

Core Java Volume 1 Horstmann 8th Edition

Summary Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to the everyday business of coding. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Functional programming (FP) is a style of software development emphasizing functions that don't depend on program state. Functional code is easier to test and reuse, simpler to parallelize, and less prone to bugs than other code. Scala is an emerging JVM language that offers strong support for FP. Its familiar syntax and transparent interoperability with Java make Scala a great place to start learning FP. About the Book Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to their everyday work. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. This book

assumes no prior experience with functional programming. Some prior exposure to Scala or Java is helpful. What's Inside Functional programming concepts The whys and hows of FP How to write multicore programs Exercises and checks for understanding About the Authors Paul Chiusano and Rúnar Bjarnason are recognized experts in functional programming with Scala and are core contributors to the Scalaz library. Table of Contents PART 1 INTRODUCTION TO FUNCTIONAL PROGRAMMING What is functional programming? Getting started with functional programming in Scala Functional data structures Handling errors without exceptions Strictness and laziness Purely functional state PART 2 FUNCTIONAL DESIGN AND COMBINATOR LIBRARIES Purely functional parallelism Property-based testing Parser combinators PART 3 COMMON STRUCTURES IN FUNCTIONAL DESIGN Monoids Monads Applicative and traversable functors PART 4 EFFECTS AND I/O External effects and I/O Local effects and mutable state Stream processing and incremental I/O

The Definitive Java Programming Guide Fully updated for Java SE 17, Java™: The Complete Reference, Twelfth 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 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, recent additions to the Java language, such as records, sealed classes, and switch expressions are discussed in detail. 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 Interfaces and packages Exception handling Multithreaded programming Enumerations, autoboxing, and annotations The I/O classes Generics Lambda expressions Modules Records Sealed classes Text blocks switch expressions Pattern matching with instanceof String handling The Collections Framework Networking Event handling AWT Swing The Concurrent API The Stream API Regular expressions JavaBeans Servlets Much, much more

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

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

*configurable applications and applets, and deliver them across the Internet
Simplify concurrency and enhance performance with new functional
techniques*

Late Objects

Core Java, Volume 2-Advanced Features, 8/E

Java For Everyone

Object-Oriented Design And Patterns

Thinking in Java

Coding and testing are often considered separate areas of expertise. In this comprehensive guide, author and Java expert Scott Oaks takes the approach that anyone who works with Java should be equally adept at understanding how code behaves in the JVM, as well as the tunings likely to help its performance. You'll gain in-depth knowledge of Java application performance, using the Java Virtual Machine (JVM) and the Java platform, including the language and API. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way Java 7 and 8 applications perform. Apply four principles for obtaining the best results from performance testing Use JDK tools to collect data on how a Java application is performing Understand the advantages and disadvantages of using a JIT compiler Tune JVM garbage collectors to affect programs as little as possible Use techniques to manage heap memory and JVM native memory Maximize Java threading and synchronization performance features Tackle performance issues in Java EE and Java SE

APIs Improve Java-driven database application performance

"Thorough and updated coverage on all the essential C++ concepts Aimed at providing you with a solid foundation in programming with C++, this new edition incorporates programming exercises with helpful self-check questions that reinforce the concepts discussed throughout the book. You'll benefit from the how-to sections that show you how concepts are applied and advanced materials are featured on the accompanying Web site when you're ready to take your programming skills to the next level. Shows you how to use C++ to your benefit Includes advice for avoiding pitfalls Incorporates self-check questions and programming exercises to reinforce what you learn Encourages you to take your C++ programming skills to the next level with the advanced material featured on the accompanying Web site C++ for Everyone, Second Edition, is the go-to guide for getting started with C++!"--

Software -- Programming Languages.

