

Acces PDF A Programmer's Guide To Java SE 8
Oracle Certified Associate (OCA): A
Comprehensive Primer

*A Programmer's Guide To
Java SE 8 Oracle Certified
Associate (OCA): A
Comprehensive Primer*

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

Summary This book is a comprehensive guide to the 1Z0-803 exam. You'll explore a wide range of important Java topics as you systematically learn how to pass the certification exam. Each chapter starts with a list of the exam objectives covered in that chapter. You'll find sample questions and exercises designed to reinforce key concepts and to prepare you for what you'll see in the real exam, along with numerous tips, notes, and visual aids throughout the book.

About This Book To earn the OCA Java SE 7 Programmer Certification, you need to know your Java inside and out, and to pass the exam it's good to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA

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Java SE 7 Programmer I Certification Guide is a comprehensive guide to the 1Z0-803 exam. You'll explore important Java topics as you systematically learn what is required. Each chapter starts with a list of exam objectives, followed by sample questions and exercises designed to reinforce key concepts. It provides multiple ways to digest important techniques and concepts, including analogies, diagrams, flowcharts, and lots of well-commented code. Written for developers with a working knowledge of Java who want to earn the OCA Java SE 7 Programmer I Certification. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Covers all exam topics Hands-on coding exercises How to avoid built-in traps and pitfalls About the Author Mala Gupta has been training programmers to pass Java certification exams since 2006. She holds OCA Java SE7 Programmer I, SCWCD, and SCJP certifications.

Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation String, StringBuilder, Arrays, and ArrayList Flow control Working with inheritance Exception handling Full mock exam

Master the Android mobile development platform
Build compelling Java-based mobile applications using the Android SDK and the Eclipse open-

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source software development platform. Android: A Programmer's Guide shows you, step-by-step, how to download and set up all of the necessary tools, build and tune dynamic Android programs, and debug your results. Discover how to provide web and chat functions, interact with the phone dialer and GPS devices, and access the latest Google services. You'll also learn how to create custom Content Providers and database-enable your applications using SQLite. Install and configure Java, Eclipse, and Android plugin Create Android projects from the Eclipse UI or command line Integrate web content, images, galleries, and sounds Deploy menus, progress bars, and auto-complete functions Trigger actions using Android Intents, Filters, and Receivers Implement GPS, Google Maps, Google Earth, and GTalk Build interactive SQLite databases, calendars, and notepads Test applications using the Android Emulator and Debug Bridge

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook

version.www.ii.uib.no/~khalid/pgjc3e/he Java Platform SE 6 (CX-310-065) Exam. It is written for any experienced programmer (with or without previous knowledge of Java) interested in mastering the Java programming language and

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passing the SCJP 1.6 Exam. A Programmer's Guide to Java™ SCJP Certification, Third Edition, provides detailed coverage of all exam topics and objectives, readily runnable code examples, programming exercises, extensive review questions, and a.

Programmer'S Guide To Java Scjp Certification,
A.

Android

A Short Course on the Basics

The Visual BASIC Programmer's Guide to Java
for Windows 95 & Windows NT

J2EE FrontEnd Technologies

Exam 1Z0-808

Unique among Java tutorials, A

**Programmer's Guide to Java® SE 8 Oracle
Certified Associate (OCA): A**

**Comprehensive Primer combines an
integrated, expert introduction to Java
SE 8 with comprehensive coverage of
Oracle's new Java SE 8 OCA exam
1Z0-808. Based on Mughal and
Rasmussen's highly regarded guide to
the original SCJP Certification, this
streamlined volume has been thoroughly
revised to reflect major changes in the
new Java SE 8 OCA exam. It features an
increased focus on analyzing code
scenarios and not just individual**

