

Online Library Beginning Java Programming: The Object Oriented Approach

Beginning Java Programming: The Object Oriented Approach

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).

While other books only touch on the subject, this book is designed to provide in-depth guidance so that the reader can become a java master. There are lots of examples as this book guides the reader from a beginner to advanced level. The reader will learn:

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Chapter 1: Java Basics Chapter 2: Java Data Structures and Algorithms Chapter 3: Java Web Development Chapter 4: Java GUI Programming Chapter 5: Object-Oriented Programming Chapter 6: Java Interview Questions

Learn Java with examples in BlueJ, gets you started programming in Java right away. Learning a complex new language is not an easy task especially when it's an object-oriented programming language like Java. This practical beginner's guide enables you to: Gain a solid understanding of Java. Understand difference between Procedure Oriented Programming (POP) and Object Oriented Programming (OOP). Teach you fundamental concepts of Object Oriented Programming,

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Objects and Classes. Each program shown with its associated output. Explanation of difficult lines of code. All programs compiled and executed in the BlueJ Development Environment. Extensive examples provided in each chapter. Empower you to develop logical and analytical thinking using object-oriented approach in Java. A hands-on and exercise-rich book in Java programming for beginners. Start brewing up great programs with Java! Knowledge of other programming languages is not required. Book designed to teach Java in readable style with small and direct programs making even arcane concepts clear. Learn the basics of Java 9, including basic programming concepts and the object-oriented fundamentals

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necessary at all levels of Java development. Author Kishori Sharan walks you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. Beginning Java 9 Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the topics faster. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding of Java's object-oriented model. The final collection of topics takes what you've

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learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions, process strings and dates, format data, and work with arrays to manipulate data. This book is a companion to two other books also by Sharan focusing on APIs and advanced Java topics. What You ' ll Learn

- Write your first Java programs with an emphasis on learning object-oriented programming in Java
- Work with data types, operators, statements, classes and objects
- Handle exceptions, assertions, strings and dates, and object formatting
- Use regular expressions
- Work with arrays, interfaces, enums, and inheritance
- Deploy Java applications on memory-constrained

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devices using compact profiles Take advantage of the new JShell REPL tool Who This Book Is For Those who are new to Java programming, who may have some or even no prior programming experience.

Think Java

Java Programming 24-Hour Trainer

Java For Dummies

Murach's Beginning Java with Netbeans

Lambda Expressions, Inner Classes, Threads, I/O, Collections, and Streams

This introductory programming textbook integrates BlueJ with Java. It provides a thorough treatment of object-oriented principles.

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As one of the most popular software languages for building Web applications, Java is often the first programming language developers learn. Completely revised and packed with updates for new versions of Java, the Java Programming 24-Hour Trainer, Second Edition self-paced book + video package provides everything beginners need to get started programming Java with no prior programming experience needed. As with the first edition, Java Programming 24-Hour Trainer features easy-to-follow lessons, reinforced by step-by-step instructions, screencasts, and supplemental exercises, all of which allow

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readers of all learning styles to master Java programming quickly and painlessly. The more than 10 hours of popular Java programming screencasts from the first edition are completely updated and revised to be more watchable than ever. This edition includes updates for Java SE 8 and Java EE 7 but continues to be useful whatever recent version of Java you choose to learn with. Lessons include: Object-Oriented Programming with Java Class Methods and Constructors Java Syntax: Bits and Pieces Packages, Interfaces, and Encapsulation Programming with Abstract Classes and Interfaces Error handling GUI

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Basics with Swing Event Handling in Swing GUI
GUI Basics with JavaFX - NEW! Developing a
game with JavaFX - NEW! Collections Generics
Lambda Expressions - NEW! Working with
Streams Java Serialization Network
Programming Basics Streaming API - NEW!
Introduction to Multi-Threading More on
Concurrency Working with Databases Using JDBC
Rendering Table Data to GUI Annotations and
Reflection Remote Method Invocation Java EE 7
Overview - NEW! Programming with Servlets
JavaServer Pages Web Applications with
WebSockets - NEW! Java Messaging Service Java
Naming and Directory Interface Enterprise

