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Java

An Introduction to Problem Solving and Programming

For courses in introductory Computer Science courses using Java, and other introductory programming courses in Computer Science, Computer Engineering, CIS, MIS, IT, and Business. A Concise, Accessible Introduction to Java Programming Ideal for a wide range of introductory computer science applications, Java: An Introduction to Problem Solving and Programming, 8th Edition introduces readers to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces and inheritance, and exception handling. A concise, accessible introduction to Java, the text covers key Java language features in a manner that resonates with introductory programmers. Objects are covered early and thoroughly in the text. The author's tried-and-true pedagogy incorporates numerous case studies, programming examples, and programming tips, while flexibility charts and optional graphics sections allow readers to review chapters and sections based on their needs. This 8th Edition incorporates new examples, updated material, and revisions. Also available with MyLab Programming MyLab(tm) Programming is an online learning system designed to engage students and improve results. MyLab Programming

consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab(tm) Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab Programming , ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab Programming , search for: 0134710754 / 9780134710754 Java: An Introduction to Problem Solving and Programming Plus MyLab Programming with Pearson eText -- Access Card Package, 8/e Package consists of: 0134462033 / 9780134462035 Java: An Introduction to Problem Solving and Programming 0134459865 / 9780134459868 MyLab Programming with Pearson eText--Access Code Card--for Java: An Introduction to Problem Solving and Programming

Introduction to Programming Using Java

Orange Grove Text Plus

Java

An Introduction to Problem Solving and Programming

Pearson Higher Ed Note: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133862119/ISBN-13: 9780133862119. That package includes ISBN-10: 0133766268/ISBN-13: 9780133766264 and ISBN-10: 0133841030 /ISBN-13: 9780133841039. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. Java: An Introduction to Problem Solving and Programming, 7e, is ideal for introductory Computer Science courses using Java, and other introductory programming courses in departments of Computer Science, Computer Engineering, CIS, MIS, IT, and Business. It also serves as a useful Java fundamentals reference for programmers. Students are introduced to object-oriented programming and important concepts such as

design, testing and debugging, programming style, interfaces inheritance, and exception handling. The Java coverage is a concise, accessible introduction that covers key language features. Objects are covered thoroughly and early in the text, with an emphasis on application programs over applets. MyProgrammingLab for Java is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better performance in the course—and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Personalized Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. A Concise, Accessible Introduction to Java: Key Java language features are covered in an accessible manner that resonates with introductory programmers. Tried-and-true Pedagogy: Numerous case studies, programming examples, and programming tips are used to help teach problem-solving and programming techniques. Flexible Coverage that Fits your Course: Flexibility charts and optional graphics sections allow instructors to order chapters and sections based on their course needs. Instructor and Student Resources that Enhance Learning: Resources are available to expand on the topics presented in the text.

Introduction to Java Programming, Comprehensive Version 2014-2015

(10th Best Selling Edition 2014 with Updated 8th Edition
)

Hariom Choudhary Made Java Skills Easy !! @_@ _____ Introduction to Java Programming,
Comprehensive Version (8Th & 10th Best Selling Edition) Easy Standard Special Beginner's To Expert Edition for
Students and IT Professional's 2014. This Java Book is One of worlds Best Java Book, Author teaches concepts of

problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Authors' fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Authors' approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Tenth Edition ideal for a full course on data structures. BRIEF CONTENTS- ===== 1. Introduction to Computers, Programs, and Java-1 2. Elementary Programming -23 3. Selections-71 4. Loops-115 5. Methods-155 6. Single-Dimensional Arrays-197 7. Multidimensional Arrays-235 8. Objects and Classes-263 9. Strings and Text-I/O 301 10. Thinking in Objects-343 11. Inheritance and Polymorphism-373 12. GUI Basics-405 13. Exception Handling-431 14. Abstract Classes and Interfaces-457 15. Graphics-497 16. Event-Driven Programming-533 17. Creating Graphical User Interfaces-571 18. Applets and Multimedia-613 19. Binary I/O-649 20. Recursion-677 APPENDIXES A. Java Keywords-707 B. The ASCII Character Set-710 C. Operator Precedence Chart-712 D. Java Modifiers-714 E. Special Floating-Point Values-716 F. Number Systems-717

Java

A Beginner's Guide, Eighth Edition, 8th Edition

A practical introduction to Java programming-fully revised for long-term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including

multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time.-Clearly explains all of the new Java SE 11 features -Features self-tests, exercises, and downloadable code samples -Written by bestselling author and leading Java authority Herbert Schildt.