"The first two lessons of Core Java LiveLessons, Second Edition, quickly review the history of Java and show you, step by step, how to install the software development environment. In lesson 3, you will learn how to do in Java what you already know in another programming language: write branches and loops, and work with numbers, strings, and arrays. Lesson 4 covers object-oriented programming. Java is thoroughly object-oriented, and the lesson shows you how to use built-in classes and how to build your own. Lessons 5 and 6 cover inheritance and interfaces as well as the lambda expressions, a powerful new feature of Java SE 8. Lesson 7 shows you what to do when your programs do the wrong thing. The lesson covers exception handling, logging, and debugging. In lesson 8, you will learn how to write generic code that works for many different data types. Lesson 9 puts those skills to work, when we

examine the multitude of Java collections that allow you to organize your data in many ways. The final three lessons introduce the fundamentals of user interface programming in Java."--Resource description page.

First Principles with Python

Eighth Edition

Pure Java 2

Core Java for the Impatient

Early Objects

This revised edition of the classic Core Java™, Volume I-Fundamentals, is the definitive guide to Java for serious programmers who want to put Java to work on real projects. Fully updated for the new Java SE 6 platform, this no-nonsense tutorial and reliable reference illuminates the most important language and library features with thoroughly tested real-world examples. The example programs have been carefully crafted to be easy to understand as well as useful in practice, so you can rely on them as an outstanding starting point for your own code. Volume I is designed to quickly bring you up to speed on what's new in Java SE 6 and to help you make the transition as efficiently as possible, whether you're upgrading from an

earlier version of Java or migrating from another language. The authors concentrate on the fundamental concepts of the Java language, along with the basics of user-interface programming. You'll find detailed, insightful coverage of Java fundamentals Object-oriented programming Interfaces and inner classes Reflection and proxies The event listener model GUI programming with Swing Packaging applications Exception handling Logging and debugging Generic programming The collections framework Concurrency For detailed coverage of XML processing, networking, databases, internationalization, security, advanced AWT/Swing, and other advanced features, look for the forthcoming eighth edition of Core Java™, Volume II—Advanced Features (ISBN: 978-0-13-235479-0).

In Java Concepts, Cay Horstmann provides a comprehensive introduction to fundamental programming techniques and design skills helping the student master basic concepts. Realistic programming examples, homework assignments, and lab exercises build student problem-solving abilities.

The #1 Java Guide for Serious Programmers: Fully Updated

through Java 17 Core Java, Volume I: Fundamentals, Twelfth Edition, is the definitive guide to writing robust, maintainable code. Whatever version of Java you are using--up to and including Java 17--this book will help you achieve a deep and practical understanding of the language and APIs. With hundreds of realistic examples, Cay S. Horstmann reveals the most powerful and effective ways to get the job done. This book is written for readers with prior programming experience who are looking for in-depth coverage of the Java language and platform. You'll learn about all language features in detail, including the recent improvements in Java 17. The applied chapters and code examples cover the most up-to-date capabilities of the vast Java library. For 25 years, Core Java has prepared serious programmers for serious Java programming. This first of two volumes offers in-depth coverage of fundamental Java programming, including object-oriented programming, generics, collections, lambda expressions, concurrency, and functional programming. Classic material for Swing UI programming is included for those who need it. This

edition's new content covers text blocks, switch enhancements, records, pattern matching for instanceof, sealed classes, and more. Master foundational techniques, idioms, and best practices for writing superior Java code Leverage the power of interfaces, lambda expressions, and inner classes Harden programs through effective exception handling and debugging Write safer, more reusable code with generic programming Improve performance and efficiency with Java's standard collections Explore simple programs with JShell and assemble complex programs with archives and modules Build cross-platform GUIs with the Swing toolkit Fully utilize multicore processors with Java's powerful concurrency model See Core Java, Volume II: Advanced Features, Twelfth Edition (coming in 2022), for expert coverage of Java 17 enterprise features, the module system, annotations, networking, security, and advanced UI programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details. Cay Horstmann offers readers an effective means for mastering

computing concepts and developing strong design skills. This book introduces object-oriented fundamentals critical to designing software and shows how to implement design techniques. The author's clear, hands-on presentation and outstanding writing style help readers to better understand the material.· A Crash Course in Java· The Object-Oriented Design Process· Guidelines for Class Design· Interface Types and Polymorphism· Patterns and GUI Programming· Inheritance and Abstract Classes· The Java Object Model· Frameworks· Multithreading· More Design Patterns

40 Algorithms Every Programmer Should Know

Head First Java

A Brain-Friendly Guide

C++ Primer

Core Java 2

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and suitable for a two-semester introduction to programming sequence. This text requires prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with

coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation.

*Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

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 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, 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, 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.

Core Java Fundamentals Prentice Hall

Filthy Rich Clients refers to ultra-graphically rich applications that ooze cool. They suck the user in from the outset and hang on to them with a death grip of excitement. Filthy

Rich Clients: Developing Animated and Graphical Effects for Desktop Java™ Applications shows you how to build better, more effective, cooler desktop applications that intensify the user experience. The keys to Filthy Rich Clients are graphical and animated effects. These kinds of effects provide ways of enhancing the user experience of the application through more attractive GUIs, dynamic effects that give your application a pulse, and animated transitions that keep your user connected to the logical flow of the application. The book also discusses how to do so effectively, making sure to enrich applications in sensible ways. In-depth coverage includes Graphics and GUI fundamentals: Dig deep into the internals of how Swing and Java 2D work together to display GUI applications onscreen. Learn how to maximize the flexibility of these libraries and use them most effectively. Performance: Follow in-depth discussions and tips throughout the book that will help you write high-performing GUI applications. Images: Understand how images are created and used to make better Java applications. Advanced graphics: Learn more about elements of Swing and Java 2D that are of particular benefit to Filthy Rich Clients. Animation: Discover general concepts of animation, as well as how to use the facilities provided in the Java platform. Learn new utility libraries that vastly simplify animations in Java. Effects: Learn how to create, customize, and use static and animated effects—mainstays of Filthy Rich Clients. Code examples illustrate key concepts, and the book's companion Web site, <http://filthyrichclients.org>, includes extensive demos, utility libraries, additional information on related technologies, and more. Informal, fun, and, most of all,

useful, this book is great for any developer working with Java to build desktop applications.

Core Java, Volume I

Big Java

Core Java, Volume II--Advanced Features

Core Java, Volume I--Fundamentals

Java: The Complete Reference, Eleventh Edition

Fully updated to reflect Java SE 7 language changes, Core Java®, Volume II—Advanced Features, Ninth Edition, is the definitive guide to Java ’ s most powerful features for enterprise and desktop application development. Designed for serious programmers, this reliable, unbiased, no-nonsense tutorial illuminates advanced Java language and library features with thoroughly tested code examples. As in previous editions, all code is easy to understand and displays modern best-practice solutions to the realworld challenges faced by professional developers. Volume II quickly brings you up-to-speed on key Java SE 7 enhancements, ranging from the new file I/O API to improved concurrency utilities. All code examples are updated to reflect these enhancements. Complete descriptions of new language and platform features are highlighted and integrated with insightful explanations of advanced Java programming techniques. You ’ ll learn all you need to build robust production software with Streams, files, and regular expressions XML Networking Database programming facilities JNDI/LDAP directory integration Internationalization Advanced Swing techniques JavaBeans components Web services Advanced platform security features

Annotations Distributed objects Native methods, and more For detailed coverage of fundamental Java SE 7 features, including objects, classes, inheritance, interfaces, reflection, events, exceptions, graphics, Swing, generics, collections, concurrency, and debugging, look for Core Java™, Volume I—Fundamentals, Ninth Edition (ISBN-13: 978-0-13-708189-9).

An Accessible Guide to the Java Language and Libraries Modern Java introduces major enhancements that impact the core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer needed and new features such as modularization make you far more effective. However, navigating these changes can be challenging. Core Java® SE 9 for the Impatient, Second Edition, is a complete yet concise guide that includes all the latest changes up to Java SE 9. Written by Cay S.