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JavaBeans Java Persistence API RESTful Web Services With JAX-RS Introduction to Spring MVC Framework Introduction to Spring Security - NEW! Build Automation with Gradle - NEW! Java Technical Interviews strong style="color:

Learn Java Programming in the quickest time possible with this concise book that teaches you all the essentials about Java programming. Written for people who have NO background in programming or are beginners. Beginning Java Programming zooms in on the most essential concepts with EXAMPLES! We cover the following topics: Getting Started:

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Running Your First Java Program Variables
Input and Output If-Else and Switch
Statements Strings Loops Learning About
Objects Methods Managing Multiple Objects
Arrays Java Packages Throwing and Catching
Exceptions Building User Interfaces with Java
Swing Building Java Swing, MySQL Database
Integrated Applications
Export author Barker covers information key
for proficiency with an OO programming
language like Java, and shows how to really
create reusable code and extensible
applications.

Beginning Java 17 Fundamentals

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Beginning Java Programming

Ivor Horton's Beginning Java 2

Beginning Java 7

Language Syntax, Arrays, Data Types, Objects,
and Regular Expressions

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

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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? 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. This book combines 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, this course is serious stuff: a complete introduction to object-oriented

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programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, etc. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, this book 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.

Want to learn Java? This beginning book brings an exciting, new approach to Java instruction that eases the

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learning curve and uses the NetBeans IDE to make you productive as quickly as possible. In fact, in just 22 chapters, you will grow from beginner to entry-level professional! Along the way, this book presents all of the critical skills that you need to move on to web or mobile development with Java. It presents object-oriented features like inheritance, interfaces, and polymorphism in a way that is both understandable and useful in the real world. It covers the most important features introduced in Java 8 such as lambda expressions and the new date / time API. It provides realistic sample applications that put these skills into context. It provides exercises that you can use to gain valuable hands-on experience. And it is

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all done in the distinctive Murach style that has been training professional programmers for over 40 years. This Beginning Beginner's series of books was born out of frustration: Most "beginners" books on web and mobile development are not designed for true beginners. Often in beginners' books the language is over complicated and laden with jargon. The books assume too much prior knowledge or experience. In the end, many readers new to programming become frustrated and just give up. The reality is that programming is completely approachable and even fun to learn if taught correctly. That's exactly what the Beginning Beginners' Guide series aims to do: Help true beginners learn to code- and make learning

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fun. This series of programming books is for you if you've never written a line of code before- or if you've tried to learn from other books unsuccessfully. You CAN learn to code well. You don't have to be mathematically oriented, or uber-intelligent. Learning to code won't always be easy- but it is doable. If you can manipulate an Excel spreadsheet, you can learn programming.

What is this book about? This book is a comprehensive introduction to the Javaprogramming language, updated thoroughly (more than 35% new and updated) for the latest SDK 1.5 release. This book shows readershow to build real-world Java applications using the Java SDK. Noprevious programming experience is required. The

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author uses numerous step-by-step programming examples to guide readers through the ins and outs of Java development. In addition to fully covering new features of SDK 1.5, such as generic types, the author has also added new chapters on Java database programming with JDBC and Java programming with XML.

Arrays, Objects, Modules, JShell, and Regular Expressions

An Effective Project Based Approach Including Web Development, Data Structures, GUI Programming and Object Oriented Programming (Beginner to Advanced)
Java Programming

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Objects First with Java

A Beginner's Hands-On Approach to Learning Java

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

A comprehensive Java guide, with samples, exercises, casestudies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what

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they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment

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while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide. Beginning Java 8 Fundamentals provides a comprehensive approach to learning the Java programming language, especially the object-oriented fundamentals necessary at all levels of Java development. Author Kishori Sharan provides over 90 diagrams and 240 complete programs to help beginners and intermediate level programmers learn the topics faster. Starting with basic programming concepts, the author walks you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. The book continues with a series of foundation topics, including using

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data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding of Java's object-oriented model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions, process strings and dates, format data, and work with arrays to manipulate data.

Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to

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programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM appendix. Note: CD-

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ROM/DVD and other supplementary materials are not included as part of eBook file.

