

Java Lernen Mit Bluej Ebook

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.

Presents an instructional guide to SQL which uses humor and simple images to cover such topics as the structure of relational databases, simple and complex queries, creating multiple tables, and protecting important table data.

Chart Patterns booklet is designed to be your quick source for identifying chart patterns to help you trade more confidently. This book introduces & explains 60+ patterns that you are bound to see in Stocks, Mutual Funds, ETFs, Forex, and Options Trading. With this book, you will not need to flip through hundreds of pages to identify patterns. This book will improve the way you trade. Unlike other Technical Analysis books, this Chart pattern book will help you master Charting & Technical Analysis by making it simple enough to understand & use on a day to day basis.

The authors have revised and updated this bestseller to include both the Oracle8i and new Oracle9i Internet-savvy database products.

Core Java Volume I--Fundamentals

Gamedev

Essential Tools for Working with Data

Core Java, Volume II--Advanced Features

A Beginner's Guide

Automate the Boring Stuff with Python, 2nd Edition

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

Guice (pronounced "Juice") is the Jolt Award-winning, 100% Java icing on the cake of Java dependency injection. Unlike other popular dependency injection frameworks such as Spring, Guice fully embraces modern Java language features and combines simplicity with stunning performance and developer-friendliness. Google Guice: Agile Lightweight Dependency Injection Framework will not only tell you "how," it will also tell you "why" and "why not," so that all the knowledge you gain will be as widely applicable as possible. Filled with examples and background information, this book is an invaluable addition to your knowledge of modern agile Java. Learn simple annotation-driven dependency injection, scoping and aspect-oriented programming, and why it all works the way it works Be the first to familiarize yourself with concepts that are likely to be included in a future Java EE or SE release (through JSR 299) Get things done without having to write any XML

For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll

learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

If you know nothing about game development, you're basically me before I started working on my first game DARQ. This book assumes no knowledge of game development on the reader's part. As a first-time developer with no prior experience in coding, modeling, texturing, animation, game design, etc., I managed to launch DARQ to both commercial success and critical acclaim. With zero dollars spent on marketing, it was featured in major media outlets, such as IGN, Kotaku, PC Gamer, GameSpot, Forbes, and hundreds of others. Ultimately, DARQ became #42 Most Shared PC Video Game of 2019, according to Metacritic, with the average user rating of 9 out of 10. In my book, I'm sharing with you exactly how I did it. The book guides you through a step-by-step process of making a game: from downloading a game engine to releasing your first commercial title. The book features advice from 15 industry professionals, including Mark Kern (team lead of World of Warcraft), Quentin De Beukelaer (game designer of Assassin's Creed IV: Black Flag, Assassin's Creed Unity, Ghost Recon Breakpoint), Bjorn Jacobsen (sound designer of Cyberpunk 2077, Divinity: Fallen Heroes, Hitman), Austin Wintory (Grammy-nominated composer of Journey, ABZÛ, Assassin's Creed: Syndicate), and others. The foreword is written by my mentor John Corigliano, Oscar, Pulitzer Prize, and 5-time Grammy Award-winning composer.

JavaScript for Absolute Beginners

Building Trading Bots Using Java

An In-Depth Exploration of the Java Language and Its Features

SPRING IN ACTION:COVERS SPRING 3.0, 3RD EDITION

Programming Scala

The Official Raspberry Pi Beginner's Guide

In this book Richard Ayoade - actor, writer, director, and amateur dentist - reflects on his cinematic legacy as only he can: in conversation with himself. Over ten brilliantly insightful and often erotic interviews, Ayoade examines himself fully and without mercy, leading a breathless investigation into this once-in-a-generation visionary. Only Ayoade can appreciate Ayoade's unique methodology. Only Ayoade can recognise Ayoade's talent. Only Ayoade can withstand Ayoade's peculiar scent. Only Ayoade can truly get inside Ayoade. They have called their book Ayoade on Ayoade: A Cinematic Odyssey. Take the journey, and your life will never be the same again. Ayoade on Ayoade captures the director in his own words: pompous, vain, angry and very, very funny.

