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*Provides example
programs and their
source code to explore
concepts and
technologies including
Enterprise JavaBeans,
JavaServer Pages, Java*

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*Message Service, and
Java Naming and
Directory Interface.*

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forthcoming Oracle
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books. Written by
leading Java experts,
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definitive, complete,
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coverage of the latest

Java release. Featuring

an introduction by

bestselling

programming author

Herb Schildt, this

eBook includes

chapters from the

following Oracle Press

books: Java: The

Complete Reference,

Ninth Edition by Herb

Schildt Java: A

Beginner's Guide,

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Sixth Edition by Herb

Schildt Mastering

Lambdas: Java

Programming in a

Multicore World by

Maurice Naftalin

Quick Start Guide to

JavaFX by J.F.

DiMarzio Mastering

JavaFX 8 Controls:

Create Custom JavaFX

8 Controls for Cross-

Platform Applications

by Hendrik Ebbers

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Mastering Java: A Beginner's Guide introduces developers of all ages to the beautiful and valuable world of Java. Java is frequently used as the default platform for scientific applications, including natural language processing. The primary reason for this is that it is secure, portable, and

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extensible. It also has excellent high-level concurrency tools. In terms of software development, the introduction of Java undoubtedly was a watershed moment.

You've surely heard of Java if you're a software developer. For a multitude of reasons, its relevance and functionality in the

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*world of coding deserve
high acclaim.*

*Computers have
become highly
adaptable devices that
can handle multi-level
undo and multi-
threaded apps, mostly
thanks to Java. As its
syntax is comparable to
English, Java is
relatively simple to
learn and understand
in a short period of*

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time. Despite being a slightly older piece of technology, Java still performs well. It is regularly ranked among the most popular languages of programming. It is critical for enterprise-level web apps and microservices, which are expected to grow in popularity over the coming year. Java will

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continue to dominate the banking industry and the Fintech business for years to come. Mastering Java addresses various aspects pertaining to Java development. Mastering Java will prove to be of enormous assistance to Java developers of all levels. This book focuses on a variety of

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topics; it provides a concise explanation of Java's introduction, benefits, characteristics, and examines why Java is so essential. Mastering Java also includes installation advice and information on the many components that make Java work, such as Object-Oriented Programming, Strings,

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*Collections, Packages,
and Databases.*

*Mastering Java will
always be a helpful
resource for both
intermediate learners
and skilled personnel.
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at: <https://www.routledge.com/Mastering-Computer-Science/book-series/MCS>*

If you're a developer

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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

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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

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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

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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*

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*message passing and
non-blocking I/O*

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Java: A Beginner's
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High-Performance
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JavaFX Controls

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the latest JavaFX APIs, configure UI components, automatically generate FXML, build cutting-edge controls, and effectively apply CSS styling.

Troubleshooting, tuning, and deployment are also

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covered in this Oracle
Press guide.

Understand the

properties of JavaFX

8 controls and APIs

Create custom

controls,

transformations, and

layouts Work from

JavaFX Scene Graph

and Scene Builder

Visualize data models

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using advanced

control types Use

ListView, TableView,

and TreeView APIs

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video content using

JavaFX media classes

Maximize separation

between UI and

application logic

using FXML Style

controls and

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applications using

CSS Extend

functionality of Swing

and SWT

applications with

JavaFX Code

examples in the book

are available for

download.

Get started with

JavaFX Develop and

deploy interactive

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client applications in no time with help from this practical tutorial from Oracle Press. With a focus on working in NetBeans IDE, Quick Start Guide to JavaFX explains how to use JavaFX layouts, draw shapes, use coloring and gradient tools,

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load images, apply
effects and

transformations,

include animation,

and embed media.

You'll also get details

on using JavaFX

events, subclassing

existing nodes,

creating custom

nodes, working with

WebView, and

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styling your

applications with

CSS. Designed for

easy learning, the

book features: Key

Skills & Concepts --

Chapter-opening lists

of specific skills

covered in the

chapter Ask the

Expert -- Q&A

sections filled with

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bonus information
and helpful tips Try

This -- Hands-on
exercises that show

you how to apply
your skills Notes --

Extra information
related to the topic

being covered Tips --
Helpful reminders or

alternate ways of
doing things

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Cautions -- Errors
and pitfalls to avoid

Annotated Syntax --

Example code with
commentary that

describes the

programming

techniques being

illustrated Self-tests --

Chapter-ending

quizzes to reinforce

your skills

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JavaFX 10 is used to create media-rich client applications. If you are a Java developer and want to create graphical applications and skill up to become a pro at Java GUI programming, then this is the right choice for you. You will be

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guided through the
different components

of the JavaFX

application, to master
and combine them.