Horstmann—author of the classic two-volume Core Java—this indispensable tutorial offers a faster, easier pathway for learning modern Java. Given Java SE 9 's size and the scope of its enhancements, there 's plenty to cover, but it 's presented in small chunks organized for quick access and easy understanding. Horstmann 's practical insights and sample code help you quickly take advantage of all that 's new, from Java SE 9 's long-awaited “ Project Jigsaw ” module system to the improvements first introduced in Java SE 8, including lambda expressions and streams. Use modules to simplify the development of well-performing complex systems Migrate applications to work with the modularized Java API and third-party modules Test code as you create it with the new JShell Read-Eval-Print Loop (REPL) Use lambda expressions to express actions more concisely Streamline and optimize data management with today 's Streams API Leverage modern concurrent programming based on cooperating tasks Take advantage of a multitude of API improvements for working with

collections, input/output, regular expressions, and processes Whether you ' re just getting started with modern Java or you ' re an experienced developer, this guide will help you write tomorrow ' s most robust, efficient, and secure Java code. Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

Core Java has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java , Volume II--Advanced Features, Tenth Edition, has been extensively updated to reflect the most eagerly awaited and innovative version of Java in years: Java SE 8. Rewritten and reorganized to illuminate powerful new Java features, idioms, and best practices for enterprise and desktop development, it contains hundreds of up-to-date example programs--all carefully crafted for easy understanding and practical applicability. Writing for serious programmers solving real-world problems, Cay Horstmann deepens your understanding of today's Java language and library. In this second of two updated volumes, he offers in-depth coverage of advanced topics including the new Streams API and date/time/calendar library, advanced Swing, security, code processing, and more. This guide will help you Use the new Streams library to process collections more flexibly and efficiently Efficiently access files and directories, read/write binary or text data, and serialize objects Work with Java SE 8's regular expression package Make the most of XML in Java: parsing, validation, XPath, document generation, XSL, and more Efficiently connect Java programs to network services Program databases with JDBC 4.2 Elegantly overcome date/time programming complexities with the new java.time API Write internationalized programs

with localized dates/times, numbers, text, and GUIs Process code with the scripting API, compiler API, and annotation processors Enforce security via class loaders, bytecode verification, security managers, permissions, user authentication, digital signatures, code signing, and encryption Master advanced Swing components for lists, tables, trees, text, and progress indicators Produce high-quality drawings with the Java 2D API Use JNI native methods to leverage code in other languages If you're an experienced programmer moving to Java SE 8, Core Java , Tenth Edition, is the reliable, practical, and complete guide to the Java platform that has been trusted by developers for over twenty years. Look for the companion volume, Core Java , Volume I--Fundamentals, Tenth Edition (ISBN-13: 978-0-13-417730-4), for foundational coverage of Java 8 language concepts, UI programming, objects, generics, collections, lambda expressions, concurrency, functional programming, and more.

Java 2.0 makes major improvements in areas that are critical to sophisticated developers. This book includes expert guidance on the basics of Java 2 multithreading, networking, database connectivity, remote objects, JavaBeans, and security.

Java: A Beginner's Guide, Eighth Edition

C++ for Everyone

Fundamentals

Learning Java

Scala for the Impatient

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

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 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 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 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.

The #1 Guide to Advanced Java Programming, Fully Updated for Java 11 Core Java has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world

applications. Now, Core Java, Volume II—Advanced Features, Eleventh Edition, has been updated for Java 11, with up-to-date coverage of advanced UI and enterprise programming, networking, security, and Java’s powerful new module system. Cay S. Horstmann explores sophisticated new language and library features with the depth and completeness that readers expect from Core Java. He demonstrates how to use these features to build professional-quality applications, using thoroughly tested examples that reflect modern Java style and best practices, including modularization. Horstmann’s examples are carefully crafted for easy understanding and maximum practical value, so you can consistently use them to jump-start your own code. Master advanced techniques, idioms, and best practices for writing superior Java code Take full advantage of modern Java I/O APIs, object serialization, and regular expressions Efficiently connect to network services, implement network clients and servers, and harvest web data Query databases and manage database connections with the latest version of JDBC Simplify all aspects of date and time programming with the Java Date and Time API Write internationalized programs that localize dates, times, numbers, text, and GUIs Process code in three powerful ways: the scripting API, compiler API, and annotation processing Learn how to migrate legacy code to the Java Platform Module System Leverage the modern Java security features most valuable to application programmers Program advanced client-side user interfaces, and generate images on the

server Use JNI to interoperate with native C code See Core Java, Volume I—Fundamentals, Eleventh Edition (ISBN-13: 978-0-13-516630-7), for expert coverage of fundamental Java and UI programming, including objects, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's

fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Java Performance: The Definitive Guide

