Programming With Java John R Hubbard

Intermediate level, for programmers fairly familiar with Java, but new to the functional 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 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 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 though 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 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 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.

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

• Scores of problems and examples—which will be available on the Internet after publication—simplify and demonstrate central concepts and help users develop their expertise in handling data structures in Java • Java is today's fastest growing programming language, with broad popular appeal for its ease of use in creating websites and its functioning capability on any platform • Topics cover all the material in the first- or second-year course required of all Computer Science majors

This book constitutes the refereed proceedings of the 16th European Conference on Object-Oriented Programming, ECOOP 2002, held in Malaga, Spain, in June 2002. The 24 revised full papers presented together with one full invited paper were carefully reviewed and selected from 96 submissions. The book offers topical sections on aspect-oriented software development, Java virtual machines, distributed systems, patterns and architectures, languages, optimization, theory and formal techniques, and miscellaneous.

Harnessing the Power Of Java 8 Lambda Expressions

Java Programming with CORBA

ECOOP 2002 - Object-Oriented Programming

Schaum's Outline of Data Structures with Java, 2ed

Teach Yourself Java for Macintosh in 21 Days

Explains how to build a scrolling game engine, play sound effects, manage compressed audio streams, build multiplayer games, construct installation scripts, and distribute games to the Linux community.

Computers that `program themselves' has long been an aim of computer scientists. Recently genetic programming (GP) has started to show its promise by automatically evolving programs. Indeed in a small number of problems GP has evolved programs whose performance is similar to or even slightly better than that of programs written by people. The main thrust of GP has been to automatically create functions. While these can be of great use they contain no memory and relatively little work has addressed automatic creation of program code including stored data. This issue is the main focus of Genetic Programming, and Data Structures: Genetic Programming + Data Structures = Automatic Programming!. This book is motivated by the observation from software engineering that data abstraction (e.g., via abstract data types) is essential in programs created by human programmers. This book shows that abstract data types can be similarly beneficial to the automatic production of programs using GP. Genetic Programming and Data Structures: Genetic Programming + Data Structures = Automatic Programming! shows how abstract data types (stacks, queues and lists) can be evolved using genetic programming, demonstrates how GP can evolve general programs which solve the nested brackets problem, recognises a Dyck context free language, and implements a simple four function calculator. In these cases, an appropriate data structure is beneficial compared to simple indexed memory. This book also includes a survey of GP, with a critical review of experiments with evolving memory, and reports investigations of real world electrical network maintenance scheduling problems that demonstrate that Genetic Algorithms can find low cost viable solutions to such problems. Genetic Programming and Data Structures: Genetic Programming + Data Structures = Automatic Programming! should be of direct interest to computer scientists doing research on genetic programming, genetic algorithms, data structures, and artificial intelligence. In addition, this book will be of interest to practitioners working in all of these areas and to those interested in automatic programming.

Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

This powerful study tool is the best tutor you can have if you want top grades and thorough understanding of the fundamentals of computing with C++, the

computing language taught at 83% of all colleges. This student-friendly study guide leads you step-by-step through the entire computer science course, giving you 420 problems with fully worked solutions and easy-to-follow examples for every new topic. You get complete explanations of data abstraction, recursion, Standard C++ container classes, searching, sorting algorithms, and other complex concepts, simplified and illustrated so they're easy to grasp. You also get additional practice problems to solve on your own, working at your own speed. This superb study guide covers the entire course, from logic to libraries. If you're taking introduction to computer science, this book will be your best friend. It's perfect for independent study, too!

Java Programming for Android Developers For Dummies

Beginning Programming with Java For Dummies

Design Patterns

Practical Database Programming with Java

XML Programming Bible

You can catch up on the latest developments in the number one, fastest-growing programming language in the world with this fully updated Schaum's guide. Schaum's Outline of Data Structures with Java has been revised to reflect all recent advances and changes in the language.

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).