100+ Solutions in Java

A Hands-On Introduction to Programming in Java (English Edition)

BPB Publications A step by step guide that will help you learn the Java programming language **KEY FEATURES** ●Get familiar with the features in Java 8 And Java 9 ●Understand the working of various Java APIs ●Learn Modular Programming with Java 9 ●Learn to use features such as Lambda, Time API, and Stream API. ●Learn how to access databases from a Java application **DESCRIPTION** 100+ Solutions in Java is an easy-to-understand step-by-step guide that helps you develop applications using Java 8 and Java 9. It is for everyone, from beginners to professionals, who wish to begin development in Java. The content is designed as per increasing complexity and is explained in detail with appropriate examples. This book follows a practical approach by providing ample examples and assignments for you to test your understanding of each concept. You will also get familiar with the important features introduced in Java 10. This book is a “beginner’s guide” that will help you upskill your knowledge in Java. By the end of the book, you will know the different features introduced in Java over the years and will learn to implement these features to develop real-world applications. **WHAT YOU WILL LEARN** ●Work with the newly introduced features in Java 8 And Java 9 ●Get to know in-depth about the Java Stream API ●Learn how to work with Java regular expressions ●Get an overview of Inheritance and Interfaces in Java ●Get familiar with Design Patterns in Java **WHO THIS BOOK IS FOR** This book is for Developers and Technical Specialists who are interested in learning Java. Prior knowledge of programming languages such as C, C++, or Python and any DBMS such as SQL Server, MySQL will be an added advantage. **TABLE OF CONTENTS**
1. Introduction to Java 2. Java Programming Constructs 3. Java Application Components 4. Java Reference Types 5.

Subclasses and Interfaces 6. Exceptions and Regular Expressions 7. Collections and Stream API 8. Generics and Time API 9. File Manipulation in Java 10. Threads and JDBC 11. Design Patterns and I18N 12. More about JDK 8, 9 and 10

Java: A Beginner's Guide, Eighth Edition

McGraw Hill Professional A practical introduction to Java programming—fully revised for long-term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time. •Clearly explains all of the new Java SE 11 features•Features self-tests, exercises, and downloadable code samples•Written by bestselling author and leading Java authority Herbert Schildt

Java Lambdas : Introduction to Java 8 Functional Programming

Nathanael Nachenga The deep descriptions are provided for Lambdas and Lambda expressions. A good starting point especially for those who are still new to lambdas and functional programming as a whole. All the complicated concepts have been explained in details, from type inference, target types to functional interfaces and how and where should we use Lambda expressions.

Introduction to Programming Using Java, Version 8

JavaTech, an Introduction to Scientific and Technical Computing with Java

Cambridge University Press JavaTech is a practical introduction to the Java programming language with an emphasis on the features that benefit technical computing. After presenting the basics of object-oriented programming in Java, it examines introductory topics such as graphical interfaces and thread processes. It goes on to review network programming and develops Web client-server examples for tasks such as monitoring remote devices. The focus then shifts to distributed computing with RMI. Finally, it examines how Java programs can access the local platform and interact with hardware. Topics include combining native code with Java, communication via serial lines, and programming embedded processors. An extensive web site supports the book with additional instructional materials. JavaTech demonstrates the ease with which Java can be used to create powerful network applications and distributed computing applications. It will be used as a textbook for programming courses, and by researchers who need to learn Java for a particular task.