This book, the

second one of three

volumes, gives

practical examples by

a number of use cases

showing how to take

first steps in the

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digital journey of banks and insurance companies. The angle shifts over the volumes from a business-driven approach in

“ Disruption and DNA ” to a strong technical focus in

“ Data Storage, Processing and

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Analysis ”, leaving
“ Digitalization and
Machine Learning
Applications ” with
the business and
technical aspects in-
between. This second
volume mainly
emphasizes use cases
as well as the methods
and technologies
applied to drive

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digital transformation
(such as processes,
leveraging
computational power
and machine learning
models).

Learning Java

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Annoyances

Java SE 8 for the

Really Impatient

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Java 8 Preview
Sampler

Cloud Native
Patterns

***Summary Cloud
Native***

***Patterns is your
guide to***

***developing
strong***

***applications
that thrive in***

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***the dynamic,
distributed,
virtual world of
the cloud. This
book presents a
mental model
for cloud-native
applications,
along with the
patterns,
practices, and
tooling that set***

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them apart.
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About the
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grail: near-zero
downtime,
infinite
scalability, short
feedback cycles,
fault-tolerance,
and cost
control. But how
do you get
there? By
applying***

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cloudnative

designs,

developers can

build resilient,

easily adaptable,

web-scale

distributed

applications

that handle

massive user

traffic and data

loads. Learn

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***these
fundamental
patterns and
practices, and
you'll be ready
to thrive in the
dynamic,
distributed,
virtual world of
the cloud. About
the Book With
25 years of***

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experience
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***under her belt,
Cornelia Davis
teaches you the
practices and
patterns that set
cloud-native
applications
apart. With
realistic
examples and
expert advice for***

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***working with
apps, data,
services,
routing, and
more, she shows
you how to
design and build
software that
functions
beautifully on
modern cloud
platforms. As***

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***you read, you
will start to
appreciate that
cloud-native
computing is
more about the
how and why
rather than the
where. What's
inside The
lifecycle of
cloud-native***

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**apps Cloud-
scale**

configuration

management

Zero downtime

upgrades,

versioned

services, and

parallel deploys

Service

discovery and

dynamic routing

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**Managing
interactions**

between

services,

including retries

and circuit

breakers About

the Reader

Requires basic

software design

skills and an

ability to read

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Java or a similar language. About the Author

Cornelia Davis is Vice President of Technology at Pivotal

Software. A teacher at heart, she's spent the last 25 years making good

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*software and
great software
developers.*

*Table of
Contents PART
1 - THE CLOUD-
NATIVE*

*CONTEXT You
keep using that
word: Defining
"cloud-native"
Running cloud-*

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***native
applications in
production The
platform for
cloud-native
software PART 2
- CLOUD-
NATIVE
PATTERNS
Event-driven
microservices:
It's not just***

Page 45/261

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request/respons
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e App

redundancy:

**Scale-out and
statelessness**

Application

configuration:

Not just

environment

variables The

application

lifecycle:

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***Accounting for
constant change***

Accessing apps:

Services,

routing, and

service

discovery

Interaction

redundancy:

Retries and

other control

loops Fronting

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services: Circuit

breakers and

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: Finding the

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haystack Cloud-

native data:

Breaking the

data monolith

Master the

Techniques for

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***Creating Data-
Driven Websites
with***

***Dreamweaver
MX Harness the
power of***

***Dreamweaver
MX to build
dynamic,
database-driven
websites.***

Mastering

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***Dreamweaver
MX Databases
equips you with
all the coding
and database
skills you need.
You'll find
focused
coverage of key
Dreamweaver
MX features,
plus highly***

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***practical
instruction
relating to the
most important
scripting
languages and
databases
supported by
Dreamweaver
MX. Topics
include:
Creating ASP,***

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***JSP, ColdFusion,
ASP.NET, and
PHP pages***

