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Bruce Eckel Thinking In Java 5th Edition

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

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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

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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

Best selling author Bruce Eckel has joined forces with Chuck Allison to write Thinking in C++, Volume 2, the sequel to the highly

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received and best selling Thinking in C++, Volume 1. Eckel is the master of teaching professional programmers how to quickly learn cutting edge topics in C++ that are glossed over in other C++ books. In Thinking in C++, Volume 2, the authors cover the finer points of exception handling, defensive programming and string and stream processing that every C++ programmer needs to know. Special attention is given to generic programming where the authors reveal little known techniques for effectively

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using the Standard Template Library. In addition, Eckel and Allison demonstrate how to apply RTTI, design patterns and concurrent programming techniques to improve the quality of industrial strength C++ applications. This book is targeted at programmers of all levels of experience who want to master C++.

"Java Programming Today" is written with Johnston's "all of the things you need and none of the things you don't" approach to teaching a first programming language.

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Complete with Sun Microsystems' Java(TM) 2 Software Development Kit, readers will be writing and running their own Java programs by Chapter 2. Reviewers find her style both informative and enjoyable. Topics relevant to today's Java programmer are included in the text. Other features include: Object-oriented principles presented in easily understood examples Graphical user interface construction including common controls and menus Exception handling, Java I/O, JAR file and package creation, and CLASSPATH

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discussion Program troubleshooting and debugging including use of Java's jdb debugger The accompanying CD-ROM contains source code for all sample programs, Sun Microsystems' Java(TM) 2 Software Development Kit, and jEdit, a Java source code editor. Instructors and users of this text will benefit from the following ancillaries:
Instructor's Manual: 0-13-048624-8 TestGen: 0-13-048795-3 Companion Website: 0-13-048796-1 BlackBoard: 0-13-049833-5 Course Compass: 0-13049835-1 To view the

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website that accompanies this text, please go to: <http://www.prenhall.com/johnston>

Fundamentals

Think Java

Java SE 7 Programming Essentials

On Java 8

The third edition of Java Gently by Judith Bishop continues the successful approach that made earlier versions popular and has added improvements which will maintain its place as a worldwide bestseller. Java Gently teaches the reader how to program and how to

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do it in the best possible style in Java. In the process, it details the fundamental structures of the Java 2 language and most of its core libraries and utilities. The book covers object-orientation, software design, structured programming, graphical user interfacing, event-driven programming, networking, and an introduction to data structures. Java Gently gets students started on meaningful input/output in an object-oriented way without hiding basic concepts. Applets, multimedia, graphics, and networking are introduced as students encounter and can handle classes, objects, instantiation, and inheritance. The

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textbook's excellent pedagogy reinforces understanding and demonstrates good programming practice. The three kinds of diagrams include model, form, and algorithm diagrams. The fully worked examples have been carefully chosen to illustrate recently introduced concepts and solve real-world problems in a user-friendly manner. End of chapter multiple choice quizzes and problems allow students to test their comprehension of the material. Features - NEW! Updated for Java 2 including an introduction to the Swing set - NEW! Model diagrams easier to draw and brought into line with UML-based notation -

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NEW! Expanded form diagrams include a semantics section and are collected at the end of the book as a useful reference - NEW! A Web site containing quizzes, examples, FAQs, a discussion board and emailcontact with the author and the Java Gently team can be found at www.booksites.net Java Gently is intended for first time programmers as well as those fascinated by the possibilities of Java and the Internet. Judith Bishop is Professor of Computer Science at the University of Pretoria, and has a wealth of experience teaching programming to undergraduates. She is the author of nine other textbooks. She serves on IFIP and

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IEEE committees concerned with the technical programming issues and the worldwide promotion of computing.

