Java Se 8 Books Gotop Com Tw

Can your software sell itself? Convention and the trillion-dollar sales industry claim that it's impossible for your product to sell itself. Yet successful software businesses like Slack, Dropbox, Atlassian, and HubSpot make millions selling to customers who never once reached out to a sales rep. In Product-Led Growth: How to Build a Product That Sells Itself, growth consultant Wes Bush challenges the traditional SaaS marketing and sales playbook and introduces a completely new way to sell products. Bush reveals how your product--not expensive sales teams--can be the main vehicle to acquire, convert, and retain customers. In this step-by-step guide to Product-Led Growth, Bush explains: Why you should flip the traditional sales process on its head and turn your product into a sales machine; How to decide whether your business should use a free trial, freemium, or hybrid model; How to turn free users into happy, paying customers. History tells us that "how" you sell is just as important as "what" you sell. Blockbuster couldn't compete with Netflix by selling the same digital content, and you need to decide "when" not "if" you'll innovate on the way you sell. Are you going to be product-led? Or will you be disrupted, too?

Learn how to program using the updated C++17 language. You'll start with the basics and progress through step-by-step examples to become a working C++ programmer. All you need are Beginning C++17 and any recent C++ compiler and you'll soon be writing real C++ programs. There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program examples, and all chapters include exercises for you to test and practice your knowledge. Code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++17, and to all conventions and best practices of so-called modern C++. Beginning C++17 also introduces the elements of the C++ Standard Library that provide essential support for the C++17 language. What You'll Learn Define variables and make decisions Work with arrays and loops, pointers and references, strings, and more Write your own functions, types, and operators Discover the essentials of object-oriented programming Use overloading, inheritance, virtual functions and polymorphism Write generic function templates and class templates Get up to date with modern C++ features: auto type declarations, move semantics, lambda expressions, and more Examine the new additions to C++17 Who This Book Is For Programmers new to C++ and those who may be looking for a refresh primer on the C++17 programming language in general.

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For courses in Java--Introduction to Programming and Object-Oriented Programming. The Fifth Edition of this outstanding text is revised in every detail to enhance clarity, content, presentation, examples, and exercises. Now expanded to include more extensive coverage of advanced Java topics, this new edition is available two ways. Choose the Comprehensive edition (chapters 1-29) that includes the new advanced material or choose the Custom Core version (chapters 1-16) that covers material through exception handling and IO. The early chapters outline the conceptual basis for understanding Java and guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail, including using objects for design, culminating with the development of comprehensive Java applications.

Java® Performance Companion shows how to systematically and proactively improve Java performance with today’s advanced multicore hardware and complex operating system environments. The authors, who are all leading Java performance and Java HotSpot VM experts, help you improve performance by using modern software engineering practices, avoiding common mistakes, and applying tips and tricks gleaned from years of real-world experience. Picking up where Charlie Hunt and Binu John’s classic Java Performance left off, this book provides unprecedented detail on two powerful Java platform innovations: the Garbage First (G1) garbage collector and the HotSpot VM Serviceability Agent. Coverage includes Leveraging G1 to overcome limitations in parallel, serial, and CMS garbage collection Understanding each stage of G1 GC collections, both young and old Getting under the hood with G1 and efficiently fine-tuning it for your application Identifying potential optimizations, interpreting experimental results, and taking action Exploring the internals of the HotSpot VM Using HotSpot VM Serviceability Agent to analyze, triage, and resolve diverse HotSpot VM issues Troubleshooting out of memory errors, Java level deadlocks, and HotSpot VM crashes Extending the Serviceability Agent, and using the Plugin for VisualVM Mastering useful HotSpot VM command line options not covered in Java™ Performance Java® Performance Companion can help you squeeze maximum performance and value from Java with JDK 8 or 9–for any application, in any environment. Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

USL 2013, IWSLL 2013, KMEL 2013, IWCWL 2013, WIL 2013, and IWEEC 2013, Kenting, Taiwan, October 6-9, 2013, Revised Selected Papers

Java 8 Lambdas

Data Structures and Algorithms in Java

OCA Java SE 7 Programmer I Certification Guide

Python?????-???(?MTA Python??????????)(???)

