

Java Number Cruncher The Java Programmers Guide To Numerical Computing Prentice Hall Ptr Oracle

For the first time ever, the senior architect and lead developer for a key enterprise system on NASA's ongoing Mars Exploration Rover mission shares the secrets to one of the most difficult technology tasks of all-successful software development. Written in a conversational, brief, and to-the-point style, this book presents principles learned from the Mars Rover project that will help ensure the success of software developed for any enterprise system. Author Ronald Mak imparts anecdotes from his work on the Mars Rover and offers valuable lessons on software architecture, software engineering, design patterns, code development, and project management for any software, regardless of language or platform.

Software Development in Java is a comprehensive introduction to all aspects of software development. The authors discuss software engineering processes such as problem specification, modularization, aesthetic programming, stepwise re-refinement, testing, verification, and documentation. Besides these topics, software developers also need to understand performance analysis and measurement methods and make choices between data structures and algorithms. Software Development in Java also covers these topics. The authors use Java to teach software development and for the many examples. Software Development in Java is appropriate for use as a textbook for courses on good software development, introduction to computer science, and advanced programming. It is also a valuable reference book for the experienced programmer. Software Development in Java is a must for software developers.

For all programmers who want to learn Java from the ground up, this book leads them through the material in a step-by-step manner, building on previous steps to gain proficiency in the language. Features practical examples in four-color spreads. The CD contains all the source code mentioned in the book, the JDK, and other related and helpful programs and utilities.

C++ was first released in 1985, and it was a hard language to learn. That's because it required programmers to master low-level techniques to work with memory. Over the years, C++ has evolved to provide many higher-level techniques that make it much easier to write effective C++ code. But most C++ books haven't evolved with the language. Now, Murach's top authors have tackled the subject, rethinking the whole approach. So this book takes advantage of the modern techniques to make it easier to learn C++ than ever before. It's organized in a logical way that gets you off to a fast start with a practical subset of today's C++, and then builds out your coding and OOP skills to the professional level. With that foundation in place, it also covers older techniques so you'll be able to maintain the vast amount of legacy code that's out there, as well as work with embedded systems that don't support the newer techniques. To make all that manageable, this book uses Murach's distinctive "paired-pages" format that programmers find so helpful for both training and

reference: Each topic is presented in a 2-page spread, with syntax, coding examples, and bulleted guidelines on the righthand page and extra explanation and perspective on the left. What's more, this book gives you 50+ realistic program examples to study, as well as practice exercises for hands-on experience. Examples and exercises like these are the key to learning any programming language. But you'll have a hard time finding such effective ones in other books and courses, that deliver the skills ours do.

A Tutorial and On-line Supplement

Software Tools for the Professional Programmer

Classic Computer Science Problems in Python

20 Lessons Learned from NASA's Mars Exploration Rover Mission

Software Development in Java

Writing Fast Programs

Provides information on the installation, use, and administration of Suse Linux 10.

Anyone who develops software for a living needs a proven way to produce it better, faster, and cheaper. The Productive Programmer offers critical timesaving and productivity tools that you can adopt right away, no matter what platform you use. Master developer Neal Ford not only offers advice on the mechanics of productivity-how to work smarter, spurn interruptions, get the most out your computer, and avoid repetition-he also details valuable practices that will help you elude common traps, improve your code, and become more valuable to your team. You'll learn to: Write the test before you write the code Manage the lifecycle of your objects fastidiously Build only what you need now, not what you might need later Apply ancient philosophies to software development Question authority, rather than blindly adhere to standards Make hard things easier and impossible things possible through meta-programming Be sure all code within a method is at the same level of abstraction Pick the right editor and assemble the best tools for the job This isn't theory, but the fruits of Ford's real-world experience as an Application Architect at the global IT consultancy ThoughtWorks. Whether you're a beginner or a pro with years of experience, you'll improve your work and your career with the simple and straightforward principles in The Productive Programmer.

Java Number CruncherThe Java Programmer's Guide to Numerical ComputingPrentice Hall Professional

"Java Developer's Resource" shows you how to write full-featured, dynamic, graphical, interactive Java applets and applications, even if you don't have experience with other object-oriented languages. Starting with the simplest "hello world" applications, you'll learn about Java variables, arrays, loops, flow control, and graphics, as well as advanced language features such as file I/O and streams.