***Connecting to
SQL Server,***

MySQL, Oracle,

***Access, and
other ODBC***

databases

***Capturing,
storing,***

retrieving, and

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updating data

Choosing the

language and

database

combination

that's right for

your purpose

Mastering the

Dreamweaver

MX data view,

insert, and

update features

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***Creating
recordsets and
queries in
Dreamweaver
MX-supported
languages and
databases
Securing your
site and
database using
Dreamweaver
MX features and***

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best practices

Designing pages

using live data

from your

database with

Dreamweaver's

Live Data view

Saving time

using

master/detail

forms and

templates

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pages for your
database Using
the extensions
available to
Dreamweaver
MX to aid
database
development
Note: CD-
ROM/DVD and
other***

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materials are
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part of eBook
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***Continuous
delivery adds
enormous value
to the business
and the entire
software
delivery***

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lifecycle, but adopting this practice means mastering new skills typically outside of a developer's comfort zone. In this practical book, Daniel Bryant and Abraham Marín-

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*Pérez provide
guidance to help*

experienced

Java developers

master skills

such as

*architectural
design,*

automated

quality

assurance, and

application

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***packaging and
deployment on a
variety of
platforms. Not
only will you
learn how to
create a
comprehensive
build pipeline
for continually
delivering
effective***

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software, but

you'll also

explore how Java

application

architecture and

deployment

platforms have

affected the way

we rapidly and

safely deliver

new software to

production

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environments.

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***Get advice for
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migration to
continuous
delivery Design
architecture to
enable the
continuous
delivery of Java
applications***

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***Build
application
artifacts
including fat
JARs, virtual
machine
images, and
operating
system
container
(Docker) images
Use continuous***

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***integration
tooling like
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and find-sec-
bugs to
automate code
quality checks
Create a
comprehensive
build pipeline
and design
software to***

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***separate the
deploy and
release***

processes

***Explore why
functional and
system quality
attribute testing
is vital from
development to
delivery Learn
how to***

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***effectively build
and test
applications
locally and
observe your
system while it
runs in
production
Up-to-date
coverage of
every topic on
the Java 8 SE***

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***Programmer I
exam Prepare
for the OCA Java
SE 8***

***Programmer I
exam using this
effective self-
study system
from Oracle
Press. Written
by developers of
the original Sun***

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Programmer I
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accurate
practice exams.
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questions that

mirror those on

the actual test

in content, tone,

and format.

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preparing you

for the

challenging

exam, the book

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***also serves as an
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Access control •

Object

orientation •

Assignments •

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to common
programming**

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**problems
encountered
while developing
Java-based
applications.
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with the newest
features and
techniques
available, Java 8
Recipes provides
code examples
involving**

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**Lambdas,
embedded
scripting with
Nashorn, the new
date-time API,
stream support,
functional
interfaces, and
much more.**

**Especial
emphasis is given
to features such
as lambdas that**

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**are newly
introduced in
Java 8. Content is
presented in the
popular problem-
solution format:
Look up the
programming
problem that you
want to solve.
Read the
solution. Apply
the solution**

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**directly in your
own code.**

**Problem solved!
The problem-
solution approach
sets Java 8
Recipes apart.
Java 8 Recipes is
focused less on
the language
itself and more
on what you can
do with it that is**

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useful. The book respects your time by always focusing on a task that you might want to perform using the language. Solutions come first.

Explanations come later. You are free to crib

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**from the book
and apply the
code examples
directly to your
own projects.
Covers the newly-
released Java 8,
including a brand
new chapter on
lambdas Focuses
especially on up-
and-coming
technologies**

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**such as Project
Nashorn and Java
FX 2.0 Respects
your time by
focusing on
practical
solutions you can
implement in
your own code**

**One of Java's
most striking
claims is that it
provides a secure**

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**programming
environment. Yet
despite endless
discussion, few
people
understand
precisely what
Java's claims
mean and how it
backs up those
claims. If you're a
developer,
network**

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**administrator or
anyone else who**

must understand

or work with

Java's security

mechanisms, Java

Security is the in-

depth exploration

you need. Java

Security, 2nd

Edition, focuses

on the basic

platform features

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**of Java that
provide
security--the
class loader, the
bytecode verifier,
and the security
manager--and
recent additions
to Java that
enhance this
security model:
digital
signatures,**

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security

providers, and

the access

controller. The

book covers the

security model of

Java 2, Version

1.3, which is

significantly

different from

that of Java 1.1.