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files*
- Create, update, move, and rename files and folders*
- Search the Web and download online content*
- Update and format data in Excel spreadsheets of any size*
- Split, merge, watermark, and encrypt PDFs*
- Send email responses and text notifications*
- Fill out online forms*

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

A step-by-step gentle journey through the mathematics of neural networks, and making your own using the Python computer language. Neural networks are a key element of deep learning and artificial intelligence, which today is capable of some truly impressive feats. Yet too few really understand how neural networks actually work. This guide will take you on a fun and

unhurried journey, starting from very simple ideas, and gradually building up an understanding of how neural networks work. You won't need any mathematics beyond secondary school, and an accessible introduction to calculus is also included. The ambition of this guide is to make neural networks as accessible as possible to as many readers as possible – there are enough texts for advanced readers already! You'll learn to code in Python and make your own neural network, teaching it to recognise human handwritten numbers, and performing as well as professionally developed networks. Part 1 is about ideas. We introduce the mathematical ideas underlying the neural networks, gently with lots of illustrations and examples. Part 2 is practical. We introduce the popular and easy to learn Python programming language, and gradually builds up a neural network which can learn to recognise human handwritten numbers, easily getting it to perform as well as networks made by professionals. Part 3 extends these ideas further. We push the performance of our neural network to an industry leading 98% using only simple ideas and code, test the network on your own handwriting, take a privileged peek inside the mysterious mind of a neural network, and even get it all working on a Raspberry Pi. All the code in this has been tested to work on a Raspberry Pi Zero.

About The Book: Spring in Action, Third Edition continues the practical, hands-on style of the previous bestselling editions. Author Craig Walls has a special knack for crisp and entertaining examples that zoom in on the features and techniques you really need. This edition highlights the most important aspects of Spring 3.0 including REST, remote services, messaging, Security, MVC, Web Flow, and more.

Google Guice

Object-Oriented Programming in Java 17

Practical Vim

A Practical Introduction Using BlueJ

Learn You a Haskell for Great Good!

More Java 17

Start building powerful programs with Java 6—fast! Get an overview of Java 6 and 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 Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of 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.

Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with games and Simulations is ideal for introductory courses in Java Programming or Introduction to Computer Science. The only textbook to teach Java programming using Greenfoot—this is “ Serious Fun. ” Programming doesn't have to be dry and boring. This book teaches Java programming in an interactive and engaging way that is technically relevant, pedagogically sound, and highly motivational for students. Using the Greenfoot environment, and an extensive collection of compelling example projects, students are given a unique, graphical framework in which to learn programming.

It's all in the name: Learn You a Haskell for Great Good! is a hilarious, illustrated guide to this complex functional language. Packed with the author's original artwork, pop culture references, and most importantly, useful example code, this book teaches functional fundamentals in a way you never thought possible. You'll start with the kid stuff: basic syntax, recursion, types and type classes. Then once you've got the basics down, the real black belt master-class begins: you'll learn to use applicative functors, monads, zippers, and all the other mythical Haskell constructs you've only read about in storybooks. As you work your way through the author's imaginative (and occasionally insane) examples, you'll learn to: –Laugh in the face of side effects as you wield purely functional programming techniques –Use the magic of Haskell's "laziness" to play with infinite sets of data –Organize your programs by creating your own types, type classes, and modules –Use Haskell's elegant input/output system to share the genius of your programs with the outside world Short of eating the author's brain, you will not find a better way to learn this powerful language than reading Learn You a Haskell for Great Good!

The Arduino is a cheap, flexible, open source microcontroller platform designed to make it easy for hobbyists to use electronics in homemade projects. With an almost unlimited range of input and output add-ons, sensors, indicators, displays, motors, and more, the Arduino offers you countless ways to create devices that interact with the world around you. In Arduino Workshop, you'll learn how these add-ons work and how to integrate them into your own projects. You'll start off with an overview of the Arduino system but quickly move on to coverage of various electronic components and concepts. Hands-on projects throughout the book reinforce what you've learned and show you how to apply that knowledge. As your understanding grows, the projects increase in complexity and sophistication. Among the book's 65 projects are useful devices like: – A digital thermometer that charts temperature changes on an LCD –A GPS logger that records data from your travels, which can be displayed on Google Maps – A handy tester that lets you check the voltage of any single-cell battery – A keypad-controlled lock that requires a secret code to open You'll also learn to build Arduino toys and games like: – An electronic version of the classic six-sided die – A binary quiz game that challenges your number conversion skills – A motorized remote control tank with collision detection to keep it from crashing Arduino Workshop will teach you the tricks and design principles of a master craftsman. Whatever your skill level, you'll have fun as you learn to harness the power of the Arduino for your own DIY projects. Uses the Arduino Uno board