Computer Jargon Dictionary and Thesaurus

Oracle SQL

Dr. Dobb's Journal of Software Tools for the Professional Programmer

Beautiful Code

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

The Martian Principles for Successful Enterprise Systems

Computer science provides a powerful tool that was virtually unknown three generations ago. Some of the classical

fields of knowledge are geodesy (surveying), cartography, and geography. Electronics have revolutionized geodetic methods. Cartography has faced the dominance of the computer that results in simplified cartographic products. All three fields make use of basic components such as the Internet and databases. The Springer Handbook of Geographic Information is organized in three parts, Basics, Geographic Information and Applications. Some parts of the basics belong to the larger field of computer science. However, the reader gets a comprehensive view on geographic information because the topics selected from computer science have a close relation to geographic information. The Springer Handbook of Geographic Information is written for scientists at universities and industry as well as advanced and PhD students.

"Highly recommended to everyone interested in deepening their understanding of Python and practical computer science." —Daniel Kenney-Jung, MD, University of Minnesota

Key Features

- Master formal techniques taught in college computer science classes
- Connect computer science theory to real-world applications, data, and performance
- Prepare for programmer interviews
- Recognize the core ideas behind most "new" challenges

Covers Python 3.7

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About The Book

Programming problems that seem new or unique are usually rooted in well-known engineering principles. Classic Computer Science Problems in Python guides you through time-tested scenarios, exercises, and algorithms that will prepare you for the "new" problems you'll face when you start your next project. In this amazing book, you'll tackle dozens of coding challenges, ranging from simple tasks like binary search algorithms to clustering data using k-means. As you work through examples for web development, machine learning, and more, you'll remember important things you've forgotten and discover classic solutions that will save you hours of time.

What You Will Learn

- Search algorithms
- Common techniques for graphs
- Neural networks
- Genetic algorithms
- Adversarial search
- Uses type hints throughout

This Book Is Written For

For intermediate Python programmers.

About The Author

David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. He is the author of Dart for Absolute Beginners (Apress, 2014), Classic Computer Science Problems in Swift (Manning, 2018), and Classic Computer Science Problems in Java (Manning, 2020)

Table of Contents

- Small problems
- Search problems
- Constraint-satisfaction problems
- Graph problems
- Genetic algorithms
- K-means clustering
- Fairly simple neural networks
- Adversarial search
- Miscellaneous problems

This second edition of 'Computer Jargon' has been updated to include many more internet items and now has almost 1400 widely used items of computer jargon. The items listed are words, phrases and acronyms, and a description is supplied for each.

"Java P2P Unleashed" provides a single source for Java developers who want to develop P2P systems. The book explains the benefits of each technology and shows how to fit the P2P "pieces" together - both in building new systems and integrating with existing ones. starts with a discussion of the P2P architecture, referencing similarities with existing, familiar systems while previewing several types of P2P applications. It explains how to plan ahead for security, routing, performance and other issues when developing a P2P application. Each technology included in the book - JXTA, Jini, JavaSpaces, J2EE, Web services - is approached from a P2P perspective, focusing on implementation concerns Java developers will face while using them. The last section includes several large-scale examples of different P2P applications - managing content, building communities, integrating services, routing messages, and using intelligent agents to gather information. The final chapter looks ahead to future developments in Java P2P technologies.

Bioinformatics For Dummies

Programing Video Games for the Evil Genius

The CERT Oracle Secure Coding Standard for Java

Artificial Intelligence with Python

A Practical Implementation Guide to Predictive Data Analytics Using Python

Were you always curious about biology but were afraid to sit through long hours of dense reading? Did you like the subject when you were in high school but had other plans after you graduated? Now you can explore the human genome and analyze DNA without ever leaving your desktop! Bioinformatics For Dummies is packed with valuable information that introduces you to this exciting new discipline. This easy-to-follow guide leads you step by step through every bioinformatics task that can be done over the Internet. Forget long equations, computer-geek gibberish, and installing bulky programs that slow down your computer. You'll be amazed at all the things you can accomplish just by logging on and following these trusty directions. You get the tools you need to: Analyze all types of sequences Use all types of databases Work with DNA and protein sequences Conduct similarity searches Build a multiple sequence alignment Edit and publish alignments Visualize protein 3-D structures Construct phylogenetic trees This up-to-date second edition includes newly created and popular databases and Internet programs as well as multiple new genomes. It provides tips for using