Shell Programming in Unix, Linux and OS X is a thoroughly updated revision of Kochan and Wood’s classic Unix Shell Programming tutorial. Following the methodology of the original text, the book focuses on the POSIX standard shell, and teaches you how to develop programs in this useful programming environment, taking full advantage of the underlying power of Unix and Unix-like operating systems. After a quick review of Unix utilities, the book’s authors take you step-by-step through the process of building shell scripts, debugging them, and understanding how they work within the shell’s environment. All major features of the shell are covered, and the large number of practical examples make it easy for you to build shell scripts for your particular applications. The book also describes the major features of the Korn and Bash shells. Learn how to… Take advantage of the many utilities provided in the Unix system Write powerful shell scripts Use the shell’s built-in decision-making and looping constructs Use the shell’s powerful quoting mechanisms Make the most of the shell’s built-in history and command editing capabilities Use regular expressions with Unix commands Take advantage of the special features of the Korn and Bash shells Identify the major differences between versions of the shell language Customize the way your Unix system responds to you Set up your shell environment Make use of functions Debug scripts Contents at a Glance 1 A Quick Review of the Basics 2 What Is the Shell? 3 Tools of the Trade 4 And Away We Go 5 Can I Quote You on That? 6 Passing Arguments 7 Decisions, Decisions 8 ‘Round and ‘Round She Goes 9 Reading and Printing Data 10 Your Environment 11 More on Parameters 12 Loose Ends 13 Rolo Revisited 14 Interactive and Nonstandard Shell Features A Shell Summary B For More Information

Summary This book is a comprehensive guide to the 1Z0-803 exam. You'll explore a wide range of important Java topics as you systematically learn how to pass the certification exam. Each chapter starts with a list of the exam objectives covered in that chapter. You'll find sample questions and exercises designed to reinforce key concepts and to prepare you for what you'll see in the real exam, along with numerous tips, notes, and visual aids throughout the book. About This Book To earn the OCA Java SE 7 Programmer Certification, you need to know your Java inside and out, and to pass the exam it's good to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 7 Programmer I Certification Guide is a comprehensive guide to the 1Z0-803 exam. You'll explore important Java topics as you systematically learn what is required. Each chapter starts with a list of exam objectives, followed by sample questions and exercises designed to reinforce key concepts. It provides multiple ways to digest important techniques and concepts, including analogies, diagrams, flowcharts, and lots of well-commented code. Written for developers with a working knowledge of Java who want to earn the OCA Java SE 7 Programmer I Certification. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Covers all exam topics Hands-on coding exercises How to avoid built-in traps and pitfalls About the Author Mala Gupta has been training programmers to pass Java certification exams since 2006. She holds OCA Java SE7 Programmer I, SCWCD, and SCJP certifications. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation String, StringBuilder, Arrays, and ArrayList Flow control Working with inheritance Exception handling Full mock exam

More businesses and ambitious individuals are trying to bring applications to the Web but they are bewildered with the array of components and concepts needed to create a data-driven site. The cost, stability and ease of development using the Open Source PHP 4 scripting language and a MySQL database makes this combination the best choice for small and mid-size Web-based applications. PHP4/MySQL Database Applications demonstrates web-application development by presenting seven real, ready-to-use examples starting with a simple guess book and ending with a fully-functional e-commerce site with a shopping cart. Inexperienced users will learn the essentials of working with PHP4 and MySQL so they can start building and customizing database applications for the web right away!

Core Java has long been recognised as the leading no-nonsense tutorial and reliable reference. It carefully explains the most important language and library features and shows how to build real-world applications with thoroughly tested examples. The example programs have been carefully crafted to be easy to understand as well as useful in practice, so you can rely on them as the starting point for your own code. All of the code examples have been rewritten to reflect modern Java best practices and code style. The critical new features introduced with Java SE 9 are all thoroughly explored with the depth and completeness that readers expect from this title. Core Java Volume I walks readers through the all details and takes a deep dive into the most critical features of the language and core libraries. This guide will help you Leverage your existing programming knowledge to quickly master core Java syntax Understand how encapsulation, classes, and inheritance work in Java Master interfaces, inner classes, and lambda expressions for functional programming Improve program robustness with exception handling and effective debugging Write safer, more readable programs with generics and strong typing Use pre-built collections to collect multiple objects for later retrieval Master concurrent programming techniques from the ground up Build modern cross-platform GUIs with standard Swing components Deploy configurable applications and applets, and deliver them across the Internet Simplify concurrency and enhance performance with new functional techniques