SQL Pocket Guide

10th International Conference on Informatics in Schools: Situation, Evolution, and Perspectives, ISSEP 2017, Helsinki, Finland, November 13-15, 2017, Proceedings

Python Data Science Handbook
How to Use Your New Computer
The Cosmic Perspective
Spring Data Standard Guide

Vim is a fast and efficient text editor that will make you a faster and more efficient developer. It's available on almost every system and if you master the techniques in this book, you'll never need another text editor. In more than 120 Vim tips, you'll quickly learn the editor's core functionality and tackle your trickiest editing and writing tasks. This beloved bestseller has been revised and updated to Vim 7.4 and includes three brand-new tips and five fully revised tips. A highly configurable, cross-platform text editor, Vim is a serious tool for programmers, web developers, and sysadmins who want to raise their game. No other text editor comes close to Vim for speed and efficiency; it runs on almost every system imaginable and supports most coding and markup languages. Learn how to edit text the "Vim way": complete a series of repetitive changes with The Dot Formula using one keystroke to strike the target, followed by one keystroke to execute the change. Automate complex tasks by recording your keystrokes as a macro. Discover the "very magic" switch that makes Vim's regular expression syntax more like Perl's. Build complex patterns by iterating on your search history. Search inside multiple files, then run Vim's substitute command on the results to set for a project-wide search and replace. All without installing a single plugin! Three new tips explain how to run multiple commands as a batch, autocomplete sequences of words, and operate on a complete search match. Practical Vim, Second Edition will show you new ways to work with Vim 7.4 more efficiently, whether you're a beginner or an intermediate Vim user. This, without having to touch the mouse. What You Need: Vim version 7.4

Das JavaFX-Framework gibt es schon seit einigen Jahren, hat aber mit den ersten Versionen fast nur noch den Namen gemeinsam. Mit der Version 2 hat JavaFX einen festen und ausgereiften Stand erreicht und wird als die kommende Technologie im Java-Umfeld angesehen, um leistungsfähige und moderne grafische Benutzeroberflächen (GUI) erstellen zu können. Dieses Buch stellt Ihnen dazu eine Vielzahl an neuen Widgets und Komponenten samt einem neuen Java-API vor, das Swing ablösen soll. Es zeigt Ihnen auch, wie Sie mit Hilfe des neuen APIs sowohl aus Java heraus, aber auch über einen neuen XML-basierenden Ansatz (FXML) samt einem visuellen Designer-Tool (Scene Builder) grafische User-Interfaces erstellen können. Sie können Sie sogar ohne Java-Kenntnisse eine leistungsfähige und moderne GUI erstellen.

Build an automated currency trading bot from scratch with java. In this book, you will learn about the nitty-gritty of automated trading and have a closer look at Java, the Spring Framework, event-driven programming, and other open source APIs, notably Google's Guava API. And of course, development will all be test-driven with unit testing coverage. The central theme of Building Trading Bots Using Java is to create a framework that can facilitate automated trading on most of the brokerage platforms with a minimum changes. At the end of the journey, you will have a working trading bot, with a sample implementation using the REST API, which is free to use. What You'll Learn Find out about trading bots Discover the details of tradeable instruments and how to apply bots to them Track and use market data events Place orders and trades Work with trade/order and account events This Book Is For Experienced programmers new to bots and other algorithmic trading and finance techniques.

Master the programming language of choice among statisticians and data analysts worldwide Coming to grips with R can be tough, even for seasoned statisticians and data analysts. Enter R For Dummies, the quick, easy way to master all the R you need. Requiring no prior programming experience and packed with practical examples, easy, step-by-step exercises, and sample code, this extremely accessible guide is the ideal introduction to R for complete beginners. It also covers many concepts that intermediate-level programmers will find extremely useful. Master your R ABCs ? get up to speed in no time with the basics of installing and configuring R to writing simple scripts and performing simultaneous calculations on many variables Put data to work ? get to know your way around lists, data frames, and other R data structures while learning to interact with other applications such as Microsoft Excel Make data dance to your tune ? learn how to reshape and manipulate data, merge data sets, split data, combine data, perform calculations on vectors and arrays, and much more Visualize it ? learn to use R's powerful data visualization features to create beautiful and informative graphical presentations of your data Get statistical ? find out how to do simple statistical analysis, summarize your variables, and conduct classic statistical tests, such as t-tests Expand and customize ? get the lowdown on how to find, install, and make the most of add-on packages created by the global R community for a variety of purposes Open the book and find: Help downloading, installing, and configuring R Tips for getting data in and out of R Ways to use data frames and lists to organize data How to manipulate and process data Advice on fitting regression models ANOVA Helpful hints for working with graphics How to code in R What R mailing lists and forums can do for you