Java

An Introduction to Problem Solving and Programming, Student Value Edition Plus MyProgrammingLab with Pearson EText - Access Card Package

Pearson ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a

CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. NOTE: Make sure to use the dashes shown on the Access Card Code when entering the code. Student can use the URL and phone number below to help answer their questions: <http://247pearsoned.custhelp.com/app/home> 800-677-6337 Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. For courses in introductory Computer Science courses using Java, and other introductory programming courses in Computer Science, Computer Engineering, CIS, MIS, IT, and Business. This package includes MyLab Programming. A Concise, Accessible Introduction to Java Programming Ideal for a wide range of introductory computer science applications, Java: An Introduction to Problem Solving and Programming, 8th Edition introduces readers to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces and inheritance, and exception handling. A concise, accessible introduction to Java, the text covers key Java language features in a manner that resonates with introductory programmers. Objects are covered early and thoroughly in the text. The author's tried-and-true pedagogy incorporates numerous case studies, programming examples, and programming tips, while flexibility charts and optional graphics sections allow readers to review chapters and sections based on their needs. This 8th Edition incorporates new examples, updated material, and revisions. Personalize learning with MyLab Programming. MyLab(tm) Programming is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. 0134756401 / 9780134756400 Java: An Introduction to Problem Solving and Programming, Student Value Edition Plus MyProgrammingLab with Pearson eText - Access Card Package, 8/e Package consists of: 0134448391 / 9780134448398 Java: An Introduction to Problem Solving and Programming, Student Value Edition, 8/e 0134459865 / 9780134459868 MyProgrammingLab with Pearson eText -- Access Card -- for Java: An Introduction to Problem Solving and Programming, 8/e

Think Java

How to Think Like a Computer Scientist

"O'Reilly Media, Inc." Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

Java: An Introduction to Problem Solving and Programming, Global Edition

Pearson Higher Ed For courses in introductory Computer Science courses using Java, and other introductory programming courses in Computer Science, Computer Engineering, CIS, MIS, IT, and Business. Ideal for a wide range of introductory computer science courses, Java: An Introduction to Problem Solving and Programming, 8th Edition introduces students to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces and inheritance, and exception handling. A concise, accessible introduction to Java, the text covers key Java language features in a manner that resonates with introductory programmers. Objects are covered early and thoroughly in the text. The author's tried-and-true pedagogy incorporates numerous case studies,

programming examples, and programming tips, while flexibility charts and optional graphics sections allow instructors to order chapters and sections based on their course needs. This 8th Edition incorporates new examples, updated material, and revisions. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Teach Yourself Java for Macintosh in 21 Days

Hayden 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).

Introduction to Programming Using Java

Orange Groove Books

Java 2: The Complete Reference, Fifth Edition

McGraw Hill Professional This book is the most complete and up-to-date resource on Java from programming guru, Herb Schildt -- a must-have desk reference for every Java programmer.

Learning Reactive Programming with Java 8

Packt Publishing Ltd Whether you are a Java expert or at a beginner level, you'll benefit from this book, because it will teach you a brand new way of coding and thinking. The book starts with an explanation of what reactive programming is, why it is so appealing, and how we can integrate it in to Java. It continues by introducing the new Java 8 syntax features, such as lambdas and function references, and some functional programming basics. From this point on, the book focuses on RxJava in depth. It goes through creating Observables, transforming, filtering, and combining them,

and concurrency and testing to finish with extending the library itself. This book is a definite tutorial in RxJava filled with a lot of well-described examples. It explains reactive programming concepts in plain and readable language, without scientific formulas and terms.

The Java Tutorial

A Short Course on the Basics

Addison-Wesley 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.