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language constructs, and each exam objective is thoroughly addressed, reflecting the latest Java SE 8 features, API classes, and best practices for effective programming. Other features include Summaries that clearly state what topics to read for each objective of the Java SE 8 OCA exam Dozens of exam-relevant review questions with annotated answers Programming exercises and solutions to put theory into practice A mock exam with realistic questions to find out if you are ready to take the official exam An introduction to essential concepts in object-oriented programming (OOP) and functional-style programming In-depth coverage of declarations, access control, operators, flow control, OOP techniques, lambda expressions, key API classes, and more Program output demonstrating expected results from complete Java programs Advice on avoiding common pitfalls in writing Java code and on taking the certification exam Extensive use of UML (Unified Modeling Language) for illustration purposes Unique among Java books, A Programmer's

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Guide to Java SE 7 Certification, A Comprehensive Primer, Fourth Edition, combines an integrated, expert guide to Java SE 7 with comprehensive review for Oracle's newest Java certification exams. Khalid A. Mughal and Rolf W. Rasmussen have thoroughly revised this tutorial/reference/prep guide to reflect major changes in all 3 Java certification exams (OCA/OCP/Upgrade), including their increased focus on analyzing code scenarios, not just individual language constructs. Mughal and Rasmussen thoroughly address each exam objective, reflecting the latest Java SE 7 features, API classes, and best practices for effective development. Features include: Expert coverage of declarations, access control, operators, flow control, File I/O, concurrency, generics, collections, localization, key APIs, and more Summaries that clearly state and differentiate each objective of the OCA/OCP/Upgrade exams, clearly indicating what topics to read for each exam Dozens of exam-relevant review questions with annotated answers

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Programming exercises and solutions to put theory into practice Program output demonstrating expected results from running each example program Extensive use of UML (Unified Modeling Language) for illustration purposes An introduction to object-oriented programming essentials and design patterns Advice on avoiding common pitfalls in writing Java code and taking the certification exams Practice Mock Exam to find out if you are ready to take the real exams

There are few titles that cover Java as thoroughly as this one does. Peter Norton's name is internationally synonymous with PC expertise, and in this book he provides the intermediate to advanced user with a concise and valuable treatment of Java.

The Java Native Interface (JNI) enables the integration of code written in the Java programming language with code written in other languages such as C and C++. It allows programmers to take full advantage of the Java platform without having to abandon their investment in legacy code. This book is the definitive resource and a

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comprehensive guide to working with the
JNI. Entirely up-to-date, the book
offers a tutorial, a detailed
description of JNI features and
programming techniques, JNI design
justifications, and the official
specification for all JNI types and
functions. You will find coverage of
important topics such as: Writing
native methods Passing data types
between the Java language and native
programming languages Embedding a Java
virtual machine implementation in
native applications Leveraging legacy
native libraries Improving the
efficiency and reliability of your code
An entire chapter is devoted to
avoiding common traps and pitfalls. The
book uses numerous examples to
illustrate programming techniques that
have proven to be effective.

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OCA: Oracle Certified Associate Java SE
8 Programmer I Study Guide

A programmer's guide to designing
compilers, interpreters, and DSLs for
solving modern computing problems

A Programmer's Guide to Java SCJP
Certification

**A Programmer's Guide to OCP Java SE 7
Certification**

**Architecture and Programmer's Guide
A Brain-Friendly Guide**

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.

Summary Programmer's Guide to Apache Thrift provides comprehensive coverage of the Apache Thrift framework along with a developer's-eye view of modern distributed application architecture. Foreword by Jens Geyer. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Thrift-based distributed software systems are built out of communicating components that use different languages, protocols, and message types. Sitting between them is Thrift, which handles data serialization, transport, and service implementation. Thrift supports many client and server environments and a host of languages ranging from PHP to JavaScript, and from C++ to Go. About the Book Programmer's Guide to Apache Thrift provides comprehensive coverage of distributed application communication using the Thrift framework. Packed with code examples and