Java Image Processing Recipes

Chart Patterns : Trading-Desk Booklet

A Hands-On Introduction with 65 Projects

Keycloak - Identity and Access Management for Modern Applications

Voice Applications for Alexa and Google Assistant

The Memory Book

Apple's video-editing program is better than ever, but it still doesn't have a printed guide to help you get started. That's where this gorgeous, full-color book comes in. You get clear explanations of iMovie's impressive new features, like instant rendering, storyboarding, and one-step special effects. Experts David Pogue and Aaron Miller also give you a complete course in film editing and DVD design. Edit video like the pros. Import raw footage, add transitions, and use iMovie's newly restored, intuitive timeline editor. Create stunning trailers. Design Hollywood-style "Coming Attractions!" previews for your movies. Share your film. Distribute your movie in a variety of places—on smartphones, Apple TV, your own site, and with one-click exports to YouTube, Facebook, Vimeo, CNN iReport, and MobileMe. Make DVDs. Design the menus, titles, and layout for your DVDs, and burn them to disc. This book covers version 9 of Apple's iMovie software.

Learn to leverage the advanced capabilities of Keycloak, an open-source identity and access management solution, to enable authentication and authorization in applications Key FeaturesGet up to speed with Keycloak, OAuth 2.0, and OpenID Connect using practical examplesConfigure, manage, and extend Keycloak for optimized securityLeverage Keycloak features to secure different application typesBook Description Implementing authentication and authorization for applications can be a daunting experience, often leaving them exposed to

security vulnerabilities. Keycloak is an open-source solution for identity management and access management for modern applications, which can make a world of difference if you learn how to use it. Keycloak, helping you get started with using it and securing your applications. Complete with hands-on tutorials, best practices, and self-assessment questions, this easy-to-follow guide will show you how to secure a sample application and then move on to securing different application types. As you progress, you will understand how to configure and manage Keycloak as well as how to leverage some of its more advanced capabilities. Finally, you'll gain insights into securely using Keycloak in production. By the end of this book, you will have learned how to install and manage Keycloak as well as how to secure new and existing applications. What you will learn Understand how to install, configure, and manage Keycloak Secure your new and existing applications with Keycloak Gain a basic understanding of OAuth 2.0 and OpenID Connect Understand how to configure Keycloak to make it ready for production use Discover how to leverage additional features and how to customize Keycloak to fit your needs Get to grips with securing Keycloak servers and protecting applications Who this book is for Developers, sysadmins, security engineers, or anyone who wants to leverage Keycloak and its capabilities for application security will find this book useful. Beginner-level knowledge of app development and authentication and authorization is expected. This introductory programming textbook integrates BlueJ with Java. It provides a thorough treatment of object-oriented principles.

The book is written in such a way that learners without any background in programming are able to follow and understand it entirely. It discusses the concepts of Java in a simple and straightforward language with a clear cut explanation, without beating around the bush. On reading the book, readers are able to write simple programs on their own, as this is the first requirement to become a Java Programmer. The book provides ample solved programs which could be used by the students not only in their examinations but also to remove the fear of programming from their minds. After reading the book, the students gain the confidence to apply for a software development company, face the interview board and come out successful. The book covers sample interview questions which were asked in various interviews. It helps students to prepare for their future careers.