The #1 introduction to J2SE 1.5 and enterprise/server-side development! An international bestseller for eight years, Just Java™ 2 is the complete, accessible Java tutorial for working programmers at all levels. Fully updated and revised, this sixth edition is more than an engaging overview of Java 2 Standard Edition (J2SE 1.5) and its libraries: it's also a practical introduction to today's best enterprise and server-side programming techniques. Just Java™ 2, Sixth Edition,

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reflects both J2SE 1.5 and the latest Tomcat and servlet specifications. Extensive new coverage includes: New chapters on generics and enumerated types New coverage of Web services, with practical examples using Google and Amazon Web services Simplified interactive I/O with printf() Autoboxing and unboxing of primitive types Static imports, foreach loop construct, and other new language features Peter van der Linden delivers expert advice, clear explanations, and crisp sample programs throughout—including dozens new to this edition. Along the way, he introduces: The core language:

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syntax, objects, interfaces, nested classes, compiler secrets, and much more **Key libraries: date and calendar, pattern matching, network software, mapped I/O, utilities and generic collections** **Server-side technology: network server systems, a complete tiny HTML Web server, and XML in Java Enterprise J2EE: Sql and JDBC™ tutorial, servlets and JSP and much more** **Client-side Java: fundamentals of JFC/Swing GUI development, new class data sharing details** **Companion Web Site** **All the book's examples and sample programs are available at <http://afu.com>.** **A step by step guide that will help you learn the Java**

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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

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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

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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

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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 in a Nutshell

Learn Java: A Crash Course Guide to Learn Java in 1 Week

Path Beyond Technology

Java The Complete Reference, 8th Edition

Think Data Structures

Praised by students and professional programmers, Eckel has thoroughly revised

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and updated his classic text for J2SE 5.0, the most enhanced version of the Java language since its inception. It is designed for teaching in a classroom and seminar session.

Thinking in Java Pearson Education

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

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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

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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

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Stats, and Think Bayes.

Java: The Complete Reference, Eleventh Edition

C & C++ Code Capsules

Beginning Java 9 Fundamentals

Introduction to Java Programming with Sun One Studio 4

Thinking in C++

Scala is a modern programming language for the Java Virtual Machine (JVM) that combines the best features of object-oriented and functional programming languages. Using Scala, you can write

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programs more concisely than in Java, as well as leverage the full power of concurrency. Since Scala runs on the JVM, it can access any Java library and is interoperable with Java frameworks. Scala for the Impatient concisely shows developers what Scala can do and how to do it. In this book, Cay Horstmann, the principal author of the international best-selling Core Java™, offers a rapid, code-based introduction that's completely practical. Horstmann introduces Scala concepts and techniques in “blog-sized” chunks that you can quickly master and apply. Hands-on activities guide you through well-defined

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stages of competency, from basic to expert.
Coverage includes Getting started quickly with Scala's interpreter, syntax, tools, and unique idioms
Mastering core language features: functions, arrays, maps, tuples, packages, imports, exception handling, and more
Becoming familiar with object-oriented programming in Scala: classes, inheritance, and traits
Using Scala for real-world programming tasks: working with files, regular expressions, and XML
Working with higher-order functions and the powerful Scala collections library
Leveraging Scala's powerful pattern matching and case classes

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Creating concurrent programs with Scala actors
Implementing domain-specific languages
Understanding the Scala type system Applying advanced “power tools” such as annotations, implicits, and delimited continuations Scala is rapidly reaching a tipping point that will reshape the experience of programming. This book will help object-oriented programmers build on their existing skills, allowing them to immediately construct useful applications as they gradually master advanced programming techniques.

Write your first code in Java using simple, step-by-

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step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get

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started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll

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learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the

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publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

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,

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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

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Java authority Herbert Schildt

Thinking in Java

The Mayan Factor

100+ Solutions in Java

Java Concurrency in Practice

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

Java in a Nutshell, Deluxe Edition is a Java programmer's dream come true in one small package. The heart of this Deluxe Edition is the Java Reference Library on CD-ROM, which brings together five volumes for Java developers and programmers, linking related info across books. It

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includes: Exploring Java, 2nd Edition, Java Language Reference, 2nd Edition, Java Fundamental Classes Reference, Java AWT Reference, and Java in a Nutshell, 2nd Edition, included both on the CD-ROM and in a companion desktop edition. Java in a Nutshell, Deluxe Edition is an indispensable resource for anyone doing serious programming with Java 1.1. The Java Reference Library alone is also available by subscription on the World Wide Web. Please see <http://online-books.oreilly.com/books/?javaref/> for details. The electronic text on the Web and on the CD is fully searchable and includes a complete index to all five volumes. It also includes the sample code found in the printed volumes. Exploring