Core Java SE 9 for the Impatient

Effective Java

Core Java Volume I--Fundamentals

Modern JavaScript for the Impatient

The #1 Guide for Serious Programmers: Fully Updated for Java SE 9, 10 & 11 Cay Horstmann's Core Java, Volume I—Fundamentals, Eleventh Edition, is the definitive guide to writing robust, maintainable code with the Java SE 9, 10, and 11 language and libraries. Horstmann writes for serious programmers who use Java in production projects, and need a deep, practical understanding of the language and API. Throughout, he delivers what you need most: hundreds of real (non-toy) examples revealing the most powerful, effective ways to get the job done. Updated examples reflect the new var keyword and take advantage of improvements in the Java API. You'll learn how to use JShell's new Read-Eval-Print Loop (REPL) for more rapid and exploratory development, and apply new features of the APIs for streams, input/output, processes, and concurrency. In this first of two volumes, Horstmann offers in-depth coverage of fundamental Java and UI programming, including object-oriented programming, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. If you're an experienced programmer moving to Java SE 9, 10, or 11, there's no better source for expert insight, solutions, and code. Master foundational techniques, idioms, and best practices for writing superior Java code

- Efficiently implement encapsulation and inheritance
- Use sound principles of object-oriented design
- Leverage the full power of objects with interfaces, lambda expressions, and inner classes
- Harden programs through effective exception handling and debugging
- Write safer, more reusable code with generic programming
- Improve performance and efficiency with Java's standard collections
- Build cross-platform GUIs

with the Swing toolkit Fully utilize multicore processors with Java's improved concurrency See Core Java, Volume II—Advanced Features, Eleventh Edition (ISBN-13: 978-0-13-516631-4), for expert coverage of Java 9, 10, and 11 enterprise features, the module system, annotations, networking, security, and advanced UI programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Core Java® has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java®, Volume I—Fundamentals, Tenth Edition, has been extensively updated to reflect the most eagerly awaited and innovative version of Java in years: Java SE 8. Rewritten and reorganized to illuminate new Java SE 8 features, idioms, and best practices, it contains hundreds of example programs—all carefully crafted for easy understanding and practical applicability. Writing for serious programmers solving real-world problems, Cay Horstmann helps you achieve a deep understanding of the Java language and library. In this first volume of the two-volume work, Horstmann focuses on fundamental language concepts and the foundations of modern user interface programming. You'll find in-depth coverage of topics ranging from Java object-oriented programming to generics, collections, lambda expressions, Swing UI design, and the latest approaches to concurrency and functional programming. This guide will help you Leverage your existing programming knowledge to quickly master core Java syntax Understand how encapsulation, classes, and inheritance work in Java Master interfaces, inner classes, and lambda expressions for

functional programming Improve program robustness with exception handling and effective debugging Write safer, more readable programs with generics and strong typing Use pre-built collections to collect multiple objects for later retrieval Master concurrent programming techniques from the ground up Build modern cross-platform GUIs with standard Swing components Deploy configurable applications and applets, and deliver them across the Internet Simplify concurrency and enhance performance with new functional techniques If you're an experienced programmer moving to Java SE 8, Core Java®, Tenth Edition, will be your reliable, practical companion—now and for many years to come. Look for the companion volume, Core Java®, Volume II—Advanced Features, Tenth Edition (ISBN-13: 978-0-13-417729-8), for coverage of Java 8 streams, input and output, XML, databases, annotations, and other advanced topics. Register your product or convenient access to downloads, updates, and corrections as they become available. See inside the book for information.