servers and places to seek resources to find out about what's going on in the bioinformatics world. Bioinformatics For Dummies will show you how to get the most out of your PC and the right Web tools so you'll be searching databases and analyzing sequences like a pro! Explore fundamental to advanced Python 3 topics in six steps, all designed to make you a worthy practitioner. This updated version's approach is based on the "six degrees of separation" theory, which states that everyone and everything is a maximum of six steps away and presents each topic in two parts: theoretical concepts and practical implementation using suitable Python 3 packages. You'll start with the fundamentals of Python 3 programming language, machine learning history, evolution, and the system development frameworks. Key data mining/analysis concepts, such as exploratory analysis, feature dimension reduction, regressions, time series forecasting and their efficient implementation in Scikit-learn are covered as well. You'll also learn commonly used model diagnostic and tuning techniques. These include optimal probability cutoff point for class creation, variance, bias, bagging, boosting, ensemble voting, grid search, random search, Bayesian optimization, and the noise reduction technique for IoT data. Finally, you'll review advanced text mining techniques, recommender systems, neural networks, deep learning, reinforcement learning techniques and their implementation. All the code presented in the book will be available in the form of iPython notebooks to enable you to try out these examples and extend them to your advantage. What You'll Learn Understand machine learning development and frameworks Assess model diagnosis and tuning in machine learning Examine text mining, natural language processing (NLP), and recommender systems Review reinforcement learning and CNN Who This Book Is For Python developers, data engineers, and machine learning engineers looking to expand their knowledge or career into machine learning area.

JavaTech is a practical introduction to the Java programming language with an emphasis on the features that benefit technical computing. After presenting the basics of object-oriented programming in Java, it examines introductory topics such as graphical interfaces and thread processes. It goes on to review network programming and develops Web client-server examples for tasks such as monitoring remote devices. The focus then shifts to distributed computing with RMI. Finally, it examines how Java programs can access the local platform and interact

with hardware. Topics include combining native code with Java, communication via serial lines, and programming embedded processors. An extensive web site supports the book with additional instructional materials. JavaTech demonstrates the ease with which Java can be used to create powerful network applications and distributed computing applications. It will be used as a textbook for programming courses, and by researchers who need to learn Java for a particular task.

The only comprehensive set of guidelines for secure Java programming - from the field's leading organizations, CERT and Oracle • •Authoritative, end-to-end code-level requirements for building secure systems with any recent version of Java, including the new Java 7 •Presents techniques that also improve safety, reliability, dependability, robustness, availability, maintainability, and other attributes of quality. •Includes extensive risk assessment guidance, plus references for further information. This is the first authoritative, comprehensive compilation of code-level requirements for building secure systems in Java. Organized by CERT's pioneering software security experts, with support from Oracle's own Java platform developers, it covers every facet of secure software coding with Java 7 SE and Java 6 SE, and offers value even to developers working with other Java versions. The authors itemize the most common coding errors leading to vulnerabilities in Java programs, and provide specific guidelines for avoiding each of them. They show how to produce programs that are not only secure, but also safer, more reliable, more robust, and easier to maintain. After a high-level introduction to Java application security, eighteen consistently-organized chapters detail specific guidelines for each facet of Java development. Each set of guidelines defines conformance, presents both noncompliant examples and corresponding compliant solutions, shows how to assess risk, and offers references for further information. To limit this book's size, the authors focus on 'normative requirements': strict rules for what programmers must do for their work to be secure, as defined by conformance to specific standards that can be tested through automated analysis software. (Note: A follow-up book will present 'non-normative requirements': recommendations for what Java developers typically 'should' do to further strengthen program security beyond testable 'requirements.')

Software Development In C

Java 24 Hour Sams ePub _7
The Complete Log4j Manual
American Book Publishing Record

Java in 24 Hours, Sams Teach Yourself (Covering Java 9)

Java in 24 Hours, Sams Teach Yourself (Covering Java 8)

Mak introduces Java programmers to numerical computing. This book contains clear, non-theoretical explanations of practical numerical algorithms, including safely summing numbers, finding roots of equations, interpolation and approximation, numerical integration and differentiation, and matrix operations, including solving sets of simultaneous equations.