The introduction of functional programming concepts in Java SE 8 was a drastic change for this venerable object-oriented language. Lambda expressions, method references, and streams fundamentally changed the idioms of the language, and many developers have been trying to catch up ever since. This cookbook will help. With more than 70 detailed recipes, author Ken Kousen shows you how to use the newest features of Java to solve a wide range of problems. For developers comfortable with previous Java versions, this guide covers nearly all of Java SE 8, and includes a chapter focused on changes coming in Java 9. Need to understand how functional idioms will change the way you write code? This cookbook—chock full of use cases—is for you. Recipes cover: The basics of lambda expressions and method references Interfaces in the java.util.function package Stream operations for transforming and filtering data Comparators and Collectors for sorting and converting streaming data Combining lambdas, method references, and streams Creating instances and extract values from Java’s Optional type New I/O capabilities that support functional streams The Date-Time API that replaces the legacy Date and Calendar classes Mechanisms for experimenting with concurrency and parallelism

Product-Led Growth

Java SE 8?Android 5.x????????(???)

Shell Programming in Unix, Linux and OS X

Advances in Web-Based Learning - ICWL 2013 Workshops

Prepare for the 1Z0-803 exam

How to Build a Product That Sells Itself

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Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today’s best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book’s many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today’s best coding styles and program design techniques Understand the “rationale behind the rules”: why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you’ve learned Access the source code for the extended examples from informit.com/title/0321714113 C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

This oversized book will aid any beginner in discovering the ancient mystery and magic of tarot. First-timers will learn the history and meanings of the cards, how to interpret tarot spreads, handle the cards, and prepare for a reading in this easy-to-use unabridged edition.

The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

MySQL/PHP Database Applications

Java Programming Interviews Exposed

Java SE 8 for the Really Impatient

Fundamentals

Java SE 7□□□□□ (□□□)

C++ Primer

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With over 75 million downloads per month, Spring Boot is the most widely used Java framework available. Its ease and power have revolutionized application development from monoliths to microservices. Yet Spring Boot's simplicity can also be confounding. How do developers learn enough to be productive immediately? This practical book shows you how to use this framework to write successful mission-critical applications. Mark Heckler from VMware, the company behind Spring, guides you through Spring Boot's architecture and approach, covering topics such as debugging, testing, and deployment. If you want to develop cloud native Java or Kotlin applications with Spring Boot rapidly and effectively--using reactive programming, building APIs, and creating database access of all kinds--this book is for you. Learn how Spring Boot simplifies cloud native application development and deployment Build reactive applications and extend communication across the network boundary to create distributed systems Understand how Spring Boot's architecture and approach increase developer productivity and application portability Deploy Spring Boot applications for production workloads rapidly and reliably Monitor application and system health for optimal performance and reliability Debug, test, and secure cloud-based applications painlessly

If you are a skilled Java programmer but are concerned about theJava coding interview process, this real-world guide can help youland your next position Java is a popular and powerful language that is a virtualrequirement for businesses making use of IT in their dailyoperations. For Java programmers, this reality offers job securityand a wealth of employment opportunities. But that perfect Javacoding job won't be available if you can't ace the interview. Ifyou are a Java programmer concerned about interviewing, JavaProgramming Interviews Exposed is a great resource to preparefor your next opportunity. Author Noel Markham is both anexperienced Java developer and interviewer, and has loaded his bookwith real examples from interviews he has conducted. Review over 150 real-world Java interview questions you arelikely to encounter Prepare for personality-based interviews as well as highlytechnical interviews Explore related topics, such as middleware frameworks andserver technologies Make use of chapters individually for topic-specific help Use the appendix for tips on Scala and Groovy, two otherlanguages that run on JVMs Veterans of the IT employment space know that interviewing for aJava programming position isn't as simple as sitting down

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andanswering questions. The technical coding portion of the interviewcan be akin to a difficult puzzle or an interrogation. With JavaProgramming Interviews Exposed, skilled Java coders can preparethemselves for this daunting process and better arm themselves withthe knowledge and interviewing skills necessary to succeed.