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

Exam 1Z0-808

John Wiley & Sons 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

Learning Java

An Introduction to Real-World Programming with Java

O'Reilly Media If you're new to Java—or new to programming—this best-selling book will guide you through the language features and APIs of Java 11. With fun, compelling, and realistic examples, authors Marc Loy, Patrick Niemeyer, and Daniel Leuck introduce you to Java fundamentals—including its class libraries, programming techniques, and idioms—with an eye toward building real applications. You'll learn powerful new ways to manage resources and exceptions in your applications—along with core language features included in recent Java versions. Develop with Java, using the compiler, interpreter, and other tools Explore Java's built-in thread facilities and concurrency package Learn text processing and the powerful regular expressions API Write advanced networked or web-based applications and services

Beginning Java 8 Games Development

Apress Beginning Java 8 Games Development, written by Java expert and author Wallace Jackson, teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language. In this book, you'll employ open source software as tools to help you quickly and efficiently build your Java game applications. You'll learn how to utilize vector and bit-wise graphics; create sprites and sprite animations; handle events; process inputs; create and insert multimedia and audio files; and more. Furthermore, you'll learn about JavaFX 8, now integrated into Java 8 and which gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller foot-print; so, your game application can run on your PC, mobile and embedded devices. After reading and using this tutorial, you'll come away with a cool Java-based 2D game application template that you can re-use and apply to your own game making ambitions or for fun.

Java: A Beginner's Guide, Eighth Edition

McGraw-Hill Education Up-to-Date, Essential Java Programming Skills—Made Easy! Fully updated for Java Platform, Standard Edition 11 (Java SE 11), Java: A Beginner's Guide, Eighth Edition gets you started programming in Java right away. Best-selling programming author Herb Schildt begins with the basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. The book also covers some of Java's more advanced features, including multithreaded programming, generics, lambda expressions, modules, and Swing. As an added bonus, an introduction to JShell, Java's interactive programming tool, is included. Best of all, it's written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Designed for Easy Learning: •Key Skills and Concepts—Chapter-opening lists of specific skills covered in the chapter•Ask the Expert—Q&A sections filled with bonus information and helpful tips•Try This—Hands-on exercises that show you how to apply your skills•Self Tests—End-of-chapter quizzes to reinforce your skills•Annotated Syntax—Example code with commentary that describes the programming techniques being illustrated

Pro JPA 2 in Java EE 8

An In-Depth Guide to Java Persistence APIs

Apress Learn to use the Java Persistence API (JPA) and other related APIs as found in the Java EE 8 platform from the perspective of one of the specification creators. A one-of-a-kind resource, this in-depth book provides both theoretical and practical coverage of JPA usage for experienced Java developers. Authors Mike Keith, Merrick Schincariol and Massimo Nardone take a hands-on approach, based on their wealth of experience and expertise, by giving examples to illustrate each concept of the API and showing how it is used in practice. The examples use a common model from an overarching sample application, giving you a context from which to start and helping you to understand the examples within an already familiar domain. After completing Pro JPA 2 in Java EE 8, you will have a full understanding of JPA and be able to successfully code applications using its annotations and APIs. The book also serves as an excellent reference guide. **What You Will Learn** Use the JPA in the context of enterprise applications Work with object relational mappings (ORMs), collection mappings and more Build complex enterprise Java applications that persist data long after the process terminates Connect to and persist data with a variety of databases, file formats, and more Use queries, including the Java Persistence Query Language (JPQL) Carry out advanced ORM, queries and XML mappings Package, deploy and test your Java persistence-enabled enterprise applications **Who This Book Is For** Experienced Java programmers and developers with at least some prior experience with J2EE or Java EE platform APIs.

Android for Java Programmers

Springer Nature This textbook is about learning Android and developing native apps using the Java programming language. It follows Java and Object-Oriented (OO) programmers' experiences and expectations and thus enables them to easily map Android concepts to familiar ones. Each chapter of the book is dedicated to one or more Android development topics and has one or more illustrating apps. The topics covered include activities and transitions between activities, Android user interfaces and widgets, activity layouts, Android debugging and testing, fragments, shared preferences, SQLite and firebase databases, XML and JSON processing, the content provider, services, message

broadcasting, async task and threading, the media player, sensors, Android Google maps, etc. The book is intended for introductory or advanced Android courses to be taught in one or two semesters at universities and colleges. It uses code samples and exercises extensively to explain and clarify Android coding and concepts. It is written for students and programmers who have no prior Android programming knowledge as well as those who already have some Android programming skills and are excited to study more advanced concepts or acquire a deeper knowledge and understanding of Android programming. All the apps in the book are native Android apps and do not need to use or include third-party technologies to run.

