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Mastering Javafx 8

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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

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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

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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.

An interactive guide to Oracle's intensive query tool, SQL* Plus, discusses its powerful features, furnishes a syntax quick reference, and explains how to write and execute script files, generate reports,

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extract data from the database, utilize new administrative features, query data dictionary tables, and more. Original. (Intermediate)

JavaScript is a tool for the gurus who create highly useful applications, but it has some limitations. To overcome these limitations, a concept called JavaScript promises is rising rapidly in popularity. Promises makes writing complex logics more manageable and easy. This book starts with an introduction to JavaScript promises and how it has evolved over time. You will learn the JavaScript asynchronous model and how

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JavaScript handles asynchronous programming. Next, you will explore the promises paradigm and its advantages. Finally, this book will show you how to implement promises in platforms used in project development including WinRT, jQuery, and Node.js.

Explains how to configure Windows Me for maximum control and flexibility, avoid the Home Networking and System Restore wizard, and use Windows Script Host to eliminate annoyances.

OCA: Oracle Certified

Associate Java SE 8

Programmer I Study Guide

An Introduction to Real-

World Programming with Java

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Java 24 Hour Sams ePub _7

Java 8 Recipes

JavaFX Essentials

JavaFX 9 by Example

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

If you're a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you

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improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to “lambdify” your existing codebase or library code Learn practical solutions for lambda expression unit testing and debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O Design and Deploy High-Performance JavaFX Controls Deliver state-of-the-art applications with visually stunning UIs.

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Mastering JavaFX 8 Controls provides clear instructions, detailed examples, and ready-to-use code samples. Find out how to work with the latest JavaFX APIs, configure UI components, automatically generate FXML, build cutting-edge controls, and effectively apply CSS styling. Troubleshooting, tuning, and deployment are also covered in this Oracle Press guide. Understand the properties of JavaFX 8 controls and APIs Create custom controls, transformations, and layouts Work from JavaFX Scene Graph and Scene Builder Visualize data models using advanced control types Use ListView, TableView, and TreeView APIs Handle audio and video content using JavaFX media classes Maximize separation between UI and application logic using FXML Style controls and applications using CSS Extend functionality of Swing and SWT

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applications with JavaFX Code examples in the book are available for download. Provides example programs and their source code to explore concepts and technologies including Enterprise JavaBeans, JavaServer Pages, Java Message Service, and Java Naming and Directory Interface.

A Definitive Guide to Rich Clients with Java Technology

Pro JavaFX 2

Functional Programming in Java

Mastering JavaFX 10

Learning Apache Drill

Mastering Java

Learn how to use Oracle's

JavaScript Extension Toolkit (JET)

as a solution to the all too common problem of internal back office and intranet applications that are typically ugly, clunky, and

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cumbersome to use. JET simultaneously provides you with a JavaScript toolkit that is cutting-edge while being stable enough for enterprise development in an ecosystem that is notorious for its fast-paced rate of change. Practical Oracle JET walks through the process of developing a functional application using Oracle JET. By the end of this book you will have built a support ticket system using a variety of different components bundled with the toolkit, including lists, inputs, and visualizations. The skills acquired from reading this book and working the examples equip you to build your own applications and

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take your understanding even further to more advanced topics. What You'll Learn Build a real-world Oracle JET application Understand the fundamental technologies used in JET Control look and feel through theming a JET application Develop interfaces using Web Components Include and interface with third-party libraries Configure automated unit testing of JET applications Who This Book Is For Developers with a basic understanding of JavaScript who want to learn Oracle's JavaScript Extension Toolkit for building client-side applications that can integrate with data services and Oracle Cloud products. The book is

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also of interest to Oracle ADF developers coming from a Java and WebCenter background who are building new skills in JavaScript and browser-based applications. Update your Java knowledge with the latest features of Java 11, such as the low-Overhead Garbage Collector, Local-Variable Syntax for Lambda Parameters, and Dynamic Class-File Constants Key Features Explore the latest features in Java 9, Java 10, and Java 11 Enhance your Java application development and migration approaches Full coverage of modular Java applications, G1 Garbage Collector, JMH Book Description Java 11 is a long-term