• Scores of problems and examples—which will be available on the Internet after publication—simplify and demonstrate central concepts and help users develop their expertise in handling data structures in Java • Java is today's fastest growing programming language, with broad popular appeal for its ease of use in creating websites and its functioning capability on any platform• Topics cover all the material in the first- or second-year course required of all Computer Science majors

Schaum's Outline of Programming with JavaMcGraw Hill Professional

Schaum's Outline of Programming with C++

Schaum's Outline of Theory and Problems of Data Structures with Java

Schaum's Outline of Fundamentals of Computing with C++

International Conference NetObjectDays, NODe 2002, Erfurt, Germany, October 7-10, 2002, Revised Papers

Schaum's Outline of Data Structures with Java

Boiled-down essentials of the top-selling Schaum's Outline series for the student with limited time What could be better than the bestselling Schaum's Outline series? For students looking for a quick nuts-and-bolts overview, it would have to

be Schaum's Easy Outline series. Every book in this series is a pared-down, simplified, and tightly focused version of its predecessor. With an emphasis on clarity and brevity, each new title features a streamlined and updated format and the absolute essence of the subject, presented in a concise and readily understandable form. Graphic elements such as sidebars, reader-alert icons, and boxed highlights stress selected points from the text, illuminate keys to learning, and give students quick pointers to the essentials. Designed to appeal to underprepared students and readers turned off by dense text Cartoons, sidebars, icons, and other graphic pointers get the material across fast Concise text focuses on the essence of the subject Delivers expert help from teachers who are authorities in their fields Perfect for last-minute test preparation So small and light that they fit in a backpack!

This book is a result of the ISD'99, Eight International Conference on Infonnation Systems Development-Methods and Tools, Theory, and Practice held August 11-13, 1999 in Boise, Idaho, USA. The purpose of this conference was to address the issues facing academia and industry when specifying, developing, managing, and improving infonnation systems. ISD'99 consisted not only of the technical program represented in these Proceedings, but also of plenary sessions on product support and content management systems for the Internet environment, workshop on a new paradigm for successful acquisition of infonnation systems, and a panel discussion on current pedagogical issues in systems analysis and design. The selection of papers for ISD'99 was carried out by the International Program Committee. Papers presented during the conference and printed in this volume have been selected from submissions after fonnal double-blind reviewing process and have been revised by their authors based on the recommendations of reviewers. Papers were judged according to their originality, relevance, and presentation quality. All papers were judged purely on their own merits, independently of other submissions. We would like to thank the authors of papers accepted for ISD'99 who all made gallant efforts to provide us with electronic copies of their manuscripts confonning to common guidelines. We thank them for thoughtfully responding to reviewers comments and carefully preparing their final contributions. We thank Daryl Jones, provost of Boise State University and William Lathen, dean, College of Business and Economics, for their support and encouragement.

For a freshman/sophomore-level course in Data Structures in Computer Science. This text teaches the use of direct source code implementations and the use of the Java libraries; it helps students prepare for later work on larger Java software solutions by adhering to software engineering principles and techniques such as the UML and the Java Collections Framework (JCF). Using the spiral approach to cover such topics as linked structures, recursion, and algorithm analysis, this text also provides revealing illustrations, summaries, review questions, and specialized reference sections.

The leading guide for Java developers who build businessapplications with

CORBA Acknowledged experts present advanced techniques and real-worldexamples for building both simple and complex programs using Javawith CORBA. The authors begin with a quick overview of CORBA, Java,object request brokers (ORBs), and EJB components, then quicklymove on to show how to use them to build complete Javaapplications. This new volume features in-depth code examples, aswell as expanded coverage of cutting-edge topics, includingPortable Object Adaptor (POA), Remote Method Invocation (RMI) overIIOP, and EJB.