Java in Two Semesters

Featuring JavaFX

Springer This easy-to-follow textbook teaches Java programming from first principles, as well as covering design and testing methodologies. The text is divided into two parts. Each part supports a one-semester module, the first part addressing fundamental programming concepts, and the second part building on this foundation, teaching the skills required to develop more advanced applications. This fully updated and greatly enhanced fourth edition covers the key developments introduced in Java 8, including material on JavaFX, lambda expressions and the Stream API. Topics and features: begins by introducing fundamental programming concepts such as declaration of variables, control structures, methods and arrays; goes on to cover the fundamental object-oriented concepts of classes and objects, inheritance and polymorphism; uses JavaFX throughout for constructing event-driven graphical interfaces; includes advanced topics such as interfaces and lambda expressions, generics, collection classes and exceptions; explains file-handling techniques, packages, multi-threaded programs, socket programming, remote database access and processing collections using streams; includes self-test questions and programming exercises at the end of each chapter, as well as two illuminating case studies; provides additional resources at its associated website (simply go to springer.com and search for "Java in Two Semesters"), including a guide on how to install and use the NetBeans™ Java IDE. Offering a gentle introduction to the field, assuming no prior knowledge of the subject, Java in Two Semesters is the ideal companion to undergraduate modules in software development or programming.

Learning Java Lambdas

Packt Publishing Ltd Understand and utilize Java Lambdas About This Book Take a deep dive into one of the single most important additions to modern Java Master Java lambdas, and fully understand functions, classes, and scope. Improve your programming skills, which will enable you to write cleaner and more dynamic code Who This Book Is For Learning Java Lambdas is for developers looking to upgrade their Java skills and familiarize themselves with one of the most important new features of Java. This book is not for absolute beginners and will be more suited to professionals who are already comfortable with Java coding. You should have a basic knowledge of Java before reading this book. What You Will Learn What a lambda is and how it differs from other Java features How to use lambdas effectively in your own projects The use of method references and advanced scoping The difference between lambdas and closures The differences in bytecode produced when using lambdas In Detail In this short book, we take an in-depth look at lambdas in Java, and their supporting features. The book covers essential topics, such as functional interfaces and type inference, and the key differences between lambdas and closures. You will learn about the background to functional programming and lambdas, before moving on to understanding the basic syntax of lambdas and what differentiates these anonymous functions from standard anonymous classes. Lastly, you'll learn how to invoke lambdas and look at the bytecode generated. After reading this book, you'll understand lambdas in depth, their background, syntax, implementation details, and how and when to use them. You'll also have a clear knowledge of the difference between functions and classes, and why that's relevant to lambdas. This knowledge will enable you to appreciate the improvements to type inference that drive a lot of the new features in modern Java, and will increase your understanding of method references and scoping. Style and approach This book is a deep dive into one of the core new features of the Java language - Lambdas. It covers them in great details, making sure that you fully understand how lambdas work, and how they can be put to use in your own programs.