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release and its new features add to the richness of the language. It emphasizes variable-type inference, performance improvements, along with simplified multithreading. The Java platform has a special emphasis on modularity, making this the programming platform of choice for millions of developers. The modern Java platform can be used to build robust software applications, including enterprise-level and mobile applications. Fully updated for Java 11, this book stands to help any Java developer enjoy the richness of the Java programming language. Mastering Java 11 is your one-stop guide to fully understanding recent Java

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platform updates. It contains detailed explanations of the recent features introduced in Java 9, Java 10, and Java 11 along with obtaining practical guidance on how to apply the new features. As you make your way through the chapters, you'll discover further information on the developments of the Java platform and learn about the changes introduced by the variable handles and Project Coin, along with several enhancements in relation to import statements processing. In the concluding chapters, you'll learn to improve your development productivity, making your applications more efficient. You'll also be able to get

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to grips with the command-line flags with respect to various utilities and the command-line utility changes featured in the current Java platform. By the end of the book, you'll have obtained an advanced level understanding of the Java platform and its recent changes. What you will learn

Write modular Java applications

Migrate existing Java applications to modular ones

Understand how the default G1 garbage collector works

Leverage the possibilities provided by the newly introduced Java Shell

Performance test your application effectively with the JVM harness

Learn how Java supports the HTTP 2.0

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standard Find out how to use the new Process API Explore the additional enhancements and features of Java 9, 10, and 11 Who this book is for Mastering Java 11 is for experienced Java developers with a solid understanding of the Java language and want to progress to an advanced level.

Despite using them every day, most software engineers know little about how programming languages are designed and implemented. For many, their only experience with that corner of computer science was a terrifying "compilers" class that they suffered through in undergrad and tried to blot from their memory as soon as they had scribbled their

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last NFA to DFA conversion on the final exam. That fearsome reputation belies a field that is rich with useful techniques and not so difficult as some of its practitioners might have you believe. A better understanding of how programming languages are built will make you a stronger software engineer and teach you concepts and data structures you'll use the rest of your coding days. You might even have fun. This book teaches you everything you need to know to implement a full-featured, efficient scripting language. You'll learn both high-level concepts around parsing and semantics and gritty details like bytecode

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representation and garbage collection. Your brain will light up with new ideas, and your hands will get dirty and calloused. Starting from main(), you will build a language that features rich syntax, dynamic typing, garbage collection, lexical scope, first-class functions, closures, classes, and inheritance. All packed into a few thousand lines of clean, fast code that you thoroughly understand because you wrote each one yourself.

JavaFX 2.0: Introduction by Example provides a quick start to programming the JavaFX 2.0 platform. JavaFX 2.0 provides a rich set of APIs for use in creating graphically exciting client

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applications written solely in Java. You get a large set of customizable components that can be skinned using CSS techniques that you already know from doing web development. The platform even includes a web rendering engine enabling you to mix HTML content into your applications. Hardware acceleration means that your applications are fast and snappy, taking full advantage of modern graphics processing support at the hardware level. JavaFX 2.0 opens the door to business applications that look good, are fun to use, that take advantage of the medium to present data of all types—text, audio, video, etc.—in ways that

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engage the user and lead to increased productivity. Getting started with JavaFX 2.0 is surprisingly easy. You already have the Java skills. Very likely you know enough of CSS to get by. All that's left is to get a leg up on the API, and that's where JavaFX 2.0: Introduction by Example can help. In this short book, author Carl Dea takes you through a series of engaging, fun-to-work examples that bring you up to speed with the major facets of the platform. Begin with the fundamentals of installing the software and creating a simple interface. Move in progressive steps through the process of developing a working dialog box for an

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*application. Then let the fun begin as you explore images and animations, audio and video, and finally learn to embed JavaFX applications in a web page as well as embedding HTML5 content within an application. At the end of this book you'll have a good grasp of what JavaFX is all about, and you'll be ready to begin your journey towards mastery of the platform. Entirely example-based
Focused on practical applications
Full of working code for you to adapt and extend*

***Introducing JavaFX 8
Programming
Developing Enterprise Applications
in JavaScript***

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*Pragmatic Functional
Programming
Building User Experience and
Interfaces with Java 8
JavaFX 2.0: Introduction by
Example
Practical Oracle JET*

