been crafted in a step-by-step manner which we feel is the best way for you to learn a new subject, one step at a time. It also includes various images to give you assurance you are going in the right can proudly practice your newly attained skills. You Will Learn The Following: The history of Java and its uses The Java Environment The vital initial set-up Required tools to code with Java Characteristics of Object-Oriented Programming W Learning User-Input Learning Variable Types Using Operators Flow Control, Loops and If Then-Else Access Modifiers Classes and Objects Constructors Practice Exercises And much more! Like mentioned above, this guide also includes numer practice what you have learnt. So don't delay it any longer. Take this opportunity and invest in this guide now. You will be amazed by the skills you will quickly attain! Order Your Copy Now! See you inside!

Teach Yourself Java for Macintosh in 21 Days
Exam 1ZO-815, Exam 1ZO-816, and Exam 1ZO-817
Java: A Beginner's Guide, Seventh Edition
The Java Tutorial
Guide to Web Development with Java
The Object-Oriented Approach

Level: Absolute beginner in Java. This book is for programmers who would love to learn Java quickly and firmly with hands on approach. After completing this book you will have core understanding of the Java programming language and Java platform. The book offers comprehensive coverage of Java fundamentals explained in a simplified language supported by examples.The book is divided into 29 chapters where each major topic has it's own chapter and each chapter has multiple examples to support and provide clarity on the concept. The topics covered in this book are 1. What is Java? 2. JDK and JRE 3. Setting Path Variable 4. Complier and Interpreter 5. The First Program 6. The HelloWorld Program 7. Anatomy of HelloWorld Program 8. Multiple Main Methods 9. Public Class and File Name 10. Runtime Execution 11. Alternate HelloWorld Program 12. Numeric Data Types 13. Non Numeric Data Types 14. Literal and Constant 15. Escape Sequence 16. Immutable String 17. StringBuilder Class 18. Wrapper Classes 19. IF... Else 20. Switch... Case 21. For... Loop 22. While... Loop 23. Break and Continue 24. Conversion and Casting 25. Arithmetic and Relational Operators 26. Logical and Ternary Operators 27. Arrays 28. Jagged Array 29. For Each Loop Basically the book has lot of code(examples) for clear and deeper understanding of Java programming language.

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

A new edition of the bestselling guide to Java If you want to learn to speak the world's most popular programming language like a native, Java For Dummies is your ideal companion. With a focus on reusing existing code, it quickly and easily shows you how to create basic Java objects, work with Java classes and methods, understand the value of variables, learn to control program flow with loops or decision-making statements, and so much more! Java is everywhere, runs on almost any computer, and is the engine that drives the coolest applications. Written for anyone who's ever wanted to tackle programming with Java but never knew quite where to begin, this bestselling guide is your ticket to success! Featuring updates on everything you'll encounter in Java 9—and brimming with tons of step-by-step instruction—it's the perfect resource to get you up and running with Java in a jiffy! Discover the latest features and tools in Java 9 Learn to combine several smaller programs to create a bigger program Create basic Java objects and reuse code Confidently handle exceptions and events If you're ready to jump into Java, this bestselling guide will help keep your head above water!

Here's the book you need to prepare for the Java 2 Programmer (SCJP) and Developer (SCJD) exams. This Study Guide was developed to meet the exacting requirements of today's certification candidates. In addition to the consistent and accessible instructional approach that has earned Sybex the reputation as the leading publisher for certification self-study guides, this book provides: In-depth coverage of every exam objective for the revised SCJP Exam Hundreds of challenging practice questions Leading-edge exam preparation software, including a test engine and the entire book on PDF Authoritative instruction on all revised Programmer exam objectives, including: Declarations, initialization and scoping Flow control API contents Concurrency Object-oriented concepts Collections and generics Language fundamentals Detailed discussion of the key topics included in the Developer exam, including: Swing components and events Layout managers Enhancing and extending the database Writing the network protocol Building the database server Connecting the client and server

Learn Java 8 in a Week
A Short Course on the Basics
Mastering Java
Learn Java 12 Programming
Effective Java