A Practical Introduction Using Bluej with Practical Debugging in Java
Beginning Java 8 Language Features

From the Beginning

A Concise Introduction to Programming

Beginning Java 8 Language Features covers essential and advanced features of the Java programming language such as the new lambda expressions (closures), inner classes, threads, I/O, Collections, garbage collection,

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streams, and more. Author Kishori Sharan provides over 60 diagrams and 290 complete programs to help you visualize and better understand the topics covered in this book. The book starts with a series of chapters on the essential language features provided by Java, including annotations, inner classes, reflection, and generics. These topics are then complemented by details of how to use lambda expressions, allowing you to build powerful and efficient Java programs. The chapter on threads follows this up and

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discusses everything from the very basic concepts of a thread to the most advanced topics such as synchronizers, the fork/join framework, and atomic variables. This book contains unmatched coverage of Java I/O, including NIO 2.0, the Path API, the FileVisitor API, the watch service and asynchronous file I/O. With this in-depth knowledge, your data- and file-management programs will be able to take advantage of every feature of Java's powerful I/O framework. Finally, you'll learn how to use the Stream API, a new, exciting

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addition to Java 8, to perform aggregate operations on collections of data elements using functional-style programming. You'll examine the details of stream processing such as creating streams from different data sources, learning the difference between sequential and parallel streams, applying the filter-map-reduce pattern, and dealing with optional values.

A comprehensive Java guide, with samples, exercises, case studies, and step-by-step instruction Beginning Java Programming: The

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Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and

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educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to:

- Understand the Java language and object-oriented concept implementation
- Use Java to access and manipulate external data
- Make applications accessible to users with GUIs

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Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide. Among Java's many attractive features as a programming language, its object-oriented nature is key to creating powerful, reusable code and applications that are easy to maintain and extend. To take advantage of

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these capabilities, this guide helps readers master the syntax of the Java language, and also to gain a practical understanding of what objects are all about.

Get started with using the new Java MVC 1.0 framework for model, view, and controller development for building modern Java-based web, native, and microservices applications. Beginning Java MVC teaches you the basics, then dives in to models, views, controllers. Next, you learn data binding, events, application types, view engines, and more.

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You will be given practical examples along the way to reinforce what you have learned.

Furthermore, you'll work with annotations, internationalization, security, and deployment.

After reading this book, you'll have the know how to build your first full Java-based MVC application. What You Will Learn Discover the Java MVC 1.0 APIs and how to use them

Master the Model, View and Controller design pattern Carry out data binding Write events

Work with view engines Who This Book Is For

Those new to Java MVC 1.0. Some prior

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experience with Java programming recommended, especially with JSF or Struts.

Beginning Java 8 Fundamentals

The Object-Oriented Approach

Object-oriented Problem Solving

Beginning Java MVC 1.0

Learn Java with Examples in BlueJ

The java language has been growing from strength to strength since its inception in 1995. It has since proved to be both powerful and extraordinarily easy to learn and use. This is what makes it ideal for the beginner.

With dramatic changes to it's handling of files, and the

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introduction of native support for XML, java has been updated to work faster and to be current with the incredible rise of XML as a medium for communicating data. This edition of the Beginning Java books outlines everything the beginning programmer needs to know to program with the Java programming language and the 1.4 Java Developer Kit. With the release of JDK 1.4, programmers can look forward to the most stable edition yet, and even better performance than was available previously. Ivor's inimitable style has proved to be a hit with nearly half a million people with its easy to learn approach and the many useful examples. Regularly voted the most popular java programming

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book, this book teaches java from scratch and assumes no previous knowledge. It is also suitable for those who have got some programming experience, especially C or C++, which will make learning easier. Either way you will soon become expert in creating your own programs. It includes a full explanation of Object Oriented programming. A comprehensive introduction to swing is accompanied by a significant application that you will develop through the last half of the book, and which demonstrates all of the necessary skills for creating fully features java applications. To add to this, help from your peers and from the author are available through the unique programmer to programmer

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mailing lists, forums, and newsgroups all in addition to our one-to-one email support helping you to overcome any difficulties, and work through. Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You 'll learn how to program—a useful skill by itself—but you 'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more

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complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you 've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and

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playing cards

The previous three editions have established Fluid Mechanics as the key textbook in its field. This fourth edition continues to offer the reader an excellent and comprehensive treatment of the essentials of what is a truly cross-disciplinary subject, while also providing in-depth treatment of selected areas. This book is suitable for all students of civil, mechanical, chemical, environmental and building services engineering. The fourth edition retains the underlying philosophy of the previous editions - guiding the reader from the general to the particular, from fundamentals to specialist applications - for a range of flow conditions from

