

A Programmers Guide To Java Tm Certification A Comprehensive Primer

The networking capabilities of the Java platform have been extended considerably since the first edition of the book. This new edition covers version 1.5-1.7, the most current iterations, as well as making the following improvements: The API (application programming interface) reference sections in each chapter, which describe the relevant parts of each class, have been replaced with (i) a summary section that lists the classes and methods used in the code, and (ii) a "gotchas" section that mentions nonobvious or poorly-documented aspects of the objects. In addition, the book covers several new classes and capabilities introduced in the last few revisions of the Java platform. New abstractions to be covered include `NetworkInterface`, `InterfaceAddress`, `Inet4/6Address`, `SocketAddress/InetSocketAddress`, `Executor`, and others; extended access to low-level network information; support for IPv6; more complete access to socket options; and scalable I/O. The example code is also modified to take advantage of new language features such as annotations, enumerations, as well as generics and implicit iterators where appropriate. Most Internet applications use sockets to implement network communication protocols. This book's focused, tutorial-based approach helps the reader master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Chapter 1 provides a general overview of networking concepts to allow readers to synchronize the concepts with terminology. Chapter 2 introduces the mechanics of simple clients and servers. Chapter 3 covers basic message construction and parsing. Chapter 4 then deals with techniques used to build more robust clients and servers. Chapter 5 (NEW) introduces the scalable interface facilities which were introduced in Java 1.5, including the buffer and channel abstractions. Chapter 6 discusses the relationship between the programming constructs and the underlying protocol implementations in more detail. Programming concepts are introduced through simple program examples accompanied by line-by-line code commentary that describes the purpose of every part of the program. No other resource presents so concisely or so effectively the material necessary to get up and running with Java sockets programming. Focused, tutorial-based instruction in key sockets programming techniques allows reader to quickly come up to speed on Java applications. Concise and up-to-date coverage of the most recent platform (1.7) for Java applications in networking technology.

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 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

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 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

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 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

A Comprehensive Primer

The Java Tutorial

Effective Java

Java

A Programmer's Guide to Java Se 8 Oracle Certified Associate (Oca)

The Java Programmer's Guide to Numerical Computing

Índice abreviado: General techniques -- Objects and equality -- Exception handling -- Performance -- Multithreading -- Classes and interfaces -- Appendix: learning Java.

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. 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.

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.

Level: Absolute beginner in Java. This book is for programmers who would love to learn Java quickly and firmly with hands on approach. After completing this book you will have core understanding of the Java programming language and Java platform. The book offers comprehensive coverage of Java fundamentals explained in a simplified language supported by examples. The book is divided into 29 chapters where each major topic has it's own chapter and each chapter has multiple examples to support and provide clarity on the concept. The topics covered in this book are 1. What is Java? 2. JDK and JRE 3. Setting Path Variable 4. Compiler and Interpreter 5. The First Program 6. The HelloWorld Program 7. Anatomy of HelloWorld Program 8. Multiple Main Methods 9. Public Class and File Name 10. Runtime Execution 11. Alternate HelloWorld Program 12. Numeric Data Types 13. Non Numeric Data Types 14. Literal and Constant 15. Escape Sequence 16. Immutable String 17. StringBuilder Class 18. Wrapper Classes 19. IF... Else 20. Switch... Case 21. For... Loop 22. While... Loop 23. Break and Continue 24. Conversion and Casting 25. Arithmetic and Relational Operators 26. Logical and Ternary Operators 27. Arrays 28. Jagged Array 29. For Each Loop Basically the book has lot of code(examples) for clear and deeper understanding of Java programming language.

The Java Native Interface

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

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

Java 8 Pocket Guide

Java Card Technology for Smart Cards

A Programmer's Guide to OCP Java SE 7 Certification

A Programmer's Guide to Java Certification A Comprehensive Primer Addison-Wesley Professional

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.

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 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.

Do You Want To Start Programming Quickly? Are You Tired of Your Java Code Turning Out Wrong? Want to Become A Programming Master?If you have always wanted to know how to program, then this book is your ideal solution!The book, "Java: Java For Beginners Guide To Learn Java And Java Programming" , contains proven steps and strategies on how to learn basic programming in Java, including lesson summaries for easy reference and lessons at the end of each chapter to help you compound your new knowledge. Java is a simple language, object-oriented and incredibly easy to learn, provided you put your mind to it. Once you have learned the fundamental concepts and how to write the code, you will soon be programming like a pro!This book aims to teach you the basics of Java language in the simplest way possible. Unlike other resources, this book will not feed you with too many technicalities that might confuse you along the way. Each discussion was written in simple words. All exercises in this book were carefully chosen to be simple cases in order to make your Java practice easier.By reading this book you will gain an understanding of the basic concepts of Java Programming including: Conditional Statements Statements - Looping and Iteration Arrays Functions and Methods Classes and Objects Solutions to Exercises and Many More... This book brings you a concise, straight to the point, easy to follow code examples so you can begin coding in 24 hours or less. Invest in yourself, learn the Java basics, practice Java programming and you will be a programmer in no time. Begin your journey TODAY, No Prior Programming Experience Is Required!Don't wait! Download "Java: Java For Beginners Guide To Learn Java And Java Programming" Today and Get Started With Your New Programming Career!!