In Pro JavaFX 2: A
Definitive Guide to Rich
Clients with Java
Technology, Jim Weaver,
Weiqi Gao, Stephen Chin,
Dean Iverson, and Johan Vos
show you how you can use the
JavaFX platform to create
rich-client Java
applications. You'll see how
JavaFX provides a powerful
Java-based UI platform
capable of handling large-
scale data-driven business

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applications. Covering the JavaFX API, development tools, and best practices, this book provides code examples that explore the exciting new features provided with JavaFX 2. It contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation. Written in an engaging and friendly style, Pro JavaFX 2 is an essential guide to JavaFX 2.

JavaFX 8: Introduction by Example shows you how to use your existing Java skills to create graphically exciting client applications with the

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JavaFX 8 platform. The book is a new and much improved edition of JavaFX 2.0: Introduction by Example, taking you through a series of engaging, fun-to-work examples that bring you up to speed on the major facets of the platform. It will help you to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. Entirely example-based, JavaFX 8: Introduction by Example begins with the fundamentals of installing the software and creating a simple

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interface. From there, you'll move in progressive steps through the process of developing applications using JavaFX's standard drawing primitives. You'll then explore images, animations, media, and web. This new edition incorporates the changes resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Entirely example-based Filled with fun and practical code

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examples Covers all that's new in Java 8 relating to JavaFX such as Lambda expressions and Streams Covers gesture devices, 3D display, embedded systems, and other advanced topics Java 8 Recipes offers solutions to common programming problems encountered while developing Java-based applications. Fully updated with the newest features and techniques available, Java 8 Recipes provides code examples involving Lambdas, embedded scripting with Nashorn, the new date-time API, stream support, functional interfaces, and much more. Especial emphasis

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is given to features such as lambdas that are newly introduced in Java 8. Content is presented in the popular problem-solution format: Look up the programming problem that you want to solve. Read the solution. Apply the solution directly in your own code. Problem solved! The problem-solution approach sets Java 8 Recipes apart. Java 8 Recipes is focused less on the language itself and more on what you can do with it that is useful. The book respects your time by always focusing on a task that you might want to perform using the language. Solutions come first. Explanations come

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later. You are free to crib from the book and apply the code examples directly to your own projects. Covers the newly-released Java 8, including a brand new chapter on lambdas Focuses especially on up-and-coming technologies such as Project Nashorn and Java FX 2.0 Respects your time by focusing on practical solutions you can implement in your own code

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

Java: A Beginner's Guide,

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Eighth Edition

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

Oracle PL/SQL Programming

**Digitalization and Machine
Learning**

Java 8 Lambdas

Summary Cloud Native

Patterns is your guide to developing strong applications that thrive in the dynamic, distributed, virtual world of the cloud. This book presents a mental model for cloud-native applications, along with the patterns, practices, and tooling that set them apart. Purchase of

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the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Cloud platforms promise the holy grail: near-zero downtime, infinite scalability, short feedback cycles, fault-tolerance, and cost control. But how do you get there? By applying cloudnative designs, developers can build resilient, easily adaptable, web-scale distributed applications

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that handle massive user traffic and data loads. Learn these fundamental patterns and practices, and you'll be ready to thrive in the dynamic, distributed, virtual world of the cloud.

About the Book With 25 years of experience under her belt, Cornelia Davis teaches you the practices and patterns that set cloud-native applications apart. With realistic examples and expert advice for working with apps, data, services, routing, and

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more, she shows you how to design and build software that functions beautifully on modern cloud platforms. As you read, you will start to appreciate that cloud-native computing is more about the how and why rather than the where. What's inside The lifecycle of cloud-native apps Cloud-scale configuration management Zero downtime upgrades, versioned services, and parallel deploys Service discovery and dynamic routing Managing

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interactions between services, including retries and circuit breakers About the Reader Requires basic software design skills and an ability to read Java or a similar language. About the Author Cornelia Davis is Vice President of Technology at Pivotal Software. A teacher at heart, she's spent the last 25 years making good software and great software developers.