Authoritative but accessible information on Java programming fundamentals As one of the most popular programming languages in the world, Java is widely used in everything from application software to web applications. This helpful book escorts you through the fundamentals and concepts of Java programming using a first/late objects approach. Packed with extensive opportunities for programming practice, Java For Everyone is an ideal resource for learning all there is to know about Java programming. Serves as an authoritative guide on the fundamentals of Java programming Features accessible coverage compatible with Java 5, 6, 7 Uses first/late objects approach and provides a variety of opportunities for programming practice If you're interested in

learning the basics of Java programming, then this is the book you need. 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

Hone your problem-solving skills by learning different algorithms and their implementation in Python

Developing Animated and Graphical Effects for Desktop Java Applications

Core Java

Java: The Complete Reference, Twelfth Edition

A certified Java instructor at Sun Microsystems offers a premium code-intensive reference for professional Java programmers that is a perfect companion to Pure JFC Swing.

Data science libraries, frameworks, modules, and toolkits are great for doing data science, but they're also a good way to dive into the discipline without actually

understanding data science. In this book, you'll learn how many of the most fundamental data science tools and algorithms work by implementing them from scratch. If you have an aptitude for mathematics and some programming skills, author Joel Grus will help you get comfortable with the math and statistics at the core of data science, and with hacking skills you need to get started as a data scientist. Today's messy glut of data holds answers to questions no one's even thought to ask. This book provides you with the know-how to dig those answers out. Get a crash course in Python Learn the basics of linear algebra, statistics, and probability—and understand how and when they're used in data science Collect, explore, clean, munge, and manipulate data Dive into the fundamentals of machine learning Implement models such as k-nearest Neighbors, Naive Bayes, linear and logistic regression, decision trees, neural networks, and clustering Explore recommender systems, natural language processing, network analysis, MapReduce, and databases

Java Concepts: Late Objects, 3rd Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. It provides an approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts and become competent coders. Each important concept

*is introduced in easy-to understand terms before more complicated examples are discussed. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.*

Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways.

Highlighting today's best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today's best coding styles and program design techniques Understand the "rationale behind the rules": why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned Access the source code for the extended examples from informit.com/title/0321714113 C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a

flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

Filthy Rich Clients

Getting the Most Out of Your Code

Functional Programming in Scala

An Introduction to Real-World Programming with Java

Fundamentals, 12th Edition

With this book/CD package, experienced programmers will get to the heart of Java quickly and easily--from the fundamentals to advanced tips and tricks of the experts. The book is perfect for C/C++ programmers who want to add Java to their skill set, Visual Basic programmers who want to learn Java to broaden their marketability, and COBOL programmers who want to "retool" by learning Java.

The release of Java SE 8 introduced significant enhancements that impact the Core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer required and new features like lambda expressions will increase programmer productivity, but navigating these changes can be challenging. Core Java ↻ for the Impatient is a complete but concise guide to Java SE

8. Written by Cay Horstmann--the author of Java SE 8 for the Really Impatient and Core Java(tm), the classic, two-volume introduction to the Java language--this indispensable new tutorial offers a faster, easier pathway for learning the language and libraries. Given the size of the language and the scope of the new features introduced in Java SE 8, there's plenty of material to cover, but it's presented in small chunks organized for quick access and easy understanding. If you're an experienced programmer, Horstmann's practical insights and sample code will help you quickly take advantage of lambda expressions (closures), streams, and other Java language and platform improvements. Horstmann covers everything developers need to know about modern Java, including Crisp and effective coverage of lambda expressions, enabling you to express actions with a concise syntax A thorough introduction to the new streams API, which makes working with data far more flexible and efficient A treatment of concurrent programming that encourages you to design your programs in terms of cooperating tasks instead of low-level threads and locks Up-to-date coverage of new libraries like Date and Time Other new features that will be especially valuable for server-side or mobile programmers Whether you are