Learn Java Programming in 24 Hours

Guru99 This book will help you learn the basics of Java programming in an easy way. This Edition is a comprehensive guide for beginners to learn the most popular programming languages worldwide. It will familiarize you with various JAVA coding concepts like decisions, loops, arrays, methods, variables, lambda expressions, etc. As well as a brief

introduction to various framework it supports like Java SE8, Java Swing, Java Oracle, Java Eclipse, etc. The book explains thoroughly on how to encounter the programming challenges and how to align different code together to make it work. The book also links to additional resources, guidance, and tutorials for further reference. Each chapter in the book comprised of several “items” presented in the form of a short, standalone essay for Java Web Development. It provides specific insight into Java platform subtleties, like Java Virtual Machines, servlets, applets, JavaBeans, etc. It also involves comprehensive libraries and tools that can help you in developing your own programs. The detailed descriptions and explanations for each item illuminate what to do, what not to do, and why. Getting proficient in these areas will help you to become an expert in Java programming. After reading this book, you will have mid-level skills and a basic understanding of Java programming. The new edition has been updated to align with Java 8, and includes new options for the latest tools and techniques. Bear in mind that reading this book is just the beginning of your journey towards learning Java

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Beginning EJB in Java EE 8

Building Applications with Enterprise JavaBeans

Apress Build powerful back-end business logic and complex Enterprise JavaBeans (EJB)-based applications using Java EE 8, Eclipse Enterprise for Java (EE4J), Web Tools Project (WTP), and the Microprofile platform. Targeted at Java and Java EE developers, with or without prior EJB experience, this book is packed with practical insights, strategy tips, and code examples. As each chapter unfolds, you'll see how you can apply the new EJB spec to your own applications through specific examples. Beginning EJB in Java EE 8 serves not only as a reference, but also as a how-to guide and repository of practical examples to which you can refer as you build your own applications. It will help you harness the power of EJBs and take your Java EE 8 development to the next level. You'll gain the knowledge and skills you'll need to create the complex enterprise applications that run today's transactions and more. What You'll Learn Build applications with Enterprise JavaBeans (EJBs) in the new Java EE 8 platform Discover when to use EJBs over contexts and dependency injection Use message-driven beans to do tasks asynchronously Integrate EJBs with microservices using the new Eclipse Microprofile project Manage complex enterprise transactions and much more Who This Book Is For Java programmers new to enterprise development and for those who may have experience with EJBs but are new to Java EE 8, EE4J, and related Eclipse projects.

Functional Programming in Java

Harnessing the Power Of Java 8 Lambda Expressions

Pragmatic Bookshelf Intermediate level, for programmers fairly familiar with Java, but new to the functional style of programming and lambda expressions. Get ready to program in a whole new way. Functional Programming in Java will help you quickly get on top of the new, essential Java 8 language features and the functional style that will change and improve your code. This short, targeted book will help you make the paradigm shift from the old imperative way to a less error-prone, more elegant, and concise coding style that's also a breeze to parallelize. You'll explore the syntax and semantics of lambda expressions, method and constructor references, and functional interfaces. You'll design and write applications better using the new standards in Java 8 and the JDK. Lambda expressions are lightweight, highly

concise anonymous methods backed by functional interfaces in Java 8. You can use them to leap forward into a whole new world of programming in Java. With functional programming capabilities, which have been around for decades in other languages, you can now write elegant, concise, less error-prone code using standard Java. This book will guide you through the paradigm change, offer the essential details about the new features, and show you how to transition from your old way of coding to an improved style. In this book you'll see popular design patterns, such as decorator, builder, and strategy, come to life to solve common design problems, but with little ceremony and effort. With these new capabilities in hand, Functional Programming in Java will help you pick up techniques to implement designs that were beyond easy reach in earlier versions of Java. You'll see how you can reap the benefits of tail call optimization, memoization, and effortless parallelization techniques. Java 8 will change the way you write applications. If you're eager to take advantage of the new features in the language, this is the book for you. What you need: Java 8 with support for lambda expressions and the JDK is required to make use of the concepts and the examples in this book.

Pro Java 8 Programming

Apres Pro Java 8 Programming covers the core Java development kit. It takes advantage of the finer points of the core standard edition (SE) and development kit version 8. You'll discover the particulars of working with the Java language and APIs to develop applications in many different contexts. You will also delve into more advanced topics like lambda expressions, closures, new i/o (NIO.2), enums, generics, XML, metadata and the Swing APIs for GUI design and development. By the end of the book, you'll be fully prepared to take advantage of Java's ease of development, and able to create powerful, sophisticated Java applications.