SCJP Sun Certified Programmer for Java 6 Study Guide

Programming Language Guide

A Short Course on the Basics

Teach Yourself Java for Macintosh in 21 Days

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

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 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.

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

Covers basic terminology and concepts of object oriented programming. Contains programming exercises and illustrations.

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 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."

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

ANDROID A PROGRAMMERS GUIDE

Programmer'S Guide To Java Scjp Certification, A.

Prepare for the 1ZO-804 exam

Java Programming

A Beginner's Guide to Java Programming

Quick and painless Java programming with expert multimedia instruction Java Programming 24-Hour Trainer, 2nd Edition is your complete beginner's guide to the Java programming language, with easy-to-follow lessons and supplemental exercises that help you get up and running quickly. Step-by-step instruction walks you through the basics of object-oriented programming, syntax, interfaces, and more, before building upon your skills to develop games, web apps, networks, and automations. This second edition has been updated to align with Java SE 8 and Java EE 7, and includes new information on GUI basics, lambda expressions, streaming API, WebSockets, and Gradle. Even if you have no programming experience at all, the more than six hours of Java programming screencasts will demonstrate major concepts and procedures in a way that facilitates learning and promotes a better understanding of the development process. This is your quick and painless guide to mastering Java, whether you're starting from scratch or just looking to expand your skill set. Master the building blocks that go into any Java project Make writing code easier with the Eclipse tools Learn to connect Java applications to databases Design and build graphical user interfaces and web applications Learn to develop GUIs with JavaFX If you want to start programming quickly, Java Programming 24-Hour Trainer, 2nd Edition is your ideal solution.

The Best Fully Integrated Study System Available--Written by the Lead Developers of Exam 310-065 With hundreds of practice questions and hands-on exercises, SCJP Sun Certified

Programmer for Java 6 Study Guide covers what you need to know--and shows you how to prepare--for this challenging exam. **100%** complete coverage of all official objectives for exam 310-065 **Exam Objective Highlights** in every chapter point out certification objectives to ensure you're focused on passing the exam **Exam Watch** sections in every chapter highlight key exam topics covered **Simulated exam questions** match the format, tone, topics, and difficulty of the real exam **Covers all SCJP exam topics, including: Declarations and Access Control · Object Orientation · Assignments · Operators · Flow Control, Exceptions, and Assertions · Strings, I/O, Formatting, and Parsing · Generics and Collections · Inner Classes · Threads · Development CD-ROM includes: Complete MasterExam practice testing engine, featuring: Two full practice exams; Detailed answers with explanations; Score Report performance assessment tool Electronic book for studying on the go Bonus coverage of the SCJD exam included! Bonus downloadable MasterExam practice test with free online registration.**

Summary OCP Java SE 7 Programmer II Certification Guide is a concise, focused study guide that prepares you to pass the OCP Java SE 7 Programmer II exam (1Z0-804) the first time you take it. The book systematically guides you through each exam objective, teaching and reinforcing the Java skills you need through examples, exercises, and cleverly constructed visual aids. In every chapter you'll find questions just like the ones you'll face in the real exam. Exam tips, diagrams, and review notes structure the learning process for easy retention. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. **About the Book** The OCP Java 7 certification tells potential employers that you've mastered the language skills you need to design and build professional-quality Java software. Passing the OCP isn't just about knowing your Java, though. You have to also know what to expect on the exam and how to beat the built-in tricks and traps. **OCP Java SE 7 Programmer II Certification Guide** is a comprehensive, focused study guide that prepares you to pass the OCP exam the first time you take it. It systematically guides you through each exam objective, reinforcing the Java skills you need through examples, exercises, and cleverly constructed visual aids. In every chapter you'll find questions just like the ones you'll face on the real exam. Tips, diagrams, and review notes give structure to the learning process to improve your retention. Designed for readers with intermediate-level Java skills. **What's Inside** 100% coverage of the OCP Java SE 7 Programmer II exam (1Z0-804) **Flowcharts, UML diagrams, and other visual aids** Hands-on coding exercises **Focuses on passing the exam, not the Java language itself** **About the Author** Mala Gupta has been training programmers to pass Java certification exams since 2006. She holds the OCP Java SE 7 Programmer, SCWCD, and SCJP certifications and is the author of **OCA Java SE 7 Programmer I Certification Guide (Manning 2013)**. **Table of Contents** Java class design Advanced class design Object-oriented design principles Generics and collections String processing Exceptions and assertions Java I/O fundamentals Java file I/O (NIO.2) Building database applications with JDBC Threads Concurrency Localization Bonus online chapter - Mock exam

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 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)

A Programmer's Guide to Java Certification

Programmer's Guide and Specification

SE6 (Exam CX-310-065)

J2EE FrontEnd Technologies

Your Professional Toolkit for Object-Oriented Programming

OCP Java SE 7 Programmer II Certification Guide

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 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. 0201325772B04062001

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.