just getting started with modern Java or are an experienced developer, this guide will be invaluable for anyone who wants to write tomorrow's most robust, efficient, and secure Java code. 8+ Hours of Video Instruction It can be difficult for developers familiar with Java and other languages to make the transition to modern JavaScript. If you simply want to be productive with JavaScript as it exists today, then you don't want to relive history with books or courses that teach older JavaScript versions, or that assume familiarity with those older versions and focus on recently introduced features. This course assumes that you are a competent programmer who understands branches and loops, functions, data structures, and the basics of object-oriented programming. You will get up to speed with modern JavaScript in the shortest possible time. Description Modern JavaScript for the Impatient LiveLessons focuses on how to be productive with JavaScript as it exists today. After reviewing the fundamentals of values, variables, and control flow, the video thoroughly covers functions, objects, and classes. The standard library and the most commonly used tools are also covered, as well as key topics related to asynchronous programming, internationalization, and modules. Related Content

This training pairs with Cay Horstmann's book Modern JavaScript for the Impatient (9780136502142) About the Instructor Cay S. Horstmann is a professor of computer science at San Jose State University and a Java Champion. He is also the author of Core Java, Volume II, Fundamentals, Eleventh Edition (2019); Core Java, Volume I, Fundamentals, Eleventh Edition (2018); Core Java SE 9 for the Impatient, Second Edition (2018); Java SE 8 for the Really Impatient (2014); and Scala for the Impatient (2012). He has written more than a dozen other books for professional programmers and computer science students. What You Will Learn After starting with the basics-JavaScript values, variables, and types, and a quick overview of expressions and the various type of flow control statements-Horstmann shows viewers how to implement functions that consume and produce other functions and how to use closures to implement a form of classes before moving on to more advanced topics including: Object-oriented programming with modern JavaScript (classes and inheritance and how these are implemented with prototypes) The standard library (numbers and dates, strings and regular expressions, as well as arrays and collections.) Metaprogramming, iterators, and generators (a

powerful mechanism to bridge between linear and event-driven control flow) How to use proxies to inter...

Learn algorithms for solving classic computer science problems with this concise guide covering everything from fundamental algorithms, such as sorting and searching, to modern algorithms used in machine learning and cryptography
Key Features
Learn the techniques you need to know to design algorithms for solving complex problems
Become familiar with neural networks and deep learning techniques
Explore different types of algorithms and choose the right data structures for their optimal implementation
Book Description Algorithms have always played an important role in both the science and practice of computing. Beyond traditional computing, the ability to use algorithms to solve real-world problems is an important skill that any developer or programmer must have. This book will help you not only to develop the skills to select and use an algorithm to solve real-world problems but also to understand how it works. You'll start with an introduction to algorithms and discover various algorithm design techniques, before exploring how to implement different types of algorithms, such as searching and sorting, with the help of practical

examples. As you advance to a more complex set of algorithms, you'll learn about linear programming, page ranking, and graphs, and even work with machine learning algorithms, understanding the math and logic behind them. Further on, case studies such as weather prediction, tweet clustering, and movie recommendation engines will show you how to apply these algorithms optimally. Finally, you'll become well versed in techniques that enable parallel processing, giving you the ability to use these algorithms for compute-intensive tasks. By the end of this book, you'll have become adept at solving real-world computational problems by using a wide range of algorithms. What you will learn

Explore existing data structures and algorithms found in Python libraries

Implement graph algorithms for fraud detection using network analysis

Work with machine learning algorithms to cluster similar tweets and process Twitter data in real time

Predict the weather using supervised learning algorithms

Use neural networks for object detection

Create a recommendation engine that suggests relevant movies to subscribers

Implement foolproof security using symmetric and asymmetric encryption on Google Cloud Platform (GCP)

Who this book is for This book is for programmers or

developers who want to understand the use of algorithms for problem-solving and writing efficient code. Whether you are a beginner looking to learn the most commonly used algorithms in a clear and concise way or an experienced programmer looking to explore cutting-edge algorithms in data science, machine learning, and cryptography, you'll find this book useful. Although Python programming experience is a must, knowledge of data science will be helpful but not necessary.

Core Java, Volume I: Fundamentals, 12e

Core Java 9

Java Concepts

Data Science from Scratch

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 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 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.