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bounded to free surface and steady to time dependent. The basic 'building block' equations are identified and their development and application to problems of considerable engineering concern are demonstrated and discussed. The fourth edition of Fluid Mechanics includes: end of chapter summaries outlining all essential concepts, an entirely new chapter on the simulation of unsteady flow conditions, from free surface to air distribution networks, enhanced treatment of dimensional analysis and similarity and an introduction to the fundamentals of CFD

Beginning Java 7 guides you through version 7 of the Java language and a wide assortment of platform APIs.

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New Java 7 language features that are discussed include switch-on-string and try-with-resources. APIs that are discussed include Threading, the Collections Framework, the Concurrency Utilities, Swing, Java 2D, networking, JDBC, SAX, DOM, StAX, XPath, JAX-WS, and SAAJ. This book also presents an introduction to Android app development so that you can apply some of its knowledge to the exciting world of Android app development. This book presents the following table of contents: Chapter 1 introduces you to Java and begins to cover the Java language by focusing on fundamental concepts such as comments, identifiers, variables, expressions, and statements. Chapter 2 continues to

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explore this language by presenting all of its features for working with classes and objects. You learn about features related to class declaration and object creation, encapsulation, information hiding, inheritance, polymorphism, interfaces, and garbage collection. Chapter 3 focuses on the more advanced language features related to nested classes, packages, static imports, exceptions, assertions, annotations, generics, and enums. Additional chapters introduce you to the few features not covered in Chapters 1 through 3. Chapter 4 largely moves away from covering language features (although it does introduce class literals and strictfp) while focusing on language-

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oriented APIs. You learn about Math, StrictMath, Package, Primitive Type Wrapper Classes, Reference, Reflection, String, StringBuffer and StringBuilder, Threading, BigDecimal, and BigInteger in this chapter. Chapter 5 begins to explore Java's utility APIs by focusing largely on the Collections Framework. However, it also discusses legacy collection-oriented APIs and how to create your own collections. Chapter 6 continues to focus on utility APIs by presenting the concurrency utilities along with the Objects and Random classes. Chapter 7 moves you away from the command-line user interfaces that appear in previous chapters and toward graphical user interfaces. You first

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learn about the Abstract Window Toolkit foundation, and then explore the Java Foundation Classes in terms of Swing and Java 2D. Appendix C explores Accessibility and Drag and Drop. Chapter 8 explores filesystem-oriented I/O in terms of the File, RandomAccessFile, stream, and writer/reader classes. Chapter 9 introduces you to Java's network APIs (e.g., sockets). It also introduces you to the JDBC API for interacting with databases along with the Java DB database product. Chapter 10 dives into Java's XML support by first presenting an introduction to XML (including DTDs and schemas). It next explores the SAX, DOM, StAX, XPath, and XSLT APIs. It even briefly touches on the Validation

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API. While exploring XPath, you encounter namespace contexts, extension functions and function resolvers, and variables and variable resolvers. Chapter 11 introduces you to Java's support for SOAP-based and RESTful web services. As well as providing you with the basics of these web service categories, Chapter 11 presents some advanced topics, such as working with the SAAJ API to communicate with a SOAP-based web service without having to rely on JAX-WS. You will appreciate having learned about XML in Chapter 10 before diving into this chapter. Chapter 12 helps you put to use some of the knowledge you've gathered in previous chapters by showing you how to use Java to

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write an Android app's source code. This chapter introduces you to Android, discusses its architecture, shows you how to install necessary tools, and develops a simple app. Appendix A presents the solutions to the programming exercises that appear near the end of Chapters 1 through 12. Appendix B introduces you to Java's Scripting API along with Java 7's support for dynamically typed languages. Appendix C introduces you to additional APIs and architecture topics. Examples include Accessibility, classloaders, Console, Drag and Drop, Java Native Interface, and System Tray. Appendix D presents a gallery of significant applications that demonstrate various aspects of Java.