LinKnot - Knot Theory by Computer provides a unique view of selected topics in knot theory suitable for students, research mathematicians, and readers with backgrounds in other exact sciences, including chemistry, molecular biology and physics. The book covers basic notions in knot theory, as well as new methods for handling open problems such as unknotting number, braid family representatives, invertibility, amphicheirality, undetectability, non-algebraic tangles, polyhedral links, and (2,2)-moves. Conjectures discussed in the book are explained at length. The beauty, universality and diversity of knot theory is illuminated through various non-standard applications: mirror curves, fullerens, self-referential systems, and KL automata.

Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University. Tenth edition. Comprehensive version. 2015.

Pragmatic Functional Programming

Spring in Action, Sixth Edition

Algorithms and Information Retrieval in Java

Java Data Access

MySQL Bible

JavaFX 8技術手冊 (電子書)

Advances in Web-Based Learning - ICWL 2013 WorkshopsUSL 2013, IWSLL 2013, KMEL 2013, IWCWL 2013, WIL 2013, and IWEEC 2013, Kenting, Taiwan, October 6-9, 2013, Revised Selected PapersSpringer

Java????????????? ???(???) ????? - Servlet 4.0????? - ??Web?????? - ??Spring MVC?Spring Boot - ??Lab???? ·??? ·??Servlet 4.0/Java SE 8????????????????????? ·??OWASP TOP 10?CWE?CVE?????????????????????Java EE?????CSRF?Web??????? ·??Spring?Spring MVC?Spring Boot???????Web MVC??????????????? ·??? ·??????????????????????????????????????? ·???????????????????????IDE??????????????????? #???? GOTOP Information Inc.

What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Android Development uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

This book constitutes the refereed proceedings of the Workshops held at the ICWL 2013 International Conference on Web Based Learning in Kenting, Taiwan, in October 2013. The 29 papers presented were carefully reviewed and selected for inclusion in this volume. They were held at the following workshops: First International Workshop on Ubiquitous Social Learning, USL 2013; 2013 International Workshop on Smart Living and Learning, IWSLL 2013; Third International Symposium on Knowledge Management and e-Learning, KMEL 2013; 2013 International Workshop on Cloud Computing for Web-Based Learning, IWCL 2013; 2013 International Workshop on Web Intelligence and Learning; WIL 2013; and the 2013 International Workshop on e-book and Education Cloud, IWEEC 2013.

Organization: The book is divided into five parts: Getting Starated with MySQL and Relational Databases; Understanding SQL Through MySQL; MySQL Administration; MySQL Developer Guide; and Advanced and Specialized MySQL Topics. Comprehensive coverage: This Bible covers both beginning-level and advanced topics. Topics covered include: introduction to relational database management; installing and configuring MySQL on the Linux, Windows 2000, and Mac OS X operating systems; MySQL security; debugging and repairing MySQL databases and servers; MySQL performance tuning; and developing MySQL applications with Perl and PHP. Coverage of NuSphere MySQL: Due to the growing popularity of the NuSphere MySQL package, this book covers its enhancements and how to install and develop with NuSphere MySQL. Running database application: This book builds an e-commerce sample database application throughout to demonstrate concepts and topics. ABOUT THE CD-ROM: What's on the CD-ROM: The CD-ROM includes the latest version of MySQL (either Version 4.0 or 4.1); sample database application and code in the book; and PHP and Perl.

Introduction to Java Programming

Knot Theory by Computer

Python 2.1 Bible

Head First Android Development

Servlet&JSP????-?Servlet?Spring Boot(???)

Intermediate Perl

Meyers provides 50 short, specific, easy-to-remember guidelines that experienced C++ programmers either almost always do or almost always avoid. These rules are each followed by an explanation of the rule's important advice on how to implement it, and are supported by actual programming examples.

A guide to the updated operating system covers Mac OS fundamentals, interface changes, configuration, security, multimedia features, and multiple user options.

Explains how to use the object-oriented computer language to develop Internet applications within the .NET framework, from getting to know the language and using its various features to avoiding common errors.

Debian GNU/Linux is one of the major Linux distributions available today. It is known as the most open" of the Linux distributions -- for its commitment to the free software principals, and its community-centricism. It is also known for its tradition of high-quality packages and package management tools, as well as its focus on security issues. Debian GNU/Linux(r) Bible focuses on common apps, GUIs, networking, and system administration. The Debian Project's Internet-based development model has helped the distribution achieve unparalleled Internet functionality. One of the most popular features in Debian GNU/Linux is "apt-get," which automates free network downloads of all software package updates, making the Debian CD the last CD you will ever need to keep your system up-to-date with Linux."