useful insight, this book presents best practices for multi-language distributed development. You'll take a guided tour through transports, protocols, IDL, and servers as you explore programs in C++, Java, and Python. You'll also learn how to work with platforms ranging from browser-based clients to enterprise servers. What's inside Complete coverage of Thrift's IDL Building and serializing complex user-defined types Plug-in protocols, transports, and data compression Creating cross-language services with RPC and messaging systems About the Reader Readers should be comfortable with a language like Python, Java, or C++ and the basics of service-oriented or microservice architectures. About the Author Randy Abernethy is an Apache Thrift Project Management Committee member and a partner at RX-M. Table of Contents PART 1 - APACHE THRIFT OVERVIEW Introduction to Apache Thrift Apache Thrift architecture Building, testing, and debugging PART 2 - PROGRAMMING APACHE THRIFT Moving bytes with transports Serializing data with protocols Apache Thrift IDL User-defined types Implementing services Handling exceptions Servers PART 3 - APACHE THRIFT LANGUAGES Building clients and servers with C++ Building clients and servers with Java Building C# clients and servers with .NET Core and Windows Building Node.js clients and servers Apache Thrift and JavaScript Scripting Apache Thrift Thrift in the enterprise Learning a complex new language is no easy task especially when it s an object-oriented computer

programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new. second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and

implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Intended for Java Card applet developers, platform implementers, and technical managers seeking an overall understanding of Java Card technology, this guide provides an introduction to the development of applications with Java Card technology based on Java Card version 2.1. Includes an introduction to the platform, an overview and discussion of the technology, a programming guide, and tips. Annotation copyrighted by Book News, Inc., Portland, OR

The Pragmatic Programmers' Guide

Effective Java

C# For Java Programmers

Programmer's Guide to Apache Thrift

Programmer's Guide and Specification

Use your understanding of Visual Basic as a foundation for

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learning Java and object-oriented programming. This unique guide not only relates Java features to what you already know it also highlights the areas in which Java excels over Visual Basic, to build your understanding of its appropriate use. Covers: -- Java for the C-challenged -- an overview of Java: an introduction to object-oriented programming; an explanation of Java language syntax; installing and using Java. -- Basic object-oriented programming in Java employing classes and inheritance for efficiency; adding visual controls such as buttons, drop-down lists, menus, and scrollbars; using layout managers to place components in windows; writing a program with two windows; using threads in Java. -- Class consciousness and other timesaving topics using classes and binary files in Java; building your own custom controls; using and creating packages; designing efficient menus and dialogs; inputting data with the keyboard and mouse. -- Developing for the Web -- building and launching HTML pages; incorporating applets into Web pages; using forms and CGI Scripts in Java; creating instant applets with JavaScript; working with sockets and client server applications; building Java clients and servers across the Internet.

Use your understanding of Visual Basic as a foundation for learning Java and object-oriented programming. This unique guide not only relates Java features to what you already know - it also highlights the areas in which Java excels over Visual Basic, to build your understanding of its appropriate use.

Th> A Programmer's Guide to Java™ SCJP Certification, Third Edition, provides detailed coverage of all exam topics and objectives, readily runnable code examples, programming exercises, extensive review questions, and a new mock exam. In addition, as a comprehensive primer to the Java programming language, this book is an invaluable

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reference tool. This new edition has been thoroughly updated to focus on the latest version of the exam (CX-310-065). In particular, it contains in-depth explanations of the language features. Their usage is illustrated by way of code scenarios, as required by the exam. The companion Web site (www.ii.uib.no/~khalid/pgjc3e/) contains a version of the SCJP 1.6 Exam Simulator developed by the authors. The site also contains the complete source code for all the book's examples, as well as solutions to the programming exercises. What you will find in this book: Extensive coverage of all the objectives defined for the Sun Certified Programmer for the Java Platform, Standard Edition 6 (CX-310-065) Exam An easy-to-follow structure with chapters organized according to the exam objectives, as laid out by Sun Microsystems Summaries that clearly state and differentiate the exam objectives and the supplementary objectives to be covered in each chapter A list of Sun's objectives for the SCJP 1.6 Exam and a guide to taking the exam A complete mock exam with new questions (not repeats of review questions) Numerous exam-relevant review questions to test your understanding of each major topic, with annotated answers Programming exercises and solutions at the end of each chapter Copious code examples illustrating concepts, where the code has been compiled and thoroughly tested on multiple platforms Program output demonstrating expected results from running the examples Extensive use of UML (Unified Modeling Language) for illustration purposes An introduction to basic terminology and concepts in object-oriented programming Advice on how to avoid common pitfalls in mastering the language and taking the exam Platform- and tool-independent coverage Information about the SCJP 1.6 Upgrade (CX-310-066) Exam