Foundational Java

Key Elements and Practical Programming

Springer Nature Java is now well-established as one of the world's major programming languages, used in everything from desktop applications to web-hosted applications, enterprise systems and mobile devices. Java applications cover cloud-based services, the Internet of Things, self-driving cars, animation, game development, big data analysis and

many more domains. The second edition of **Foundational Java: Key Elements and Practical Programming** presents a detailed guide to the core features of Java - and some more recent innovations - enabling the reader to build their skills and confidence through tried-and-trusted stages, supported by exercises that reinforce the key learning points. All the most useful and commonly applied Java syntax and libraries are introduced, along with many example programs that can provide the basis for more substantial applications. Use of the Eclipse Integrated Development Environment (IDE) and the JUnit testing framework is integral to the book, ensuring maximum productivity and code quality when learning Java, although to ensure that skills are not confined to one environment the fundamentals of the Java compiler and run time are also explained. Additionally, coverage of the Ant tool will equip the reader with the skills to automatically build, test and deploy applications independent of an IDE. Topics and features:

- Presents the most up-to-date information on Java, including Java 14
- Examines the key theme of unit testing, introducing the JUnit 5 testing framework to emphasize the importance of unit testing in modern software development
- Describes the Eclipse IDE, the most popular open source Java IDE and explains how Java can be run from the command line
- Includes coverage of the Ant build tool
- Contains numerous code examples and exercises throughout
- Provides downloadable source code, self-test questions, PowerPoint slides and other supplementary material at the website <http://www.foundjava.com>

This hands-on, classroom-tested textbook/reference is ideal for undergraduate students on introductory and intermediate courses on programming with Java. Professional software developers will also find this an excellent self-study guide/refresher on the topic. Dr. David Parsons is National Postgraduate Director at The Mind Lab, Auckland, New Zealand. He has been teaching programming in both academia and industry since the 1980s and writing about it since the 1990s.

Java 8 Recipes

Apres Java 8 Recipes offers solutions to common programming problems encountered while developing Java-based applications. Fully updated with the newest features and techniques available, **Java 8 Recipes** provides code examples involving 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 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 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 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 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 such as Project Nashorn and Java FX 2.0 Respects your time by focusing on practical solutions you can implement in your own code

Java EE 8 Application Development

Develop Enterprise applications using the latest versions of CDI, JAX-RS, JSON-B, JPA, Security, and more

Packt Publishing Ltd Develop Enterprise Java applications compliant with the latest version of the Java EE specification About This Book This book covers all of the major Java EE 8 APIs and includes new additions such as enhanced Security, JSON-B Processing, and more Learn additional Java EE APIs, such as the Java API for WebSocket and the Java Message Service (JMS) Develop applications by taking advantage of the latest versions of CDI, Security, Servlets, and JSF and other Java EE specifications Who This Book Is For If you are a Java developer who wants to become proficient with Java EE 8, this book is ideal for you. You are expected to have some experience with Java and to have developed and deployed applications in the past, but you don't need any previous knowledge of Java EE. What You Will Learn Develop and deploy Java EE applications Embrace the latest additions to the Contexts and Dependency Injection (CDI) specification to develop Java EE applications Develop web-based applications by utilizing the latest version of JavaServer Faces, JSF 2.3. Understand the steps needed to process JSON data with JSON-P and the new JSON-B Java EE API Implement RESTful web services using the new JAX-RS 2.1 API, which also includes support for Server-Sent Events (SSE) and the new reactive client API In Detail Java EE is an Enterprise Java standard. Applications written to comply with the Java EE specification do not tie developers to a specific vendor; instead they can be deployed to any Java EE compliant application server. With this book, you'll get all the tools and techniques you need to build robust and scalable applications in Java EE 8. This book covers all the major Java EE 8 APIs including JSF 2.3, Enterprise JavaBeans (EJB) 3.2, Contexts and Dependency Injection (CDI) 2.0, the Java API for WebSockets, JAX-RS 2.1, Servlet 4.0, and more.