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Unfortunately, there are limits to how much knowledge can be crammed into a print book. For this reason, Appendixes A, B, C, and D are not included in this book's pages. Instead, these appendixes are freely distributed as PDF files. Appendixes A and B are bundled with the book's associated code file at the Apress website

(<http://www.apress.com/9781430239093>). Appendixes C and D are bundled with their respective code files at my TutorTutor.ca website (<http://tutortutor.ca/cgi-bin/makepage.cgi?/books/bj7>).

Introduction to Java Programming: The Fundamentals Guide for Beginners

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From Concepts to Code

The Beginning Beginner's Guide

Java Programming for the Absolute Beginner

Beginning Java Objects

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

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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

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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

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want to be bored, buy some other book. But if you want to understand Java, this book's for you.

What is this book about? This book is a comprehensive introduction to the Java programming language, updated thoroughly (more than 35% new and updated) for the latest SDK 1.5 release. This book shows readers how to build real-world Java applications using the Java SDK. No previous programming experience is required. The author uses numerous step-by-step programming examples to guide readers through the ins and outs of Java development. In addition to fully covering new features of SDK 1.5, such as generic types, the author has also added new chapters on Java database programming with JDBC and Java programming with XML.

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Get ready to learn the principles of Java programming through simple game creation! No previous programming experience is required. Using the skills that you develop throughout the book, you will be prepared to work with any technology that is built upon core Java (such as, J2EE, J2ME, or open source technologies such as Struts, etc). You will also learn basic programming fundamentals that can apply to many other programming languages. Code examples have been updated from the first edition and new chapters covering GUI programming and Java packages have been added to this edition.

Aimed at the traditional CS1 course, Java Programming emphasizes object-oriented design, problem-solving, and good programming style, without overwhelming students with

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extraneous information.

An Introduction to Real-World Programming with Java

How to Think Like a Computer Scientist

Teach Yourself Java for Macintosh in 21 Days

Beginning Java 9 Fundamentals

A Practical Introduction Using BlueJ

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

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structures work; discusses object-oriented concepts such as overloading and classes methods, and introduces string variables and processing; illustrates arrays and array processing and examines recursion; explores inheritance and polymorphism and investigates elementary files; presents a primer on graphical input/output, discusses elementary exception processing, and presents the basics of Javadoc; includes exercises at the end of each chapter, with selected answers in an appendix and a glossary of key terms; provides additional supplementary information at an associated website.

"Java, Java, Java, Third Edition systematically

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

What is this book about? The Java language has been growing from strength to strength since its

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inception in 1995. It has since proved to be both powerful and extraordinarily easy to learn and use. This is what makes it ideal for the beginner. With dramatic changes to the handling of files, and the introduction of native support for XML, Java has been updated to work faster and to be current with the incredible rise of XML as a medium for communicating data. This edition of the Beginning Java books outlines everything the beginning programmer needs to know to program with the Java programming language and the 1.4 Java Developer Kit (JDK). With the release of JDK 1.4, programmers can look forward to the most stable edition yet, and

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even better performance than was available previously. Over the course of the book, you will build an example application called Sketcher — a simple drawing tool — that teaches you how to build an interactive user interface with Java, how to save and open files, how to use color, and how to respond to user input. What does this book cover? Teaches the Java language from scratch Object-oriented Programming in Java Handling errors and exceptions in applications Manipulating data and files Concurrent programming and threads A comprehensive introduction to Swing, the graphical user interface API for Java Printing in Java An

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introduction to XML Who is this book for? Ivor's inimitable style has proved to be a hit with nearly half a million people with its easy to learn approach and the many useful examples. Regularly voted the most popular Java programming book, this book teaches Java from scratch and assumes no previous knowledge. It is also suitable for those who have got some programming experience, especially C or C++, which will make learning easier.