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Intelligent Agents with Java(TM) A Programmer's Guide to Smarter Applications Add Artificial Intelligence to your Java applications * Learn to design and implement agent-based reasoning, modeling, and learning * Build your own personal assistants, Web agents, e-commerce agents, and multiagent systems. Learn how to create intelligent agents that can automate, mediate, and administer basic business functions. Java makes it easier than ever for programmers to build complex agents that reason and learn. In this book, enterprise programming experts Joe and Jennifer Bigus show you how to take advantage of Java's advanced features to differentiate your applications and build the smartest high-powered applications possible. The authors explain the principles of AI program design using Java's object-oriented features and present the essential AI algorithms used to develop agents that reason, model, and learn to adapt to the world around them. They then show how to apply these algorithms and techniques in practical "real-world" distributed computing applications. They develop an intelligent agent architecture and use it to construct several agent-enhanced programs, including a PC management agent, an adaptive Internet news reader that filters articles based on user preferences, and an electronic marketplace application where agents do the buying and selling. The enclosed CD-ROM gives you: * Complete source code for Java implementations of AI search algorithms, rule-based inferencing, and neural network learning * Java source code for three practical intelligent agent applications * The IBM Agent Building Environment (ABE) Developer's Toolkit

Guide to Java

A Programmer's Guide to Java SE 8 Oracle Certified Associate (OCA)

A Comprehensive Primer

Programmer's Guide to Java SCJP Certification: A
Comprehensive Primer, Third Edition

OCA Java SE 7 Programmer I Certification Guide
Build Your Own Programming Language

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Comprehensive PrimerAddison-Wesley
Professional**

1 -- Introduction to JDBC -- 2 --

Presenting Information to Users -- 3 --

**Querying the Database -- 4 -- Updating
the Database -- 5 -- Advanced JDBC**

Topics -- 6 -- An eCommerce Example -- 7

**-- How to Stay Current with JDBC -- 8 --
Appendix.**

**To understand Jini, imagine that you
could move to a new office across the
world, or check into any hotel and could
simply plug your notebook or Palm
directly into the local network. Your
device would immediately be recognized,
and you would have access to the
services at that location—transparently.
Jini is Sun's Java-based technology, with
potential to make transparent,
"universal plug and play" a reality. This
book is an expanded, updated version of
the most popular online tutorial for Jini.
Author Jan Newmarch includes**

comprehensive Jini advancements announced at Java One in June 2000. And he includes other important topics, like how Enterprise Java Beans blend in with the Jini framework and how CORBA fits in as well.

A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate) SE6 (Exam CX-310-065)

OCA Java SE 8 Programmer I Certification Guide

Java 8 Pocket Guide

Practical Guide for Programmers

The Java Programmer's Guide to Numerical Computing

The Java Native Interface

This is the definitive preparation guide for every software developer who wants to earn Oracle's challenging Java SE 8 Oracle Certified Professional (OCP) certification. Derived from Khalid A. Mughal's highly regarded guide to the original SCJP Certification, A Programmers Guide to