"Java, Java, Java, Third Edition systematically introduces the Java 1.5 language to the context of practical problem-solving and effective object-oriented design. Carefully and incrementally, the authors demonstrate how to decompose problems, use UML diagrams to design Java software that solves those problems, and transform their designs into efficient, robust code. Their "objects-early" approach reflects the latest pedagogical insights into teaching Java, and their examples help readers apply sophisticated techniques rapidly and effectively."--BOOK JACKET.

How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, Karl Fogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers, Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren, Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and Piotr Luszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, Andrew Kuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho and Rafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, Simon Peyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, Andrew Patzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman, Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

Computer programming with Java is easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach, popular author Rogers

Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, an Android app, and even Minecraft mods in Java. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to...

- ***Set up your Java programming environment***
- ***Write your first working program in just minutes***
- ***Control program decisions and behavior***
- ***Store and work with information***
- ***Build straightforward user interfaces***
- ***Create interactive web programs***
- ***Use threading to build more responsive programs***
- ***Read and write files and XML data***
- ***Master best practices for object-oriented programming***
- ***Use Java 9's new HTTP client***
- ***Use Java to create an Android app***
- ***Expand your skills with closures***
- ***Create Minecraft mods with Java***

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How to Program Java

Java P2P Unleashed

The British National Bibliography

Java. Tecniche di programmazione

Murach's C++ Programming

Teach Yourself Java 1.1 Programming in 24 Hours

"My absolute favorite for this kind of interview preparation is Steven Skiena's The Algorithm Design Manual. More than any other book it helped me understand just how astonishingly commonplace ... graph problems are -- they should be part of every working programmer's toolkit. The book also covers basic data structures and sorting algorithms, which is

a nice bonus. ... every 1 – pager has a simple picture, making it easy to remember. This is a great way to learn how to identify hundreds of problem types." (Steve Yegge, Get that Job at Google) "Steven Skiena's Algorithm Design Manual retains its title as the best and most comprehensive practical algorithm guide to help identify and solve problems. ... Every programmer should read this book, and anyone working in the field should keep it close to hand. ... This is the best investment ... a programmer or aspiring programmer can make." (Harold Thimbleby, Times Higher Education) "It is wonderful to open to a random spot and discover an interesting algorithm. This is the only textbook I felt compelled to bring with me out of my student days.... The color really adds a lot of energy to the new edition of the book!" (Cory Bart, University of Delaware) "The is the most approachable book on algorithms I have." (Megan Squire, Elon University) --- This newly expanded and updated third edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficiency. It serves as the primary textbook of choice for algorithm design courses and interview self-study, while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Practical Algorithm Design, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, the Hitchhiker's Guide to Algorithms, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations, and an extensive bibliography. NEW to the third edition: -- New and expanded coverage of randomized algorithms, hashing, divide and conquer, approximation algorithms, and quantum computing -- Provides full online support for lecturers, including an improved website component with lecture slides and videos -- Full color illustrations and code instantly clarify difficult concepts -- Includes several new "war stories" relating experiences from real-world applications -- Over 100 new problems, including programming-challenge problems from LeetCode and Hackerrank. -- Provides up-to-date links leading to the best implementations available in C, C++, and Java Additional Learning Tools: -- Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them -- Exercises include "job interview problems" from major software companies -- Highlighted "take home lessons" emphasize essential concepts -- The "no theorem-proof" style provides a uniquely accessible and intuitive approach to a challenging subject -- Many algorithms are presented with actual code (written in C) -- Provides comprehensive references to both survey articles and the primary literature Written by a well-known algorithms researcher who received the IEEE Computer Science and Engineering Teaching Award, this substantially enhanced third edition of The Algorithm Design Manual is an essential learning tool for students and professionals needed a solid grounding in algorithms. Professor Skiena is also the author of the popular Springer texts, The Data Science Design Manual and Programming Challenges: The Programming Contest Training Manual. Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you About

This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore it, and create your own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time Who This Book Is For This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application.

Offers an updated tutorial for beginners explaining how to use Java to incorporate games, animation, and special effects into Web pages.