The book begins by introducing you to Java EE 8 application development and goes on to cover all the major Java EE 8 APIs. It goes beyond the basics to develop Java EE applications that can be deployed to any Java EE 8 compliant application server. It also introduces advanced topics such as JSON-P and JSON-B, the Java APIs for JSON processing, and the Java API for JSON binding. These topics dive deep, explaining how the two APIs (the Model API and the Streaming API) are used to process JSON data. Moving on, we cover additional Java EE APIs, such as the Java API for WebSocket and the Java Message Service (JMS), which allows loosely coupled, asynchronous communication. Further on, you'll discover ways to secure Java EE applications by taking advantage of the new Java EE Security API. Finally, you'll learn more about the RESTful web service development using the latest JAX-RS 2.1 specification. You'll also get to know techniques to develop cloud-ready microservices in Java EE. **Style and approach** The book takes a pragmatic approach, showing you various techniques to utilize new features of Java EE 8 specification. It is packed with clear, step-by-step instructions, practical examples, and straightforward explanations.

OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide

Exam 1Z0-809

John Wiley & Sons Complete, trusted preparation for the Java Programmer II exam OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide is your comprehensive companion for preparing for Exam 1Z0-809 as well as upgrade Exam 1Z0-810 and Exam 1Z0-813. With full coverage of 100% of exam objectives, this invaluable guide reinforces what you know, teaches you what you don't know, and gives you the hands-on practice you need to boost your skills. Written by expert Java developers, this book goes beyond mere exam prep with the insight, explanations and perspectives that come from years of experience. You'll review the basics of object-oriented programming, understand functional programming, apply your knowledge to database work, and much more. From the basic to the advanced, this guide walks you through everything you need to know to confidently take the OCP 1Z0-809 Exam and upgrade exams 1Z0-810 and 1Z0-813. Java 8 represents the biggest changes to the language to date, and the latest exam now requires that you demonstrate functional programming competence in order to pass. This guide has you

covered, with clear explanations and expert advice. Understand abstract classes, interfaces, and class design Learn object-oriented design principles and patterns Delve into functional programming, advanced strings, and localization Master IO, NIO, and JDBC with expert-led database practice If you're ready to take the next step in your IT career, OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide is your ideal companion on the road to certification.

Java Programming

Helps you discover the power of Java for developing applications. This book incorporates the latest version of Java with a reader-friendly presentation and meaningful real-world exercises that highlight new Java strengths.

An Introduction to Network Programming with Java

Springer Science & Business Media The 1st edition of this book was equally useful as an undergraduate textbook and as the lucid, no-nonsense guide required by IT professionals, featuring many code examples, screenshots and exercises. The new 2nd edition adds revised language reflecting significant changes in J2SE 5.0; update of support software; non-blocking servers; DataSource interface and Data Access Objects for connecting to remote databases.

Java Programming

Cengage Learning Introduce your beginning programmers to the power of Java for developing applications with the engaging, hands-on approach in Farrell's **JAVA PROGRAMMING, 8E**. With this text, even first-time programmers can quickly develop useful programs while learning the basic principles of structured and object-oriented programming. The text incorporates the latest version of Java with a reader-friendly presentation and meaningful real-world exercises that highlight new Java strengths. Updated Programming Exercises and a wealth of case problems help students build skills critical for ongoing programming success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Effective Java

Addison-Wesley Professional 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.

Introduction to Java Programming

Brief version

Prentice Hall Introduction to Java Programming, Brief, 8e consists of the first 20 chapters from the Comprehensive version of **Introduction to Java Programming**. It introduces fundamentals of programming, problem-solving, object-oriented programming, and GUI programming. The Brief version is suitable for a CS1 course. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Liang's fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming.

Liang's approach includes application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. In the Eighth Edition, only standard classes are used.

Java

How to Program

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release--Java Standard Edition (Java SE) 6.