Programming with C++

Schaum's Outline of Data Structures with Java, Second Edition

Introduction to Programming Using Java

16th European Conference Malaga, Spain, June 10-14, 2002 Proceedings

Improving the Design of Existing Code

Biometric Technologies and Verification Systems is organized into nine parts composed of 30 chapters, including an extensive glossary of biometric terms and acronyms. It discusses the current state-of-the-art in biometric verification/authentication, identification and system design principles. It also provides a step-by-step discussion of how biometrics works; how biometric data in human beings can be collected and analyzed in a number of ways; how biometrics are currently being used as a method of personal identification in which people are recognized by their own unique corporal or behavioral characteristics; and how to create detailed menus for designing a biometric verification system. Only biometrics verification/authentication is based on the identification of an intrinsic part of a human being. Tokens, such as smart cards, magnetic stripe cards, and physical keys can be lost, stolen, or duplicated. Passwords can be forgotten, shared, or unintentionally observed by a third party. Forgotten passwords and lost "smart cards" are a nuisance for users and an expensive time-waster for system administrators. Biometric security solutions offer some unique advantages for identifying and verifying/ authenticating human beings over more traditional security methods. This book will serve to identify the various security applications biometrics can play a highly secure and specific role in. * Contains elements such as Sidebars, Tips, Notes and URL links * Heavily illustrated with over 150 illustrations, screen captures, and photographs * Details the various biometric technologies and how they work while providing a discussion of the economics, privacy issues and challenges of implementing biometric security solutions

"I enjoyed reading this useful overview of the techniques and challenges of implementing linkers and loaders. While most of the examples are focused on three computer architectures that are widely used today, there are also many side comments about interesting and quirky computer architectures of the past. I can tell from these war stories that the author really has been there himself and survived to tell the tale." -Guy Steele Whatever your programming language, whatever your platform, you probably tap into linker and loader functions all the time. But do you know how to use them to their greatest possible advantage? Only now, with the publication of Linkers & Loaders, is there an authoritative

book devoted entirely to these deep-seated compile-time and run-time processes. The book begins with a detailed and comparative account of linking and loading that illustrates the differences among various compilers and operating systems. On top of this foundation, the author presents clear practical advice to help you create faster, cleaner code. You'll learn to avoid the pitfalls associated with Windows DLLs, take advantage of the space-saving, performance-improving techniques supported by many modern linkers, make the best use of the UNIX ELF library scheme, and much more. If you're serious about programming, you'll devour this unique guide to one of the field's least understood topics. Linkers & Loaders is also an ideal supplementary text for compiler and operating systems courses. Features: * Includes a linker construction project written in Perl, with project files available for download. * Covers dynamic linking in Windows, UNIX, Linux, BeOS, and other operating systems. * Explains the Java linking model and how it figures in network applets and extensible Java code. * Helps you write more elegant and effective code, and build applications that compile, load, and run more efficiently.

Covers fundamental and advanced Java database programmingtechniques for beginning and experienced readers This book covers the practical considerations and applicationsin database programming using Java NetBeans IDE, JavaServer Pages,JavaServer Faces, and Java Beans, and comes complete with authenticexamples and detailed explanations. Two data-action methods are developed and presented in thisimportant resource. With Java Persistence API and plug-in Tools,readers are directed step by step through the entire databaseprogramming development process and will be able to design andbuild professional data-action projects with a few lines of code inmere minutes. The second method, runtime object, allows readers todesign and build more sophisticated and practical Java databaseapplications. Advanced and updated Java database programming techniques suchas Java Enterprise Edition development kits, Enterprise Java Beans,JavaServer Pages, JavaServer Faces, Java RowSet Object, and JavaUpdatable ResultSet are also discussed and implemented withnumerous example projects. Ideal for classroom and professional training use, this textalso features: A detailed introduction to NetBeans Integrated DevelopmentEnvironment Java web-based database programming techniques (webapplications and web services) More than thirty detailed, real-life sample projects analyzedvia line-by-line illustrations Problems and solutions for each chapter A wealth of supplemental material available for download fromthe book's ftp site, including PowerPoint slides, solution manual,JSP pages, sample image files, and sample databases Coverage of two popular database systems: SQL Server 2008 andOracle This book provides undergraduate and graduate students as wellas database programmers and software engineers with the necessarytools to handle the database programming issues in the JavaNetBeans environment. To obtain instructor materials please send an email to:pressbooks@ieee.org