It has extensive

coverage of the

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**two new
important
security APIs:
JAAS (Java
Authentication
and Authorization
Service) and JSSE
(Java Secure
Sockets
Extension). Java
Security, 2nd
Edition, will give
you a clear**

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**understanding of
the architecture
of Java's security
model and how to
use that model in
both
programming and
administration.**

**The book is
intended
primarily for
programmers
who want to**

Read Book
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**write secure Java
applications.**

**However, it is
also an excellent
resource for
system and
network
administrators
who are
interested in Java
security,
particularly those
who are**

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**interested in
assessing the risk
of using Java and
need to
understand how
the security
model works in
order to assess
whether or not
Java meets their
security needs.
Learn JavaFX 8
shows you how to**

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**start developing
rich-client
desktop
applications
using your Java
skills and
provides
comprehensive
coverage of
JavaFX 8's
features. Each
chapter starts
with an**

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**introduction to
the topic at hand,
followed by a
step-by-step
discussion of the
topic with small
snippets of code.
The book
contains
numerous figures
aiding readers in
visualizing the
GUI that is built**

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**at every step in
the discussion.
The book starts
with an
introduction to
JavaFX and its
history. It lists
the system
requirements and
the steps to start
developing
JavaFX
applications. It**

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shows you how to create a Hello World application in JavaFX, explaining every line of code in the process.

Later in the book, author Kishori Sharan discusses advanced topics such as 2D and 3D graphics,

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**charts, FXML,
advanced
controls, and
printing. Some of
the advanced
controls such as
TableView,
TreeTableView
and WebView are
covered at length
in separate
chapters. This
book provides**

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**complete and
comprehensive
coverage of
JavaFX 8
features; uses an
incremental
approach to
teach JavaFX,
assuming no
prior GUI
knowledge;
includes code
snippets,**

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complete

programs, and

pictures; covers

MVC patterns

using JavaFX; and

covers advanced

topics such as

FXML, effects,

transformations,

charts, images,

canvas, audio

and video, DnD,

and more. So,

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**after reading and
using this book,
you'll come away
with a
comprehensive
introduction to
the JavaFX APIs
as found in the
new Java 8
platform.**

**An interactive
guide to Oracle's
intensive query**

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**tool, SQL* Plus,
discusses its
powerful
features,
furnishes a
syntax quick
reference, and
explains how to
write and execute
script files,
generate reports,
extract data from
the database,**

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**utilize new
administrative
features, query
data dictionary
tables, and more.**

Original.

(Intermediate)

JavaFX 9 by

Example

Develop modular

and secure Java

applications

using

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**concurrency and
advanced JDK**

libraries, 2nd

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Mastering

Dreamweaver MX

Databases

A Beginner's

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Full coverage

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**of functional
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Associate Java

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a comprehensive

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gurus who
create highly
useful
applications,
but it has some
limitations. To**

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overcome these limitations, a concept called JavaScript promises is rising rapidly in popularity. Promises makes writing complex logics more manageable and easy. This book starts with an

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promises and
how it has
evolved over
time. You will
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asynchronous
model and how
JavaScript
handles
asynchronous**

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large set of

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customizable

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components that
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using CSS

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enabling you to

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acceleration
means that your
applications are
fast and snappy,
taking full
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processing support

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at the hardware
level. JavaFX 2.0

opens the door to
business

applications that
look good, are fun
to use, that take
advantage of the
medium to present
data of all
types—text, audio,
video, etc.—in ways

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that engage the user and lead to increased productivity.

Getting started with JavaFX 2.0 is surprisingly easy. You already have the Java skills.

Very likely you know enough of CSS to get by. All

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that's left is to get a leg up on the API, and that's where JavaFX 2.0: Introduction by Example can help. In this short book, author Carl Dea takes you through a series of engaging, fun-to-work examples

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that bring you up to speed with the major facets of the platform. Begin with the fundamentals of installing the software and creating a simple interface. Move in progressive steps through the

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process of
developing a
working dialog box
for an application.

Then let the fun
begin as you
explore images
and animations,
audio and video,
and finally learn to
embed JavaFX
applications in a

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web page as well
as embedding

HTML5 content

within an

application. At the

end of this book

you'll have a good

grasp of what

JavaFX is all

about, and you'll

be ready to begin

your journey

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towards mastery of
the platform.