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Java, 2nd Edition introduces the basics of Java 1.1 and offers a clear, systematic overview of the language. It covers the essentials of hot topics like Beans and RMI, as well as writing applets and other applications, such as networking programs, content and protocol handlers, and security managers. The Java Language Reference, 2nd Edition is a complete reference that describes all aspects of the Java language, including syntax, object-oriented programming, exception handling, multithreaded programming, and differences between Java and C/C++. The second edition covers the new language features that have been added in Java 1.1, such as inner classes, class literals, and instance initializers. The Java Fundamental Classes

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Reference provides complete reference documentation on the core Java 1.1 classes that comprise the `java.lang`, `java.io`, `java.net`, `java.util`, `java.text`, `java.math`, `java.lang.reflect`, and `java.util.zip` packages. These classes provide general-purpose functionality that is fundamental to every Java application. The Java AWT Reference provides complete reference documentation on the Abstract Window Toolkit (AWT), a large collection of classes for building graphical user interfaces in Java. Java in a Nutshell, 2nd Edition, the bestselling book on Java and the one most often recommended on the Internet, is a complete quick-reference guide to Java, containing descriptions of all of the classes in the Java 1.1 core API, with a definitive listing of all methods

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and variables, with the exception of the still-evolving Enterprise APIs. These APIs will be covered in a future volume. Highlights of the library include: History and principles of Java How to integrate applets into the World Wide Web A detailed look into Java's style of object-oriented programming Detailed coverage of all the essential classes in java.lang, java.io, java.util, java.net, java.awt Using threads Network programming Content and protocol handling A detailed explanation of Java's image processing mechanism Material on graphics primitives and rendering techniques Writing a security manager System requirements: The CD-ROM is readable on all Windows and UNIX platforms. Current implementations of the Java Virtual Machine for th

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Mac platform do not support the Java search applet in this CD-ROM. Mac users can purchase the World Wide Web version (see <http://online-books.oreilly.com/books/?javaref/> for more information). A Web browser that supports HTML 3.2, Java, and JavaScript such as Netscape 3.0 or Internet Explorer 3.0, is required. The Definitive Java Programming Guide Fully updated for Java SE 11, Java: The Complete Reference, Eleventh Edition explains how to develop, compile, debug, and run Java programs. Best-selling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API

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library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the very important module system is discussed in detail. This Oracle Press resource also offers an introduction to JShell, Java's interactive programming tool. Best of all, the book is written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Coverage includes:

- Data types, variables, arrays, and operators
- Control statements
- Classes, objects, and methods
- Method overloading and overriding
- Inheritance
- Local variable type inference
- Interfaces and packages
- Exception

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handling•Multithreaded programming•Enumerations, autoboxing, and annotations•The I/O classes•Generics•Lambda expressions•Modules•String handling•The Collections Framework•Networking•Event handling•AWT•Swing •The Concurrent API•The Stream API•Regular expressions•JavaBeans•Servlets•Much, much more Code examples in the book are available for download at www.OraclePressBooks.com.

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

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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. Many 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

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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

Java for Absolute Beginners

THINKING IN JAVA(3?)(CD??) (THINKING IN JAVA 3)

Just Java 2

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Thinking in C++, Volume 2: Practical Programming
C++ Inside & Out

Perfectly intelligent programmers often struggle when forced to work with SQL. Why? Joe Celko believes the problem lies with their procedural programming mindset, which keeps them from taking full advantage of the power of declarative languages. The result is overly complex and inefficient code, not to mention lost productivity. This book will change the way you think about the problems you solve with SQL programs.. Focusing on three key table-based techniques, Celko reveals their power through detailed examples and clear explanations. As you master these techniques, you ' ll find

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you are able to conceptualize problems as rooted in sets and solvable through declarative programming. Before long, you ' ll be coding more quickly, writing more efficient code, and applying the full power of SQL • Filled with the insights of one of the world ' s leading SQL authorities - noted for his knowledge and his ability to teach what he knows. • Focuses on auxiliary tables (for computing functions and other values by joins), temporal tables (for temporal queries, historical data, and audit information), and virtual tables (for improved performance). • Presents clear guidance for selecting and correctly applying the right table technique.