Java Programming for Beginners is an introduction to Java programming, taking you through the Java syntax and the fundamentals of object-oriented programming. About This Book Learn the basics of

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***Java programming in a step-by-step manner Simple, yet thorough steps that beginners can follow
Teaches you transferable skills, such as flow control and object-oriented programming Who This Book Is For This book is for anyone wanting to start learning the Java language, whether you're a student, casual learner, or existing programmer looking to add a new language to your skillset. No previous experience of Java or programming in general is required. What You Will Learn Learn the core Java language for both Java 8 and Java 9 Set up your Java programming environment in the most efficient way Get to know the basic syntax of Java Understand***

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object-oriented programming and the benefits that it can bring Familiarize yourself with the workings of some of Java's core classes Design and develop a basic GUI Use industry-standard XML for passing data between applications In Detail Java is an object-oriented programming language, and is one of the most widely accepted languages because of its design and programming features, particularly in its promise that you can write a program once and run it anywhere. Java Programming for Beginners is an excellent introduction to the world of Java programming, taking you through the basics of Java syntax and the complexities of object-oriented

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programming. You'll gain a full understanding of Java SE programming and will be able to write Java programs with graphical user interfaces that run on PC, Mac, or Linux machines. This book is full of informative and entertaining content, challenging exercises, and dozens of code examples you can run and learn from. By reading this book, you'll move from understanding the data types in Java, through loops and conditionals, and on to functions, classes, and file handling. The book finishes with a look at GUI development and training on how to work with XML. The book takes an efficient route through the Java landscape, covering all of the core topics that a

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Java developer needs. Whether you're an absolute beginner to programming, or a seasoned programmer approaching an object-oriented language for the first time, Java Programming for Beginners delivers the focused training you need to become a Java developer. Style and approach This book takes a very hands-on approach, carefully building on lessons learned with snippets and tutorials to build real projects.

Guide to Java

Beginning Java 2

Java Programming for Beginners

Java, Java, Java

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Beginning Java™ 2

Beginning Java Programming The Object-Oriented Approach
John Wiley & Sons

Learn the fundamentals of the Java 17 LTS or Java Standard Edition version 17 Long Term Support release, including basic programming concepts and the object-oriented fundamentals necessary at all levels of Java development. Authors Kishori Sharan and Adam L. Davis walk you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. Beginning Java 17 Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the topics faster. While this book

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teaches you the basics, it also has been revised to include latest from Java 17 including the following: value types (records), immutable objects with an efficient memory layout; local variable type inference (var); pattern matching; a mechanism for testing and deconstructing values; sealed types, a mechanism for declaring all possible subclasses of class; multiline text values; and switch expressions. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding of Java's object-oriented

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model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions, process strings and dates, format data, and work with arrays to manipulate data. What You Will Learn Write your first Java programs with emphasis on learning object-oriented programming How to work with switch expressions, value types (records), local variable type inference, pattern matching switch and more from Java 17 Handle exceptions, assertions, strings and dates, and object formatting Learn about how to define and use modules Dive in depth into classes, interfaces, and inheritance in Java Use regular

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expressions Take advantage of the JShell REPL tool Who This Book Is For Those who are new to Java programming, who may have some or even no prior programming experience.

Become a Java wizard with this popular programming guide. Consider *Beginning Programming with Java For Dummies* your indispensable guide to learning how to program in one of the most popular programming languages—Java! Java is an invaluable language to master, as it's widely used for application development, including Android, desktop, and server-side applications. *Beginning Programming with Java For Dummies* is written specifically for newbies to programming. The book starts with an overview of comput

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programming and builds from there; it explains the software you need, walks you through writing your own programs, and introduces you to a few of the more-complex aspects of programming in Java. It also includes step-by-step examples you can try on your own (and email the author if you need help). As you work through the book, you'll get smart about these Java features: Object-oriented programming (OOP), a Java mainstay IntelliJ IDEA, an integrated development environment (IDE), that gives you one place to do all your programming, including debugging code Loops, branches, and collections Variables and operators Expressions, statements, and blocks Beginning Programming with Java For Dummies translates all this foreign programming and

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computer syntax into plain English, along with plenty of helpful examples and tips. Learning a new language—and coding is definitely its own language—should be a fun endeavor. With this book as your handy interpreter, you'll be on your way to fluency, speaking the language of coders everywhere!

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 you to Java fundamentals—including its class libraries, programming techniques, and idioms—with an eye toward building real applications. You'll learn powerful

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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 concurrency package Learn text processing and the powerful regular expressions API Write advanced networked or web-based applications and services Learn the fundamentals of programming with Java Head First Java

Object-Oriented Programming in Java 17

Model View Controller Development to Build Web, Cloud, and Microservices Applications

A Brain-Friendly Guide