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It's not just
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redundancy: Scale-out
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The application
lifecycle: Accounting

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for constant change

Accessing apps:

Services, routing, and
service discovery

Interaction redundancy:

Retries and other

control loops Fronting

services: Circuit

breakers and API

gateways

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the needle in the

haystack Cloud-native

data: Breaking the data

monolith

Intermediate level, for

programmers fairly

familiar with Java, but

new to the functional

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style of programming and lambda expressions. Get ready to program in a whole new way.

Functional Programming in Java will help you quickly get on top of the new, essential Java 8 language features and the functional style that will change and improve your code. This short, targeted book will help you make the paradigm shift from the old imperative way to a less error-prone, more elegant, and concise coding style that's also

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a breeze to parallelize. You'll explore the syntax and semantics of lambda expressions, method and constructor references, and functional interfaces. You'll design and write applications better using the new standards in Java 8 and the JDK. Lambda expressions are lightweight, highly concise anonymous methods backed by functional interfaces in Java 8. You can use them to leap forward into a whole new world of

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programming in Java. With functional programming capabilities, which have been around for decades in other languages, you can now write elegant, concise, less error-prone code using standard Java. This book will guide you through the paradigm change, offer the essential details about the new features, and show you how to transition from your old way of coding to an improved style. In this book you'll see

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popular design patterns, such as decorator, builder, and strategy, come to life to solve common design problems, but with little ceremony and effort. With these new capabilities in hand, Functional Programming in Java will help you pick up techniques to implement designs that were beyond easy reach in earlier versions of Java. You'll see how you can reap the benefits of tail call optimization, memoization, and

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effortless
parallelization
techniques. Java 8 will
change the way you write
applications. If you're
eager to take advantage
of the new features in
the language, this is
the book for you. What
you need: Java 8 with
support for lambda
expressions and the JDK
is required to make use
of the concepts and the
examples in this book.
In this exclusive eBook,
preview excerpts from
brand-new and
forthcoming Oracle Press

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Java JDK 8 books.
Written by leading Java experts, Oracle Press books offer the most definitive, complete, and up-to-date coverage of the latest Java release. Featuring an introduction by bestselling programming author Herb Schildt, this eBook includes chapters from the following Oracle Press books: Java: The Complete Reference, Ninth Edition by Herb Schildt Java: A Beginner's Guide, Sixth

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Edition by Herb Schildt
Mastering Lambdas: Java
Programming in a
Multicore World by
Maurice Naftalin Quick
Start Guide to JavaFX by
J.F. DiMarzio Mastering
JavaFX 8 Controls:
Create Custom JavaFX 8
Controls for Cross-
Platform Applications by
Hendrik Ebbers
JavaFX 10 is used to
create media-rich client
applications. If you are
a Java developer and
want to create graphical
applications and skill
up to become a pro at

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Java GUI programming,
then this is the right
choice for you. You will
be guided through the
different components of
the JavaFX application,
to master and combine
them.

Mastering Java 11

A Short Course on the
Basics

Java SE 8 for the Really
Impatient

Harnessing the Power Of
Java 8 Lambda

Expressions

Cloud Native Patterns

Mastering Dreamweaver MX
Databases

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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,

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*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*

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*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-
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Create flexible,
interoperable web services
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*Appendixes A Using the
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*Get started with JavaFX
Develop and deploy
interactive client
applications in no time
with help from this
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Oracle Press. With a focus
on working in NetBeans
IDE, Quick Start Guide to
JavaFX explains how to use
JavaFX layouts, draw
shapes, use coloring and*

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gradient tools, load images, apply effects and transformations, include animation, and embed media. You'll also get details on using JavaFX events, subclassing existing nodes, creating custom nodes, working with WebView, and styling your applications with CSS. Designed for easy learning, the book features: Key Skills & Concepts -- Chapter-opening lists of specific skills covered in the chapter Ask the Expert -- Q&A sections filled with bonus information and

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*helpful tips Try This --
Hands-on exercises that
show you how to apply your
skills Notes -- Extra
information related to the
topic being covered Tips
-- Helpful reminders or
alternate ways of doing
things Cautions -- Errors
and pitfalls to avoid
Annotated Syntax --
Example code with
commentary that describes
the programming techniques
being illustrated Self-
tests -- Chapter-ending
quizzes to reinforce your
skills
Continuous delivery adds
enormous value to the*