Learn programming in Java from scratch - and keep on learning Developing Java Software The new edition of this excellent primer teaches how to program in an object-oriented style. Objects come first, providing a framework for

understanding how Java programs work and how they can be designed, in an organised and systematic way. Programming is taught with a view to quality software engineering and is anchored in real-world issues, particularly testing. Examples and exercises provide motivation. Self-tests and class-project suggestions enhance this comprehensive Go, to, the support website at: http://www.dcs.kcl.ac.uk/DevJavaSoft/ * More exercises * Selected solutions * Instructor's notes and resources * Code for case studies * Updates, revisions and bug fixes * Reviews and feedback Reviews of First Edition: 'If you want to learn to program this is an excellent book {and} if you are responsible for running a course on programming then this is a book that you should consider as a course text... Very much recommended.' Francis Glassborrow 'A book suitable as a learning text or reference for professional programmers developing large scale applications and as a set teaching text for courses when one is concerned with more than Java programming... Highly recommended.' Brian Bramer, CVU '...provides a thorough curriculum - all in Java - from basic programming and core algorithms to software engineering issues; it will be a useful single reference for anyone wanting to program well.' New Scientist 1998 'The best part of the book is worked examples of medium-scale programs at the end in a case study section.' A reader's Posting on Amazon.Com Cover illustration: Paul Gaugin's 'At the Bottom of the Mountain'. Reproduced with permission from SuperStock.

Functional Programming in Java

SRE with Java Microservices

Design Principles and Patterns

Java and Eclipse for Computer Science

The Art of R Programming

Covers all the most recent XML core and related specifications including XML 1.1, J2EE 1.4, Microsoft .NET's latest iteration, as well as open source XML items from the Apache project. Strong coverage of XML use with databases, transactions, and XML security. Discusses both Microsoft (.NET) and Sun (Java) programming integration with XML, an approach not taken in any other book. Presents extensive business examples, including several major applications developed throughout the book. No previous exposure to XML is assumed.

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Tough Test Questions? Missed Lectures? Not Enough Time? Fortunately for you, there's Schaum's Outlines. More than 40 million students have trusted Schaum's to help them succeed in the classroom and on exams. Schaum's is the key to faster learning and higher grades in every subject. Each Outline presents all the essential course information in an easy-to-follow, topic-by-topic format. You also get hundreds of examples, solved problems, and practice exercises to test your skills. This Schaum's Outline gives you Practice problems with full explanations that reinforce knowledge Coverage of the most up-to-date developments in

your course field In-depth review of practices and applications Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum's to shorten your study time-and get your best test scores! Schaum's Outlines-Problem Solved.
Software -- Programming Languages.
Data Structures and Algorithms in Java
Computer Graphics Programming in OpenGL with Java
Thinking in Java
Programming Linux Games
Data Structures with Java
Almost every job today has some interaction with a computer or a computing device. Computers come in all shapes and sizes such as smartphones, ATM machines, thermostats, test equipment, robotics, point-of-sale systems, cloud servers, projection systems, and, oh yes, personal computers. All of them need to be designed, built, and programmed. Having a good understanding of computer programming and Computer Science can provide a good foundation for one's career. The Java programming language is one of the most popular programming languages used today. By learning Java, you will have a good understanding of structured programming, and Java is a good vehicle to learn the basics of Computer Science. Employers are always looking for new-hires to have practical experience. The best way to stand out during the interview process is to demonstrate that you have a familiarity with the tools used by professional programmers. There are many Java development tools available, but when it comes to Java programming, Eclipse is the tool frequently used in the industry. Eclipse is a popular Integrated Development Environment (IDE) that supports Java, C/C++, and web development. This textbook combines Java programming, Computer Science, and a popular development tool that not only prepares you for the Computer Science curriculum but also beyond the classroom into your professional career. The 14 chapters start with the basics of how Algebra flows into computer programming, moves on to logical program flow, and then to Object Oriented Programming. After these fundamentals come the advanced topics of recursion, search, sort, and Big-O notation. Going beyond the basic curriculum material, the later chapters cover graphical programming with JavaFX, File I/O, an introduction to data structures, and finishes with JavaFX 2-D Game development. There are many computer activities to provide a hands-on experience and keep you involved during the reading of this book.
An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.
In a microservices architecture, the whole is indeed greater than the sum of its parts. But in practice, individual microservices can inadvertently impact others and alter the end user experience. Effective microservices architectures require standardization on an organizational level with the help of a platform engineering team. This practical book provides a series of progressive steps that platform engineers can apply technically and organizationally to achieve highly resilient Java applications. Author Jonathan Schneider covers many effective SRE practices from companies leading the way in microservices adoption. You'll examine several patterns discovered through much trial and error in recent years, complete with Java code examples. Chapters are organized according to specific patterns, including: Application metrics: Monitoring for availability with Micrometer Debugging with observability: Logging and distributed tracing; failure injection testing Charting and alerting: Building effective charts; KPIs for Java microservices Safe multicloud delivery: Spinnaker, deployment strategies, and automated canary analysis Source code observability: Dependency management, API

utilization, and end-to-end asset inventory Traffic management: Concurrency of systems; platform, gateway, and client-side load balancing