Long-awaited revision to a unique guide that covers both compilers and interpreters Revised, updated, and now focusing on Java instead of C++, this long-awaited, latest edition of this popular book teaches programmers and software engineering students how to write compilers and interpreters using Java. You'll write compilers and interpreters as case studies, generating general assembly code for a Java Virtual Machine that takes advantage of the Java Collections Framework to shorten and simplify the code. In addition, coverage includes Java Collections Framework, UML modeling, object-oriented programming with design patterns, working with XML intermediate code, and more.

A Modern Software Engineering Approach Using Java
Mastering Machine Learning with Python in Six Steps
Java in 24 Hours
A Practical Guide for Scientists and Engineers
Sams Teach Yourself Java 2 in 24 Hours
Java Developer's Resource

"Writing Fast Programs" provides the basic elements of code optimization and provides strategies for reducing bottlenecks in practical simulation and numerical modeling code. The target audience is scientists and engineers and students in these fields. One pre-publication reviewer called this a much-needed intermediate text to bridge the gap between existing introductory and more advanced programming books aimed at scientists. "Writing Fast Programs" does not teach basic programming; some programming proficiency is assumed, along with familiarity with the basic programming terminology. Code examples are presented in C, but BASIC (as a convenient pseudo-language) examples are provided for those not familiar with C. In general, the strategies presented are not language specific and should therefore benefit a wide programming audience. For example, similar techniques have been discussed for Java.

Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs, applications, and web services, including setting up the programming environment, building user interfaces, and writing Android apps.
Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs, applications, and web services.

Developers and DBAs use Oracle SQL coding on a daily basis, whether for application development, finding problems, fine-tuning solutions to those problems, or other critical DBA tasks. Oracle SQL: Jumpstart with Examples is the fastest way to get started and to quickly locate answers to common (and uncommon) questions. It includes all the basic queries: filtering, sorting, operators, conditionals, pseudocolumns, single row functions, joins, grouping and summarizing, grouping functions, subqueries, composite queries, hierarchies, flashback queries, parallel queries, expressions and regular expressions, DML, datatypes (including collections), XML in Oracle, DDL for basic database objects such as tables, views and indexes, Oracle Partitioning, security, and finally PL/SQL. * Each of the hundreds of SQL code examples was tested on a working Oracle 10g database * Invaluable everyday tool that provides an absolute plethora of properly tested examples of Oracle SQL code * Authors have four decades of commercial experience between them as developers and database administrators

The Productive Programmer

A Software Engineering Approach

JavaTech, an Introduction to Scientific and Technical Computing with Java

Leading Programmers Explain How They Think

Java, Java, Java

Java Number Cruncher

IF EVIL'S YOUR NAME, THEN THESE ARE YOUR GAMES! Always wanted to be a genius game creator? This Evil Genius guide goes far beyond a typical programming class or text to reveal insider tips for breaking the rules and constructing wickedly fun games that you can tweak and customize to suit your needs! In Programming Video Games for the Evil Genius, programming wunderkind Ian Cinnamon gives you everything you need to create and control 57 gaming projects. You'll find easy-to-follow plans featuring Java, the most universal programming language, that run on any PC, Mac, or Linux computer. Illustrated instructions and plans for an awesome mix of racing, board, shoot 'em up, strategy, retro, and puzzle games Gaming projects that vary in difficulty-starting with simple programs and progressing to sophisticated projects for programmers with advanced skills An interactive companion website featuring a free Java compiler, where you can share your projects with Evil Geniuses around the globe Removes the frustration-factor-all the parts you need are listed, along with sources Regardless of your skill level, Programming Video Games for the Evil Genius provides you with all the strategies, code, and insider programming advice you need to build and test your games with ease, such as: Radical Racing Screen Skier Whack an Evil Genius Tic-Tac-Toe Boxing Snake Pit Space Destroyers Bomb Diffuser Trapper Oiram Java Man Memory Ian Says

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.

Sams Teach Yourself Java in 24 Hours, Seventh Edition Covers Java 8 and Android Development In just 24 lessons of one hour or less, you can learn the fundamentals of Java programming. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. Learn how to... Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures, the powerful new capability introduced in Java 8 Contents at a Glance PART I: Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work PART II: Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops PART III: Working with Information in New Ways 9 Storing Information with Arrays 10

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Springer Handbook of Geographic Information
The Algorithm Design Manual
Object-oriented Problem Solving
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Jumpstart with Examples