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business and the entire software delivery lifecycle, but adopting this practice means mastering new skills typically outside of a developer's comfort zone. In this practical book, Daniel Bryant and Abraham Marín-Pérez provide guidance to help experienced Java developers master skills such as architectural design, automated quality assurance, and application packaging and deployment on a variety of platforms. Not only will you learn how to create a

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comprehensive build pipeline for continually delivering effective software, but you'll also explore how Java application architecture and deployment platforms have affected the way we rapidly and safely deliver new software to production environments. Get advice for beginning or completing your migration to continuous delivery Design architecture to enable the continuous delivery of Java applications Build application artifacts including fat JARs,

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*virtual machine images,
and operating system
container (Docker) images
Use continuous integration
tooling like Jenkins, PMD,
and find-sec-bugs to
automate code quality
checks Create a
comprehensive build
pipeline and design
software to separate the
deploy and release
processes Explore why
functional and system
quality attribute testing
is vital from development
to delivery Learn how to
effectively build and test
applications locally and
observe your system while*

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it runs in production
Learn JavaFX 8 shows you
how to start developing
rich-client desktop
applications using your
Java skills and provides
comprehensive coverage of
JavaFX 8's features. Each
chapter starts with an
introduction to the topic
at hand, followed by a
step-by-step discussion of
the topic with small
snippets of code. The book
contains numerous figures
aiding readers in
visualizing the GUI that
is built at every step in
the discussion. The book
starts with an

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introduction to JavaFX and its history. It lists the system requirements and the steps to start developing JavaFX applications. It shows you how to create a Hello World application in JavaFX, explaining every line of code in the process. Later in the book, author Kishori Sharan discusses advanced topics such as 2D and 3D graphics, charts, FXML, advanced controls, and printing. Some of the advanced controls such as TableView, TreeTableView and WebView are covered at

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length in separate chapters. This book provides complete and comprehensive coverage of JavaFX 8 features; uses an incremental approach to teach JavaFX, assuming no prior GUI knowledge; includes code snippets, complete programs, and pictures; covers MVC patterns using JavaFX; and covers advanced topics such as FXML, effects, transformations, charts, images, canvas, audio and video, DnD, and more. So, after reading and using this book, you'll come away with a comprehensive

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*introduction to the JavaFX
APIs as found in the new
Java 8 platform.*

*Build advanced and
visually stunning Java
applications*

Java 8 Preview Sampler

Query and Analyze

*Distributed Data Sources
with SQL*

Mastering JavaFX 8

Controls

*Oracle SQL*Plus*

*This book concisely
introduces Java 8's most
valuable new features,
including lambda
expressions (closures)
and streams. If you're*

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an experienced Java programmer, the author's practical insights and sample code will help you quickly take advantage of these and other Java language and platform improvements. Master the Techniques for Creating Data-Driven Websites with Dreamweaver MX Harness the power of Dreamweaver MX to build dynamic, database-driven websites. Mastering Dreamweaver MX Databases equips you with all the coding and database

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skills you need. You'll find focused coverage of key Dreamweaver MX features, plus highly practical instruction relating to the most important scripting languages and databases supported by Dreamweaver MX. Topics include:

Creating ASP, JSP, ColdFusion, ASP.NET, and PHP pages

Connecting to SQL Server, MySQL, Oracle, Access, and other ODBC databases

Capturing, storing, retrieving, and updating data

Choosing the

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*language and database
combination that's right
for your purpose
Mastering the
Dreamweaver MX data
view, insert, and update
features Creating
recordsets and queries
in Dreamweaver MX-
supported languages and
databases Securing your
site and database using
Dreamweaver MX features
and best practices
Designing pages using
live data from your
database with
Dreamweaver's Live Data
view Saving time using*

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master/detail forms and templates Creating search pages for your database Using the extensions available to Dreamweaver MX to aid database development Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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

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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,

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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

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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

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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

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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>

One of Java's most striking claims is that it provides a secure programming environment. Yet despite endless discussion, few people understand precisely what Java's claims mean and how it backs up

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those claims. If you're a developer, network administrator or anyone else who must understand or work with Java's security mechanisms, Java Security is the in-depth exploration you need. Java Security, 2nd Edition, focuses on the basic platform features of Java that provide security--the class loader, the bytecode verifier, and the security manager--and recent additions to Java that enhance this security model: digital