Object-oriented Programming in Java with Games and Simulations

Make Your Own Neural Network

Objects First with Java

Ayoade on Ayoade

Java For Dummies

Beginning Java 17 Fundamentals

They tell me that my memory will never be the same, that I'll start forgetting things. At first just a little, and then a lot. So I'm writing to remember. Sammie McCoy is a girl with a plan: graduate at the top of her class and get out of her small town as soon as possible. Nothing will stand in her way--not even the rare genetic disorder the doctors say will slowly steal her memories and then her health. So the memory book is born: a journal written to Sammie's future self, so she can remember everything from where she stashed her study guides to just how great it feels to have a best friend again. It's where she'll record every perfect detail of her first date with longtime-crush Stuart, a gifted young writer home for the summer. And where she'll admit how much she's missed her childhood friend Cooper, and the ridiculous lengths he will go to make her laugh. The memory book will ensure Sammie never forgets the most important parts of her life--the people who have broken her heart, those who have mended it--and most of all, that if she's going to die, she's going to die living. This moving and remarkable novel introduces an inspiring character you're sure to remember, long after the last page.

This book constitutes the refereed proceedings of the 10th International Conference on Informatics in Schools: Situation, Evolution, and Perspectives, ISSEP 2017, held in Helsinki, Finland, in November 2017. The 18 full papers presented together with 1 invited talk were carefully reviewed and selected from 41 submissions. ISSEP presents this year a broad range of themes ranging from making informatics accessible to visually impaired students and computational thinking to context- and country specific challenges as well as teacher development and training.

This pocket guide presents the most crucial information about SQL in a compact and easily accessible format, covering the four commonly used SQL variants--Oracle, IBM DB2, Microsoft SQL Server, and MySQL. Topics include: Data manipulation statements (SELECT, DELETE, INSERT, UPDATE, MERGE) and transaction control statements (START TRANSACTION, SAVEPOINT, COMMIT, ROLLBACK). Common SQL functions (date, numeric, math, trigonometric, string, conversion, aggregate) Such topics as literals, NULLs, CASE expressions, datatype conversion, regular expressions, grouping and summarizing data, joining tables, and writing queries (hierarchical, recursive, union, flashback) and subqueries. Instead of presenting complex and confusing syntax diagrams, the book teaches by example, showing the SQL statements and options that readers are most like to use. All example data is available on the O'Reilly web site. "If you need fast, accurate SQL information, with examples for multiple database engines, be sure to check out this book."--Chris Kempster, Senior DBA and author of SQL Server 2000 for the Oracle DBA, www.chriskempster.com

The #1 Guide to Advanced Java Programming, Fully Updated for Java 11 Core Java has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java, Volume II—Advanced Features, Eleventh Edition, has been updated for Java 11, with up-to-date coverage of advanced UI and enterprise programming, networking, security, and Java's powerful new module system. Cay S. Horstmann explores sophisticated new language and library features with the depth and completeness that readers expect from Core Java. He demonstrates how to use these features to build professional-quality applications, using thoroughly tested examples that reflect modern Java style and best practices, including modularization. Horstmann's examples are carefully crafted for easy understanding and maximum practical value, so you can consistently use them to jump-start your own code. Master advanced techniques, idioms, and best practices for writing superior Java code Take full advantage of modern Java I/O APIs, object serialization, and regular expressions Efficiently connect to network services, implement network clients and servers, and harvest web data Query databases and manage database

connections with the latest version of JDBC Simplify all aspects of date and time programming with the Java Date and Time API Write internationalized programs that localize dates, times, numbers, text, and GUIs Process code in three powerful ways: the scripting API, compiler API, and annotation processing Learn how to migrate legacy code to the Java Platform Module System Leverage the modern Java security features most valuable to application programmers Program advanced client-side user interfaces, and generate images on the server Use JNI to interoperate with native C code See Core Java, Volume I—Fundamentals, Eleventh Edition (ISBN-13: 978-0-13-516630-7), for expert coverage of fundamental Java and UI programming, including objects, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Agile Lightweight Dependency Injection Framework