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through the
process of

developing a

functional

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Oracle JET. By the

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you will have built

a support ticket

system using a

variety of different

components

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more advanced
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fundamental
technologies used
in JET Control look
and feel through

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theming a JET
application

Develop interfaces
using Web

Components

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interface with third-
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Configure

automated unit

testing of JET

applicationsWho

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basic
understanding of
JavaScript who
want to learn
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JavaScript
Extension Toolkit
for building client-
side applications
that can integrate

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and browser-
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them every day,

most software

engineers know

little about how

programming

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languages are designed and implemented. For many, their only experience with that corner of computer science was a terrifying "compilers" class that they suffered through in undergrad and

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tried to blot from
their memory as
soon as they had
scribbled their last
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conversion on the
final exam. That
fearsome
reputation belies a
field that is rich
with useful
techniques and not

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so difficult as some of its practitioners might have you believe. A better understanding of how programming languages are built will make you a stronger software engineer and teach you concepts and data

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will get dirty and

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API. The

deployment

coverage has also

been expanded,

with new chapters

such as "Doing

More with Rich

Internet

Applications" and

"Deployment in

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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

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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

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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

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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

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Java applications,
G1 Garbage

Collector, JMHBook

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language. It

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including enterprise-

level and mobile

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richness of the Java

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understanding
recent Java platform
updates. It contains
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explanations of the
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introduced in Java
9, Java 10, and
Java 11 along with
obtaining practical
guidance on how to
apply the new

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features. As you
make your way

through the

chapters, you'll

discover further

information on the

developments of the

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learn about the

changes introduced

by the variable

handles and Project

Coin, along with

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several enhancements in relation to import statements processing. In the concluding chapters, you'll learn to improve your development productivity, making your applications more efficient. You'll also be able to get

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to grips with the
command-line flags

with respect to

various utilities and

the command-line

utility changes

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current Java

platform. By the end

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advanced level

understanding of the

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its recent changes.

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Java

applicationsMigrate
existing Java

applications to
modular

onesUnderstand
how the default G1
garbage collector

worksLeverage the

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provided by the

newly introduced

Java

ShellPerformance

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effectively with the

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the HTTP 2.0

standardFind out

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features of Java 9,
10, and 11 Who this
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understanding of the
Java language and
want to progress to
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Me for maximum

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language, without

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powerful new
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**Understanding
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Programs Work

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Program 6 Using
Strings to
Communicate 7
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Decisions 8
Repeating an
Action with**

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Information in

New Ways 9

Storing

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Arrays 10

Creating Your

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Describing What

Your Object Is

Like 12 Making

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**the Most of
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Graphical User

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Building a Simple

User Interface 14

Laying Out a

User Interface 15

Responding to

User Input 16

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**Building a
Complex User
Interface PART V:
Moving into
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17 Storing
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Structures 18
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in a Program 19
Creating a
Threaded**

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Classes and

Closures 21

Reading and

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Creating Web

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JAX-WS 23

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Graphics 24

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Apps Appendixes

A Using the

NetBeans

Integrated

Development

Environment B

Where to Go from

Here: Java

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D Setting Up an

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Development

Environment

**Develop cross-
platform, feature-
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Introducing

JavaFX 8

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cohesive, yet
concise format**

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author. Designed

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book's focus is

on the new

JavaFX API. As a

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examples are
written entirely in
Java. The book
begins with the
fundamentals,
including the
general form of a
JavaFX program.
Readers then
advance to event
handling,**

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**controls, images,
fonts, layers,
effects,
transforms,
animations
(including 3D
animations),
menus, and
more. Numerous
complete
examples are
included that put**

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key topics and techniques into action. Presents a cohesive, fast-paced overview of key facets of JavaFX 8 programming. Sample code used in the text is available for download from

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in Herb Schildt's
clear, crisp,
uncompromising
style that has
made him the
choice of millions
worldwide
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you how to use
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Java skills to
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applications with
the JavaFX 8
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**will help you to
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applications that
look good, are
fun to use, and
that take
advantage of the
medium to
present data of
all types in ways
that engage the
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increased

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**there, you'll move
in progressive
steps through the
process of
developing
applications
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standard drawing
primitives. You'll
then explore
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animations,**

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3D display,
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systems, and
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book's size,
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