With humor and insight, the author introduces the

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fundamental concepts of the Java programming language, from object development to design patterns, with the help of straightforward examples. By the author of Thinking in C+++. Original. (Beginner).

The Definitive Java Programming Guide In Java: The Complete Reference, Eighth Edition, bestselling programming author Herb Schildt shows you everything you need to develop, compile, debug, and run Java programs. Updated for Java Platform, Standard Edition 7 (Java SE 7), this comprehensive volume covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key elements of the Java API library.

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JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. In addition, new Java SE 7 features such as try-with-resources, strings in switch, type inference with the diamond operator, NIO.2, and the Fork/Join Framework are discussed in detail. Coverage includes: Data types and operators Control statements Classes and objects Constructors and methods Method overloading and overriding Interfaces and packages Inheritance Exception handling Generics Autoboxing Enumerations Annotations The try-with-resources statement Varargs Multithreading The I/O classes Networking The Collections Framework Applets and servlets JavaBeans

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AWT and Swing The Concurrent API Much, much more
A Guide for Practitioners

Kotlin in Action

edycja polska

Using C++

Thinking in Java vol. 1 Fondamenti

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

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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.

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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.

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C & C++ Code Capsules shares the hard-won wisdom of a highly successful C++/C programmer - along with an extensive collection of ISO-compliant programs that illustrate the true power of C++. Based on Chuck Allison's respected monthly columns for C/C++ Users Journal, this book delivers a wide variety of ideas for programmers of all skill levels. Allison presents valuable, little-known techniques for making the most of pointers, the preprocessor abstraction, templates, bit manipulation, visibility, control structures, and exceptions. He also demonstrates how to take full advantage of the Standard C and Standard C++ libraries - including the components he personally

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developed.

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In Java Concurrency in Practice , the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However,

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developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. Java Concurrency in Practice arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers:

Basic concepts of concurrency and thread safety

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Techniques for building and composing thread-safe classes Using the concurrency building blocks in java.util.concurrent Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

Atomic Kotlin

Algorithms and Information Retrieval in Java

Scala for the Impatient

Java Gently

Java: A Beginner's Guide, Eighth Edition

Visionary historian Arguelles unravels the harmonic

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code of the ancient Maya providing valuable keys to understanding the next twenty years of human evolution.

Learn the basics of Java 9, including basic programming concepts and the object-oriented fundamentals necessary at all levels of Java development. Author Kishori Sharan walks you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. Beginning Java 9 Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the

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topics faster. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding of Java's object-oriented model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions,

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process strings and dates, format data, and work with arrays to manipulate data. This book is a companion to two other books also by Sharan focusing on APIs and advanced Java topics. What You'll Learn Write your first Java programs with an emphasis on learning object-oriented programming in Java Work with data types, operators, statements, classes and objects Handle exceptions, assertions, strings and dates, and object formatting Use regular expressions Work with arrays, interfaces, enums, and inheritance Take advantage of the new JShell REPL tool Who This Book Is For Those who are new

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to Java programming, who may have some or even no prior programming experience.

Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers

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an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books,

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covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 - INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions

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Classes, objects, and interfaces Programming with lambdas The Kotlin type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values Generics Annotations and reflection DSL construction Java Programming Today Practical Programming Core Java Arrays, Objects, Modules, JShell, and Regular Expressions Effective Java

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For both beginning and experienced programmers! From the author of the multi-award-winning Thinking in C++ and Thinking in Java together with a member of the Kotlin language team comes a book that breaks the concepts into small, easy-to-digest "atoms," along with exercises supported by hints and solutions directly inside IntelliJ IDEA! No programming background necessary. Summaries for experienced programmers. Easy steps via very small chapters ("atoms"). Free accompanying exercises/solutions within IntelliJ Idea. Gives you a strong Kotlin

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foundation. Kotlin is cleaner, more consistent and far more powerful than Java. Increase programming productivity with Kotlin's clear, concise syntax. Produce safer, more reliable programs. Kotlin easily interacts with Java. Effortlessly migrate by adding pieces of Kotlin to an existing Java project. Support for Windows, Mac and Linux. Free version of IntelliJ IDEA includes extensive Kotlin support. Book resources, live seminars, workshops and consulting available at AtomicKotlin.com.

This book, written by one of the designers of

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generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

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