The Python 2.1 Bible provides the only complete Python language reference on the market and includes all the information and software that developers need to use Python as a rapid application development tool. The Python 2.1 Bible fills a critical void in the Python reference market. Although it includes a complete Python language reference section, it is still geared towards those of you who already have some programming experience. This book explains each piece of technology in depth and shows through clear examples why each feature is useful. This is the manual you've been waiting for -- the one that covers all major Python components without glossing over how the various pieces fit together.

From Novice to Professional

JAVA SE 8 ?????(???)

JavaScript Bible

Macworld? Mac? OS X Bible

Think Data Structures

Debian GNU/Linux Bible

???Visual Basic??????????Android?iOS App Visual Basic??????????????????????Visual Basic???????Android App???????????????????????Java??????????????????????????????Visual Basic??????????????????Android?iOS App? Basic4android?B4A??????????IDE????Visual Basic??????????BASIC?????Android App?B4A???????????BASIC????????Java?????????Android?????Basic4iOS?B4i??B4A??????????????????????iOS App?????Visual Basic???Windows??????iOS App??? *????Android 5.x?Java SE8 *????B4A+B4i????????????????????????????????B4A? *??????B4A?B4i????????Android/iOS App????? *????B4A?????????????????????B4A????????Android App??????????? *?? *????Android App???????????????????????? *??B4A????RESTful API?JSON?????????????????SQLite????GPS???Google????????????????????????? *????iOS?????B4i?????????Windows??????iOS????? *??????B4i?iOS?????????????????????????B4A+B4i???????App? #???? GOTOP Information Inc.

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??Python??…???????????????????????????? ?MTA???APCS???? ??????MTA Python?APCS???????????????MTA Python????????????(MTA 98-381 Introduction to Programming Using Python)???????????????????????????MTA Python?????????? #???? GOTOP

If you're a student studying computer science or a software developer preparing for technical interviews, this practical book will help you learn and review some of the most important ideas in software engineering—data structures and algorithms—in a way that's clearer, more concise, and more engaging than other materials. By emphasizing practical knowledge and skills over theory, author Allen Downey shows you how to use data structures to implement efficient algorithms, and then analyze and measure their performance. You'll explore the important classes in the Java collections framework (JCF), how they're implemented, and how they're expected to perform. Each chapter presents hands-on exercises supported by test code online. Use data structures such as lists and maps, and understand how they work Build an application that reads Wikipedia pages, parses the contents, and navigates the resulting data tree Analyze code to predict how fast it will run and how much memory it will require Write classes that implement the Map interface, using a hash table and binary search tree Build a simple web search engine with a crawler, an indexer that stores web page contents, and a retriever that returns user query results Other books by Allen Downey include Think Java, Think Python, Think Stats, and Think Bayes.

This hands-on guide shows Java developers how to access data with the new 3.0 Java Database Connectivity (JDBC) API, use LDAP-enabled directory services with Java Network Directory Services (JNDI), and manipulate XML data using Java APIs for XML Processing (JAXP). Pick up this book to acquire the skills needed to effectively create Java applications that can access a variety of data sources. Learn the basics of JDBC 3.0 and how it relates to the Java programming language as a whole. Then from this base, build your knowledge by reading about common advanced uses such as connection pooling, JSP implementations, and Enterprise JavaBeans. You will also gain an awareness of several object oriented design patterns for implementing JDBC solutions, and gain a knowledge of JNDI and how to use it to store and retrieve data using LDAP.

??????Java????? *????JavaSE 7??????? *????Java????????????OCJP *?????????????????Java???? *?????????????????? *??????????????Java???????? ??????Java????????????Java????????Java??????Java?????????Java????????????????????????? ????????Java????????????????????????????????…?????????????????????????????????????Java ?????????? ????????????????????????????Java?80%??????????????????????????????Java??????????????????????Java????????? ????????????????????????????????????...??????????????????? #???? GOTOP Information Inc.

A Brain-Friendly Guide

JDBC, JNDI, and JAXP

?Visual Basic?????Android App(???B4A+B4i)--?????Android?iOS App(???)