Phil's Java Tutorial: Java for the Autodidact

This step-by-step guide to explore database programming using Java is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a programmer. Each brief chapter covers the material for one week of a college course to help you practice what you've learned. As you would expect, this book shows how to build from scratch two different databases: PostgreSQL and SQLite using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, you will learn: How to install NetBeans, JDK 11, and the PostgreSQL connector; How to integrate external libraries into projects; How the basic PostgreSQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done.In the first chapter, you will learn: How to install NetBeans, JDK 11, and the PostgreSQL connector; How to integrate external libraries into projects; How the basic PostgreSQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the second chapter, you will learn querying data from the postgresql using jdbc including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using jdbc, updating data in postgresql database using jdbc, calling postgresql stored function using jdbc, deleting data from a postgresql table using jdbc, and postgresql jdbc transaction. In chapter three, you will create a PostgreSQL database, named School, and its tables. In chapter four, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter five, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter six, you will study how to query the six tables. In chapter seven, you will be shown how to create SQLite database and build tables with Java. In chapter eight, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. Digital image techniques to extract image features used in this chapted are grascaling, sharpening, invertering, blurring, dilation, erosion, closing, opening, vertical prewitt, horizontal prewitt, Laplacian, horizontal sobel, and vertical sobel. For readers, you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. In chapter ten, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter eleven, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter twelve, you will add two tables: Victim and Case_File. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File has seven columns: case_file_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/PostgreSL/SQLite pgrammer.

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

Covers basic terminology and concepts of object oriented programming. Contains programming exercises and illustrations.

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).

Understanding Website Creation
Java :
A Comprehensive Primer
OCA: Oracle Certified Associate Java SE 8 Programmer I Study Guide
A Tutorial
A Concise Introduction to Programming

This comprehensive textbook introduces readers to the three-tiered, Model-View-Controller (MVC) architecture by using Hibernate, JSPs, and Java Servlets. These three technologies all use Java, so that a student with a background in programming will be able to master them with ease, with the end result of being able to create web applications that use MVC, validate user input and save data to a database. Features: presents the many topics of web development in small steps, in an accessible, easy-to-follow style; uses powerful technologies that are freely available on the web to speed up web development, such as JSP, JavaBeans, annotations, JSTL, Java 1.5, Hibernate and Tomcat; discusses HTML, HTML Forms, Cascading Style Sheets and XML; introduces core technologies from the outset, such as the MVC architecture; contains questions and exercises at the end of each chapter, detailed illustrations, chapter summaries, and a glossary; includes examples for accessing common web services.

A comprehensive Java guide, with samples, exercises, casestudies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approachis a straightforward resource for getting started with one of theworld's most enduringly popular programming languages. Based onclasses taught by the authors, the book starts with the basics andgradually builds into more advanced concepts. The approach utilizesan integrated development environment that allows readers toimmediately apply what they learn, and includes step-by-stepinstruction with plenty of sample programs. Each chapter containsexercises based on real-world business and educational scenarios,and the final chapter uses case studies to combine several conceptsand put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approachprovides both the information and the tools beginners need todevelop Java skills, from the general concepts of object-orientedprogramming. Learn to: Understand the Java language and object-oriented conceptimplementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an appliedenvironment while learning at the same time. Useful as either acourse text or a stand-alone self-study program, Beginning JavaProgramming is a thorough, comprehensive guide.

Up-to-Date, Essential Java Programming Skills—Made Easy! Supplement for key JDK 10 new features available from book's Downloads & Resources page at OraclePressBooks.com. Fully updated for Java Platform, Standard Edition 9 (Java SE 9), Java: A Beginner's Guide, Seventh Edition, gets you started programming in Java right away. Bestselling programming author Herb Schildt begins with the basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. The book also covers some of Java's more advanced features, including multithreaded programming, generics, lambda expressions, Swing, and JavaFX. This practical Oracle Press guide features details on Java SE 9's innovative new module system, and, as an added bonus, it includes an introduction to JShell, Java's new interactive programming tool. Designed for Easy Learning: • Key Skills and Concepts—Chapter-opening lists of specific skills covered in the chapter • Ask the Expert—Q&A sections filled with bonus information and helpful tips • Try This—Hands-on exercises that show you how to apply your skills • Self Tests—End-of-chapter quizzes to reinforce your skills • Annotated Syntax—Example code with commentary that describes the programming techniques being illustrated

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This book is designed for people who want to pass the OCA Java SE 7 Programmer exam (Exam 1Z0-803). It comes with a Java refresher, self-tests, and a full mock exam.
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