Practical Programming for Total Beginners

Head First SQL

Introduction to Programming with Greenfoot

Moderne GUIs für RIAs und Java-Applikationen

Arduino Workshop

If you are new to both JavaScript and programming, this hands-on book is for you. Rather than staring blankly at gobbledygook, you'll explore JavaScript by entering and running hundreds of code samples in Firebug, a free JavaScript debugger. Then in the last two chapters, you'll leave the safety of Firebug and hand-code an uber cool JavaScript application in your preferred text editor. Written in a friendly, engaging narrative style, this innovative JavaScript tutorial covers the following essentials: Core JavaScript syntax, such as value types, operators, expressions, and statements provided by ECMAScript. Features for manipulating XHTML, CSS, and events provided by DOM. Object-oriented JavaScript, including prototypal and classical inheritance, deep copy, and mixins. Closure, lazy loading, advance conditional loading, chaining, currying, memoization, modules, callbacks, recursion, and other powerful function techniques. Encoding data with JSON or XML. Remote scripting with JSON-P or XMLHttpRequest Drag-and-drop, animated scrollers, skin swappers, and other cool behaviors. Optimizations to ensure your scripts run snappy. Formatting and naming conventions to prevent you from looking like a greenhorn. New ECMAScript 5, DOM 3, and HTML 5 features such as Object.create(), Function.prototype.bind(), strict mode, querySelector(), querySelectorAll(), and getElementsByClassName(). As you can see, due to its fresh approach, this book is by no means watered down. Therefore, over the course of your journey, you will go from JavaScript beginner to wizard, acquiring the skills recruiters desire.

Work with the essential and advanced features of the Java 17 release. This book covers features such as annotations, reflection, and generics. These topics are then complemented by details of how to use lambda expressions, allowing you to build powerful and efficient Java programs. Furthermore, added to this edition you'll find topics on network programming, Java RMI, the process API, and custom runtime images. The authors provide a multitude of diagrams and complete programs to help you visualize and better understand the topics covered in this book. More Java 17, Third Edition starts with a series of chapters on the essential language features provided by Java before moving on to Java module development and packaging, and improved interop with other languages. After reading this book, you'll have the know-how of a professional Java programmer and be able to tackle most projects with confidence. This book's source code can be accessed at github.com/Apress/more-java-17. What You Will Learn Use essential and advanced features of the Java language Code Java annotations Work with reflection and generics Manage streams with the Stream API Who This Book Is For Those new to Java programming who are continuing the Java learning journey; it is recommended that you read an introductory Java programming book first, such as Java 17 for Absolute Beginners, from Apress.

Get up to speed on Scala, the JVM language that offers all the benefits of a modern object model, functional programming, and an advanced type system. Packed with code examples, this comprehensive book shows you how to be productive with the language and ecosystem right away, and explains why Scala is ideal for today's highly scalable, data-centric applications that support concurrency and distribution. This second edition covers recent language features, with new chapters on pattern matching, comprehensions, and advanced functional programming. You'll also learn about Scala's command-line tools, third-party tools, libraries, and language-aware plugins for editors and IDEs. This book is ideal for beginning and advanced Scala developers alike. Program faster with Scala's succinct and flexible syntax Dive into basic and advanced functional programming (FP) techniques Build killer big-data apps, using Scala's functional combinators Use traits for mixin composition and pattern matching for data extraction Learn the sophisticated type system that combines FP and object-oriented programming concepts Explore Scala-specific concurrency tools, including Akka Understand how to develop rich domain-specific languages Learn good design techniques for building scalable and robust Scala applications

Quickly obtain solutions to common Java image processing problems, learn best practices, and understand everything OpenCV has to offer for image processing. You will work with a JVM image wrapper to make it very easy to run image transformation through pipelines and obtain instant visual feedback. This book makes heavy use of the Gorilla environment where code can be executed directly in the browser, and image transformation results can also be visualized directly in the browser. Java Image Processing Recipes includes recipes on more advanced image manipulation techniques, such as image smoothing, cartooning, sketching, and mastering masks to apply changes only to parts of the image. You'll see how OpenCV features provide instant solutions to problems such as edges detection and shape finding. Finally, the book contains practical recipes dealing with webcams and various video streams, giving you ready-made code with which to do real-time video analysis. What You Will Learn Create your personal real-time image manipulation environment Manipulate image characteristics with OpenCV Work with the Origami image wrapper Apply manipulations to webcams and video streams Who This Book Is For Developers that want to manipulate images and use other advanced imaging techniques, through code running in the JVM.

Informatics in Schools: Focus on Learning Programming

Oracle PL/SQL Programming

Edit Text at the Speed of Thought

Twelve Years a Slave

iMovie '11 & iDVD: The Missing Manual

Introduction to Programming in Java: An Interdisciplinary Approach

Learn the fundamentals of the Java 17 LTS or Java Standard Edition version 17 Long Term Support release, including basic programming concepts and the object-oriented fundamentals necessary at all levels of Java development.