Tarot for Dummies

Beginning C++17

Java SE 8?Android 7.x????????(???)

Presents guidelines on the art of coding with Perl, covering such topics as references and scoping, manipulating complex data structures, objects, testing, Exporter, Moose, and CPAN.

If you need to learn Spring, look no further than this widely beloved and comprehensive guide! Fully revised for Spring 5.3, and packed with interesting real-world examples to get your hands dirty with Spring. In Spring in Action, 6th Edition you will learn: Building reactive applications Relational and NoSQL databases Integrating via HTTP and REST-based services, and sand reactive RSocket services Reactive programming techniques Deploying applications to traditional servers and containers Securing applications with Spring Security Over the years, Spring in Action has helped tens of thousands of developers get a major productivity boost from Spring. This new edition of the classic bestseller covers all of the new features of Spring 5.3 and Spring Boot 2.4 along with examples of reactive programming, Spring Security for REST Services, and bringing reactivity to your databases. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration. About the technology Spring is required knowledge for Java developers! Why? Th is powerful framework eliminates a lot of the tedious configuration and repetitive coding tasks, making it easy to build enterprise-ready, production-quality software. The latest updates bring huge productivity boosts to microservices, reactive development, and other modern application designs. It's no wonder over half of all Java developers use Spring. About the book Spring in Action, Sixth Edition is a comprehensive guide to Spring's core features, all explained in Craig Walls' famously clear style. You'll put Spring into action as you build a complete database-backed web app step-by-step. This new edition covers both Spring fundamentals and new features such as reactive flows, Kubernetes integration, and RSocket. Whether you're new to Spring or leveling up to Spring 5.3, make this classic bestseller your bible! What's inside Relational and NoSQL databases Integrating via RSocket and REST-based services Reactive programming techniques Deploying applications to traditional servers and containers About the reader For beginning to intermediate Java developers. About the author Craig Walls is an engineer at VMware, a member of the Spring engineering team, a popular author, and a frequent conference speaker. Table of Contents PART 1 FOUNDATIONAL SPRING 1 Getting started with Spring 2 Developing web applications 3 Working with data 4 Working with nonrelational data 5 Securing Spring 6 Working with configuration properties PART 2 INTEGRATED SPRING 7 Creating REST services 8 Securing REST 9 Sending messages asynchronously 10 Integrating Spring PART 3 REACTIVE SPRING 11 Introducing Reactor 12 Developing reactive APIs 13 Persisting data reactively 14 Working with RSocket PART 4 DEPLOYED SPRING 15 Working with Spring Boot Actuator 16 Administering Spring 17 Monitoring Spring with JMX 18 Deploying Spring

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.

This book concisely introduces Java 8's most valuable new features, including lambda expressions (closures) and streams. If you're an experienced Java programmer, the author's practical insights and sample code will help you quickly take advantage of these and other Java language and platform improvements.

● 涵蓋JavaFX 8所有物件與新功能 ● 深入解說JavaFX 3D ● 介紹效果、圖表、繪圖、動畫、多媒體等功能 ● 說明如何以Lambda Expression處理事件 JavaFX以「Write Once, Deploy Anywhere」的概念開發應用程式，可同時以Java Applet、Java Web Start與視窗應用程式的形式執行，除了提供類似於Java Swing的GUI物件之外，JavaFX為強調動畫與多媒體效果，增加了圖表、多媒體、CSS樣式、效果、2D、3D等功能，並改進原有Java Swing繁複的程式架構，讓JavaFX變得更為精簡。 本書針對JavaFX 8，詳細介紹JavaFX 8所有物件與新功能，並深入解說JavaFX 3D與如何以Lambda Expression處理事件。讀者可由書中範例，循序漸進學習JavaFX，並由範例練習更能掌握JavaFX重點。 #碁峰資訊 GOTOP Information Inc.

Core Java

Comprehensive Version

Effective C++

Spring Boot: Up and Running

C#

Java SE 8 技術手冊(電子書)

If you're a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to "lambdify" your existing codebase or library code Learn practical solutions for lambda expression unit testing and debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O

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Simple Solutions to Difficult Problems in Java 8 and 9

Modern Java Recipes

Introduction to Java Programming and Data Structures

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