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signatures, security providers, and the access controller. The book covers the security model of Java 2, Version 1.3, which is significantly different from that of Java 1.1. It has extensive coverage of the two new important security APIs: JAAS (Java Authentication and Authorization Service) and JSSE (Java Secure Sockets Extension). Java Security, 2nd Edition, will give you a clear understanding of the

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architecture of Java's security model and how to use that model in both programming and administration. The book is intended primarily for programmers who want to write secure Java applications. However, it is also an excellent resource for system and network administrators who are interested in Java security, particularly those who are interested in assessing the risk of using Java and need to understand how the

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security model works in order to assess whether or not Java meets their security needs.

The Digital Journey of Banking and Insurance, Volume II

Develop modular and secure Java applications using concurrency and advanced JDK libraries, 2nd Edition

The J2EE Tutorial

Windows Me Annoyances

Learning Java

Mastering Java through Biology

The only comprehensive set of guidelines for secure Java

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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

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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

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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.')

Mastering JavaFX 8 Controls McGraw Hill Professional

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,

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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

Get up to speed with Apache Drill, an extensible distributed SQL query engine that reads massive datasets in

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many popular file formats such as Parquet, JSON, and CSV. Drill reads data in HDFS or in cloud-native storage such as S3 and works with Hive metastores along with distributed databases such as HBase, MongoDB, and relational databases. Drill works everywhere: on your laptop or in your largest cluster. In this practical book, Drill committers Charles Givre and Paul Rogers show analysts and data scientists how to query and analyze raw data using this powerful tool. Data scientists today spend about 80% of their time just gathering and cleaning data. With this book, you'll learn how Drill helps you analyze data more effectively to drive down time to insight. Use Drill to clean, prepare, and summarize delimited data for further analysis Query file types including logfiles, Parquet, JSON, and other

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**complex formats Query Hadoop,
relational databases, MongoDB, and
Kafka with standard SQL Connect to
Drill programmatically using a variety
of languages Use Drill even with
challenging or ambiguous file formats
Perform sophisticated analysis by
extending Drill's functionality with user-
defined functions Facilitate data
analysis for network security, image
metadata, and machine learning
Continuous Delivery in Java
JavaFX 8: Introduction by Example
Crafting Interpreters
The Java Tutorial
A Bioinformatics Project Book
Essential Tools and Best Practices for
Deploying Code to Production
*Create media-rich client
applications using JavaFX 9 and the
Java 9 platform. Learn to create***

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GUI-based applications for mobile devices, desktop PCs, and even the web. Incorporate media such as audio and video into your applications. Interface with hardware devices such as Arduino and Leap Motion. Respond to gesture control through devices such as the Leap Motion Controller. Take advantage of the new HTTP2 API to make RESTful web requests and WebSockets calls. New to this edition are examples of creating stylized text and loading custom fonts, guidance for working with Scene Builder to create visual layouts, and new content on developing iOS and Android applications using Gluon mobile.

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The book also covers advanced topics such as custom controls, JavaFX 3D, gesture devices, printing, and animation. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Is your goal to develop visually exciting applications in the Java language? Then this is the book you want at your side. JavaFX 9 by Example is chock-full of engaging, fun-to-work examples that bring you up to speed on the major facets of JavaFX 9. You'll learn to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to

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*increased productivity. The book:
Has been updated with new content
on modular development, new APIs,
and an example using the Scene
Builder tool Is filled with fun and
practical code examples that you
can modify and drop into your own
projects Includes an example using
Arduino and an accelerometer
sensor to track motion in 3D Helps
you create JavaFX applications for
iOS and Android devices What
You'll Learn Work with touch-based
interfaces Interpret gesture-based
events Use shapes, color, text, and
UI controls to create a simple click
and point game Add audio and video
to your projects Utilize JavaFX 3D
Create custom controls using CSS,*

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SVG, and Canvas APIs Organize code into modules using Java Platform Module System (Project Jigsaw) Who This Book Is For Java developers developing visual and media-rich applications to run on PCs, phones, tablets, Arduino controllers, and more. This includes developers tasked with creating visualizations of data from statistical analysis and from sensor networks. Any developer wanting to develop a polished user-interface in Java will find much to like in this book.