Java is a programming language and computing platform that was developed by Sun Microsystems in 1995. More and more programs and websites compatible with Java are created every day, which means you should install it on your system if you wish to use these resources. It's similar to restrict your access to a new technical infrastructure because denying oneself Java is like refusing access to it. Java is generally regarded as the most reliable, quick, and secure language for building large software applications. The design of Java is oriented at enabling the development of cross-platform, portable, and high-performance programs, which makes it conducive to accessibility as well as cross-platform interaction. For programmers, it provides additional services that make work and communication between teams easier and more productive. It all makes Java popular and demanded among beginners, so if you want to learn this language deeper - this book is for you. What will you know about Java: What is Java?. Does Java and Javascript the same? How to learn Java? How to find work as Java programmer? What can do Java? What are Java libraries? Download your copy of "Java" button. 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.

Learn Java 8 in a Week

SCJP: Sun Certified Programmer for Java Platform Study Guide

The Visual Basic Programmer's Guide to Java

Java :

24-Hour Trainer

A Programmer's Guide to Jini Technology

Unique among Java books, A Programmer's 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 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

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).

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.

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

Practical Guide for Programmers

Programmer's Guide to Kotlin

The Rust Programming Language (Covers Rust 2018)

Exam 310-065

Java Number Cruncher

Exam 1Z0-808

Essential Java Skills--Made Easy! What Special – In this book I covered and explained several topics of latest Java 8 Features in detail for Developers & Fresher's, Topics Like– Lambdas. || Java 8 Functional interface, || Stream and Time API in Java 8. This Java book doesn't require previous programming experience. However, if you come from a C or C++ programming background, then you will be able to learn faster. Learn the all basics and advanced features of Java programming in no time from Bestseller Java Programming Author Harry. H. Chaudhary (More than 1,67,000 Books Sold !). This Java Guide, starts with the basics and Leads to Advance features of Java in detail with thousands of Java Codes and new features of Java 8 like Lambdas. Java 8 Functional interface, || Stream and Time API in Java 8. , I promise this book will make you expert level champion of java. Anyone can learn java through this book at expert level. The main objective of this java book is not to give you just Java Programming Knowledge, I have followed a pattern of improving the question solution of thousands of Codes with clear theory explanations with different Java complexities for each java topic problem, and you will find multiple solutions for complex java problems. Engineering Students and fresh developers can also use this book. This book covers common core syllabus for all Computer Science Professional Degrees If you are really serious then go ahead and make your day with this ultimate java book. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Learning a new language is no easy task especially when it's an oop's 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. This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1. (Overview of Java) 2.(Java Language) 3.(Control Statements) 4.(Scanner class, Arrays & Command Line Args) 5.(Class & Objects in Java) 6.(Inheritance in Java) 7.(Object oriented programming) 8.(Packages in Java) 9.(Interface in Java) 10.(String and StringBuffer) 11.(Exception Handling) 12.(Multi-Threaded Programming) 13.(Modifiers/Visibility modes) 14.(Wrapper Class) 15.(Input/Output in Java) 16.(Applet Fundamentals) 17.(Abstract Windows Toolkit)(AWT) 18.(Introduction To AWT Events) 19.(Painting in AWT) 20.(java.lang.Object Class) 21.(Collection Framework) PART - II (Java 8 Features for Developers) 22. Java 8 Features for Developers – Lambdas. 23. Java 8 Functional interface,Stream & Time API. 24. Key Features that Make Java More Secure than Other Languages.

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 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.

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.

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

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

A Concise Introduction to Programming

Peter Norton's Guide to Java Programming

Guide to Java

Architecture and Programmer's Guide

TCP/IP Sockets in Java

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

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 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 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

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an

expanded chapter on modules, and appendixes on Rust development tools and editions.

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.

Complete Java Programming Guide.

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

2021 Beginners Programming Guide. 33 Best Java Tips and Tricks

Java for Beginners Guide to Learn Java and Java Programming

OCA Java SE 8 Programmer I Certification Guide

A Programmer's Guide to Java SCJP Certification

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.

Practical Java