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Java SE 8 Oracle Certified Professional (OCP) brings together detailed coverage of all exam topics and objectives, exceptionally well-crafted code examples and exercises, realistic review questions, and a complete mock exam. Reflecting the increased rigor of the latest OCP exams, this guide strengthens its focus on analyzing code scenarios, not just individual language constructs. It fully reflects the latest Java SE 8 features, API classes, and best practices for effective programming. The only integrated guide to both Java programming and OCP certification, it goes far beyond the test, providing the deep understanding of modern Java development. Key features include: Summaries describing which topics to read for each exam objective Dozens of exam-relevant review questions with annotated answers Programming exercises and solutions carefully designed to help you put theory into practice and deepen your mastery A mock exam with realistic questions to find out if you're ready for the official exam Program output demonstrating expected results from

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complete Java programs
Advice on avoiding common Java coding pitfalls
Expert tips for succeeding on your OCP exam

A comprehensive tutorial and exam guide for the Sun Certified Programmer for the Java 2 Platform, Standard Edition 5.0/6.0 (CX-310-055) exam * * Extensive coverage of all the objectives defined for the latest version of the exam

*Contains detailed coverage of all exam topics and objectives * Includes helpful code examples, exercises, review questions, and several full

practice exams
Programmer's Guide to Java Certification, A: A Comprehensive Primer, Third Edition is an all-new edition that has been thoroughly

updated to focus on the latest version of the exam SCPJ exam CX-310-055 from Sun. In particular, it contains more in-depth explanations of the syntax and usage of core language features that are now emphasized on the exam. The SCPJ exam is the one exam that professionals can take to validate their skills. This Sun sponsored certification provides the IT industry with the standard to use for hiring

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Java programmers and allows experienced professionals to turn their Java skills into credentials that are important for career advancement. This book provides an extensive coverage of the Java programming language and its core Application Programming Interfaces (APIs), with particular emphasis on its syntax and usage. It is also a one-source guide for the SCPJ exam: it provides a mixture of theory and practice for the exam. Use the book to learn Java, pass the exam, and afterwards use it as a handy language guide.

Full coverage of functional programming and all OCA Java Programmer exam objectives OCA, Oracle Certified Associate Java SE 8 Programmer I Study Guide, Exam 1Z0-808 is a comprehensive study guide for those taking the Oracle Certified Associate Java SE 8 Programmer I exam (1Z0-808). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to confidently take the exam. The release of Java 8 brought the language's biggest changes to date, and for the

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first time, candidates are required to learn functional programming to pass the exam. This study guide has you covered, with thorough functional programming explanation and information on all key topic areas Java programmers need to know. You'll cover Java inside and out, and learn how to apply it efficiently and effectively to create solutions applicable to real-world scenarios. Work confidently with operators, conditionals, and loops Understand object-oriented design principles and patterns Master functional programming fundamentals Covers basic terminology and concepts of object oriented programming. Contains programming exercises and illustrations.

Peter Norton's Guide to Java
Programming
Java

A Programmer's Guide to Java
Certification

Teach Yourself Java for Macintosh in 21
Days

A Programmer's Guide to Jini Technology
The Visual Basic Programmer's Guide to
Java

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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 feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, “Preparing for Java Programming Language Certification,” lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date.

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Sun's foundation-level Sun Certified Java Programmer (SCJP) for Standard Edition 6 is a must-have for any Java programmer, and is a prerequisite for Sun's specialty certifications. This resource is essential preparation for the SCJP and focuses heavily on the skill set that Sun expects its SCJPs to have, with numerous examples, exercises, and real-world scenarios to give readers the tools needed to use what they learn. The material covers declarations, initialization, and scoping; flow control; API contents; concurrency; object-oriented concepts; collections/generics; and fundamentals. The interactive CD-ROM features chapter review questions, two bonus exams, a series of flashcards that can be used on PCs or handheld devices, and an e-book. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly

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find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

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

Java Number Cruncher

Programming Ruby

Programmer's Guide to Kotlin

A Programmer's Guide to Servlets, JavaServer Pages, and Enterprise JavaBeans

A Programmer'S Guide To Java Scjp Certification: A Comprehensive Primer, 3/E

JDBC

Written by the creator of the Unicon programming language, this book will show you how to implement programming languages to reduce the time and cost of creating applications for new or specialized areas of