Authors Kishori Sharan and Adam L. Davis walk you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. Beginning Java 17 Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the topics faster. While this book teaches you the basics, it also has been revised to include the latest from Java 17 including the following: value types (records), immutable objects with an efficient memory layout; local variable type inference (var); pattern matching, a mechanism for testing and deconstructing values; sealed types, a mechanism for declaring all possible subclasses of a class; multiline text values; and switch expressions. The book continues with a series of foundation topics, including

using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding of Java's object-oriented model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions, process strings and dates, format data, and work with arrays to manipulate data. What You Will Learn Write your first Java programs with emphasis on learning object-oriented programming How to work with switch expressions, value types (records), local variable type inference, pattern matching switch and more from Java 17 Handle exceptions, assertions, strings and dates, and object formatting Learn about how to define and use modules Dive in depth into classes, interfaces, and inheritance in Java Use regular expressions Take advantage of the JShell REPL tool Who This Book Is For Those who are new to Java programming, who may have some or even no prior programming experience.

Implement JPA repositories and harness the performance of Redis in your applications.

"Building on a long tradition of effective pedagogy and comprehensive presentation, The Cosmic Perspective includes an enhanced art program. This student-friendly text is now even more accessible through robust visual pedagogy via new Cosmic Context two-page illustrations, which walk students through key processes and summarize the major points of each Part, and via updated zoom-in figures which provide students with a sense of orientation, scale, and relation between images. In addition to an enhanced art program, the text also features new See It For Yourself boxes with practical hands-on activities for in-class use or self-study, and a new subset of Process of Science end-of-chapter questions that challenge students to think through how we know what we know about astronomy."--Product description.

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Einführung in JavaFX

Introduction to Programming in Java: An Interdisciplinary Approach

With OpenCV and JVM

Adobe InDesign CS5 Classroom in a Book

Core Java: An Integrated Approach: Covers Concepts, programs and Interview Questions w/CD

By emphasizing the application of computer programming not only in success stories in the software industry but also in familiar scenarios in physical and biological science, engineering, and applied mathematics, Introduction to Programming in Java takes an interdisciplinary approach to teaching programming with the Java(TM) programming language. Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

Summary Voice Applications for Alexa and Google Assistant is your guide to designing, building, and implementing voice-based applications for Alexa and Google Assistant. Inside, you'll learn how to build your own "skills"—the voice app term for actions the device can perform—from scratch. Foreword by Max Amordeluso. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. You'll find registration instructions inside the print book. About the Technology In 2018, an estimated 100 million voice-controlled devices were installed in homes worldwide, and the apps that control them, like Amazon Alexa and Google Assistant, are getting more powerful, with new skills being added every day. Great voice apps improve how users interact with the web, whether they're checking the weather, asking for sports scores, or playing a game. About the Book Voice Applications for Alexa and Google Assistant is your guide to designing, building, and implementing voice-based applications for Alexa and Google Assistant. You'll learn to build applications that listen to users, store information, and rely on user context, as you create a voice-powered sleep tracker from scratch. With the basics mastered, you'll dig deeper into multiuse conversational flow and other more-advanced concepts. Smaller projects along the way reinforce your new techniques and best practices. What's inside Building a call-and-response skill Designing a voice user interface Using conversational context Going multimodal Tips and best practices About the Reader Perfect for developers with intermediate JavaScript skills and basic Node.js skills. No previous experience with voice-first platforms is required. About the Author Dustin A. Coates is a developer who focuses on voice and conversational applications. He's currently the voice search lead at Algolia and is also a Google Developers Expert for Assistant as well as cohost of the VUX World podcast. Table of Contents Introduction to voice first Building a call-and-response skill on Alexa Designing a voice user interface Using entity resolution and built-in intents in Alexa skills Making a conversational Alexa skill VUI and conversation best practices Using conversation tools to add meaning and usability Directing conversation flow Building for Google Assistant Going multimodal Push interactions Building for actions on Google with the Actions SDK Harness the power of Keycloak, OpenID Connect, and OAuth 2.0 protocols to secure applications

Informatics in schools : local proceedings of the 6th International Conference ISSEP 2013 ; selected papers ; Oldenburg, Germany, February 26–March 2, 2013

Your Brain on SQL -- A Learner's Guide

10 Steps to Making Your First Game Successful

Scalability = Functional Programming + Objects