JavaFX is a software platform to create and deliver rich Internet applications (RIAs) that can run across a wide variety of devices.

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JavaFX Essentials will help you to design and build high performance JavaFX 8-based applications that run on a variety of devices. Starting with the basics of the framework, it will take you all the way through creating your first working application to discovering the core and main JavaFX 8 features, then controlling and monitoring your outside world. The examples provided illustrate different JavaFX and Java SE 8 features. This guide is an invaluable tutorial if you are planning to develop and create JavaFX 8 applications to run on a variety of devices and platforms. Up-to-date coverage of every topic on the Java 8 SE Programmer I

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exam Prepare for the OCA Java SE 8 Programmer I exam using this effective self-study system from Oracle Press. Written by developers of the original Sun Certified Java Programmer exam, OCA Java SE 8 Programmer I Exam Guide (Exam 1Z0-808) includes two complete, accurate practice exams. In all, you will get more than 200 practice questions that mirror those on the actual test in content, tone, and format. Beyond fully preparing you for the challenging exam, the book also serves as an ideal on-the-job reference. Clearly explains every topic on Exam 1Z0-808, including:

- Declarations*
- Access control*
- Object orientation*
- Assignments*

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*This book, the second one of three
volumes, gives practical examples
by a number of use cases showing
how to take first steps in the digital
journey of banks and insurance
companies. The angle shifts over the
volumes from a business-driven
approach in “Disruption and DNA”
to a strong technical focus in “Data
Storage, Processing and Analysis”,
leaving “Digitalization and Machine
Learning Applications” with the
business and technical aspects in-*

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between. This second volume mainly emphasizes use cases as well as the methods and technologies applied to drive digital transformation (such as processes, leveraging computational power and machine learning models).

Learn JavaFX 8

The Definitive Guide

Designing change-tolerant software

*OCA Java SE 8 Programmer I Exam
Guide (Exams 1Z0-808)*

A Beginner's Guide

Java Security

**Develop cross-platform,
feature-rich JavaFX GUI
applications with expert
instruction from Java
guru Herb Schildt**

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***Introducing JavaFX 8
Programming provides a
fast-paced introduction
to JavaFX, Java's next-
generation GUI
programming tool In this
easy-to-read guide from
Oracle Press, Java guru
Herb Schildt presents
the key topics and
concepts that all Java
developers will need to
begin developing modern,
dynamic JavaFX GUI
applications. Of course,
it's written in the
cohesive, yet concise
format that has made
Schildt an international***

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best-selling programming author. Designed expressly for Java programmers, the book's focus is on the new JavaFX API. As a result, all examples are written entirely in Java. The book begins with the fundamentals, including the general form of a JavaFX program. Readers then advance to event handling, controls, images, fonts, layers, effects, transforms, animations (including 3D animations), menus, and more. Numerous

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complete examples are included that put key topics and techniques into action. Presents a cohesive, fast-paced overview of key facets of JavaFX 8 programming Sample code used in the text is available for download from the McGraw-Hill/Oracle Press Web site Written in Herb Schildt's clear, crisp, uncompromising style that has made him the choice of millions worldwide Full coverage of functional programming

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Guide, Exam 1Z0-808 is a
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the Oracle Certified
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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***

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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

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*real-world scenarios.
Work confidently with
operators, conditionals,
and loops Understand
object-oriented design
principles and patterns
Master functional
programming fundamentals
If you're new to Java—or
new to programming—this
best-selling book will
guide you through the
language features and
APIs of Java 11. With
fun, compelling, and
realistic examples,
authors Marc Loy,
Patrick Niemeyer, and
Daniel Leuck introduce*

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***you to Java
fundamentals—including
its class libraries,
programming techniques,
and idioms—with an eye
toward building real
applications. You'll
learn powerful new ways
to manage resources and
exceptions in your
applications—along with
core language features
included in recent Java
versions. Develop with
Java, using the
compiler, interpreter,
and other tools Explore
Java's built-in thread
facilities and***

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Learn text processing
and the powerful regular
expressions API Write
advanced networked or
web-based applications
and services
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Quick Start Guide to
JavaFX***