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computing Key Features Reduce development time and solve pain points in your application domain by building a custom programming language Learn how to create parsers, code generators, file readers, analyzers, and interpreters Create an alternative to frameworks and libraries to solve domain-specific problems Book Description The need for different types of computer languages is growing rapidly and developers prefer creating domain-specific languages for solving specific application domain problems. Building your own programming language has its advantages. It can be your antidote to the ever-increasing size and complexity of software. However, creating a custom language isn't easy. In this book, you'll be able to put the knowledge you gain to work in language design and implementation. You'll implement the frontend of a compiler for your language, including a lexical analyzer and parser. The book covers a series of traversals of syntax trees, culminating with code generation for a bytecode virtual machine. Moving ahead, you'll learn how domain-specific language (DSL) features are often best represented by operators and functions that are built into the language, rather than library functions. The book concludes by showing you how to implement garbage collection, including reference counting and mark-and-sweep garbage collection. Throughout the book, Dr. Jeffery weaves in his experience of building the Unicon programming language to give better context to the concepts, while providing relevant examples in Unicon and Java. By the end of this book, you'll be able to build and deploy your own domain-specific languages,

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capable of compiling and running programs. What you will learn

- Perform requirements analysis for the new language and design language syntax and semantics
- Write lexical and context-free grammar rules for common expressions and control structures
- Develop a scanner that reads source code and generate a parser that checks syntax
- Build key data structures in a compiler and use your compiler to build a syntax-coloring code editor
- Implement a bytecode interpreter and run bytecode generated by your compiler
- Write tree traversals that insert information into the syntax tree
- Implement garbage collection in your language

Who this book is for This book is for software developers interested in the idea of inventing their own language or developing a domain-specific language. Computer science students taking compiler construction courses will also find this book highly useful as a practical guide to language implementation to supplement more theoretical textbooks. Intermediate-level knowledge and experience working with a high-level language such as Java or the C++ language are expected to help you get the most out of this book.

Servlets and JSP (Java Server Pages) are the main way that Java is used in the Web today. These are Java programs that run on a Web server that allow HTML content to be dynamically generated (often by querying a database) and then sent via the web to a "client" machine that made the request in the first place. Jorelid's book concentrates on teaching the program architect and designer how to fit the various pieces together, spending as little time as possible on the mechanics of coding. As

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the tech reviewer puts it, "Jorelid's perspective is unique and not voiced in any of the popular Servlet books (such as the ones by Jason Hunter, Marty Hall, Calloway, etc). The code examples in the touring the package sections nicely explain how to use the important methods in the Servlet API. I have yet to see any existing books get into these useful details."

If you're an experienced programmer, you already have a rock-solid foundation for learning Java. All you need is a resource that takes your experience into account and explains Java's key principles and techniques in an intelligent, efficient way. *Java: Practical Guide for Programmers* is precisely that resource. Here, you won't have to wade through hundreds of pages of overly simplistic material to learn the basics of Java programming. Instead, you get highly focused instruction in the core elements of Java 1.4, accompanied by carefully chosen examples and line-by-line analyses that are right to the point. You'll be astonished at how soon you can begin productive coding in Java, and how quickly your skills will progress. Written expressly for people who already know a procedural or object-oriented programming language. Takes a concise approach designed to make the most of the experience you already have. Covers the core elements of Java 1.4, including language syntax, OO features, collections, exception handling, input/output, threads, event handling, and Swing components. Filled with incisive coding examples and line-by-line analyses.