This powerful study tool is the best tutor you can have if you want top grades and thorough understanding of programming with Java, the computing language being taught as a basic at more and more colleges. This student-friendly study guide leads you step-by-step through the entire beginning computer science course, giving you hundreds of problems with fully worked solutions and easy-to-follow examples for every new topic. You get complete explanations of strings, arrays, loops, graphics, GUIs, classes and objects, exception handling, and more. With this guide, which works alone or with any text, you can learn to create the most-wanted Net applications, such as animations and audio streams. Schaums are the most popular study guide in the world, and this guide will show you why!

Advanced Techniques for Building Distributed Applications

Presenting Java

Refactoring

Objects, Components, Architectures, Services, and Applications for a Networked World

Genetic Programming and Data Structures

Presents the basics of Java, how it works with Android, and step-by-step instructions for creating an Android application.

This book constitutes the thoroughly refereed post-proceedings of the international conference NetObjectDays 2002, held in Erfurt, Germany, in October 2002. The 26 revised full papers presented were carefully selected during two rounds of reviewing and revision. The papers are organized in topical sections on embedded and distributed systems; components and MDA; Java technology; Web services; aspect-oriented software design; agents and mobility; software product lines; synchronization; testing, refactoring, and CASE tools.

This new edition provides step-by-step instruction on modern 3D graphics shader programming in OpenGL with Java, along with its theoretical foundations. It is appropriate both for computer science graphics courses, and for professionals interested in mastering 3D graphics skills. It has been designed in a 4-color, “teach-yourself” format with numerous examples that the reader can run just as presented. Every shader stage is explored, from the basics of modeling, textures, lighting, shadows, etc., through advanced techniques such as tessellation, normal mapping, noise maps, as well as new chapters on simulating water, stereoscopy, and ray tracing. FEATURES Covers modern OpenGL 4.0+ shader programming in Java, with instructions for both PC/Windows and Macintosh Illustrates every technique with running code examples. Everything needed to install the libraries, and complete source code for each example Includes step-by-step instruction for using each GLSL programmable pipeline stage (vertex, tessellation, geometry, and fragment) Explores practical examples for modeling, lighting and shadows (including soft shadows), terrain, water, and 3D materials such as wood and marble Adds new chapters on simulating water,

stereoscopy, and ray tracing with compute shaders Explains how to optimize code with tools such as Nvidia ' s Nsight debugger Includes companion files with code, object models, figures, and more

R is the world's most popular language for developing statistical software: Archaeologists use it to track the spread of ancient civilizations, drug companies use it to discover which medications are safe and effective, and actuaries use it to assess financial risks and keep economies running smoothly. The Art of R Programming takes you on a guided tour of software development with R, from basic types and data structures to advanced topics like closures, recursion, and anonymous functions. No statistical knowledge is required, and your programming skills can range from hobbyist to pro. Along the way, you'll learn about functional and object-oriented programming, running mathematical simulations, and rearranging complex data into simpler, more useful formats. You'll also learn to: – Create artful graphs to visualize complex data sets and functions – Write more efficient code using parallel R and vectorization – Interface R with C/C++ and Python for increased speed or functionality – Find new R packages for text analysis, image manipulation, and more – Squash annoying bugs with advanced debugging techniques Whether you're designing aircraft, forecasting the weather, or you just need to tame your data, The Art of R Programming is your guide to harnessing the power of statistical computing.

Systems Development Methods for Databases, Enterprise Modeling, and Workflow Management

Schaum's Easy Outline : Programming with C++

A Tour of Statistical Software Design

Schaum's Outline of Programming with Java

Biometric Technologies and Verification Systems