Are you looking for a deeper understanding of the Java programming language so that you can write code that is

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clearer, more correct, more robust, and more reusable? Look no further! *Effective Java*, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: `java.lang`, `java.util`, and, to a lesser extent, `java.util.concurrent` and `java.io` Simply put, *Effective Java*, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Head First Java
Your Professional Toolkit for Object-Oriented

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Programming

Your Professional Toolkit for Object-oriented Programming

Constructing Intelligent Agents with Java

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Java Card Technology for Smart Cards

Java Programmers, Prepare for Microsoft's .NET initiative while enhancing your repertoire and marketability with C# for Java Programmers! C# for Java Programmers will prepare readers for the .NET framework by building on what they already know about object-oriented languages and give them the means to maintain their flexibility and effectiveness in an uncertain marketplace. This book will compare and contrast the advantages and disadvantages of both Java and C# to allow programmers to make their own decisions regarding what each language is best used for. Whatever your feelings are about Microsoft and its .NET initiative, there can be no denying that C# is here to stay. The C# language, a close cousin to Java, is a new object-oriented programming language (OOPL) designed to work within the .NET framework. It improves upon many of the vague or ill-defined areas of C++ that frequently lead programmers into trouble. C# is a strongly-typed, object-

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oriented language designed to give the optimum blend of simplicity, expressiveness, and performance. Written specifically for Java programmers. C# for Java Programmers is not an introductory guide to C#, but builds on what Java programmers already know about object-oriented languages to give them an efficient means for making in-roads to the .NET framework. Compare and Contrast. This book will compare and contrast many of the advantages and drawbacks of Java and C# to allow programmers to make informed, intelligent decisions based on the unique uses of each language.

This book presents a focused and accessible primer on the fundamentals of Java programming, with extensive use of examples and hands-on exercises. Topics and features: provides an introduction to variables, input/output and arithmetic operations; describes objects and contour diagrams, explains selection structures, and demonstrates how iteration structures work; discusses object-oriented concepts such as overloading and classes methods, and introduces string variables and processing; illustrates arrays and array processing and examines recursion; explores inheritance and polymorphism and investigates elementary files; presents a

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primer on graphical input/output, discusses elementary exception processing, and presents the basics of Javadoc; includes exercises at the end of each chapter, with selected answers in an appendix and a glossary of key terms; provides additional supplementary information at an associated website. Kotlin is attracting attention as "a better Java" especially since Google backed it as a language for Android development. In this book Mike James introduces Kotlin to programmers. You don't have to be an expert programmer in Java or any other language, but you need to know the basics of programming and using objects. While Kotlin is similar to Java, and you can pick up much of the language as you go along, a deeper understanding will enable you to create better and more robust programs. As with all languages there are some subtle areas where an understanding of how things work makes all the difference.

Summary OCA Java SE 8 Programmer I Certification Guide prepares you for the 1Z0-808 with complete coverage of the exam. You'll explore important Java topics as you systematically learn what's required to successfully pass the test. Purchase of the print book includes a free

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eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book To earn the OCA Java SE 8 Programmer I Certification, you have to know your Java inside and out, and to pass the exam you need to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 8 Programmer I Certification Guide prepares Java developers for the 1Z0-808 with thorough coverage of Java topics typically found on the exam. Each chapter starts with a list of exam objectives mapped to section numbers, followed by sample questions and exercises that reinforce key concepts. You'll learn techniques and concepts in multiple ways, including memorable analogies, diagrams, flowcharts, and lots of well-commented code. You'll also get the scoop on common exam mistakes and ways to avoid traps and pitfalls. What's Inside Covers all exam topics Hands-on coding exercises Flowcharts, UML diagrams, and other visual aids How to avoid built-in traps and pitfalls Complete coverage of the OCA Java SE 8 Programmer I exam (1Z0-808) About the Reader Written for developers with a working knowledge of Java who want to earn the OCA Java SE 8

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Programmer I Certification. About the Author Mala Gupta is a Java coach and trainer who holds multiple Java certifications. Since 2006 she has been actively supporting Java certification as a path to career advancement. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation Selected classes from the Java API and arrays Flow control Working with inheritance Exception handling Full mock exam

Prepare for the 1Z0-803 exam

A Programmer's Guide to Java SE 8 Oracle Certified Professional (OCP)

A Concise Introduction to Programming

The Java Tutorial

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