

## Javafx For Dummies

Jython is an open source implementation of the high-level, dynamic, object-oriented scripting language Python seamlessly integrated with the Java platform. The predecessor to Jython, JPython, is certified as 100% Pure Java. Jython is freely available for both commercial and noncommercial use and is distributed with source code. Jython is complementary to Java. The Definitive Guide to Jython, written by the official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the basics to more advanced features. This book begins with a brief introduction to the language and then journeys through Jython ’ s different features and uses. The Definitive Guide to Jython is organized for beginners as well as advanced users of the language. The book provides a general overview of the Jython language itself, but it also includes intermediate and advanced topics regarding database, web, and graphical user interface (GUI) applications; Web services/SOA; and integration, concurrency, and parallelism, to name a few.

Quick and painless Java programming with expert multimedia instruction
Java Programming 24-Hour Trainer, 2nd Edition is your complete beginner’s guide to the Java programming language, with easy-to-follow lessons and supplemental exercises that help you get up and running quickly. Step-by-step instruction walks you through the basics of object-oriented programming, syntax, interfaces, and more, before building upon your skills to develop games, web apps, networks, and automations. This second edition has been updated to align with Java SE 8 and Java EE 7, and includes new information on GUI basics, lambda expressions, streaming API, WebSockets, and Gradle. Even if you have no programming experience at all, the more than six hours of Java programming screencasts will demonstrate major concepts and procedures in a way that facilitates learning and promotes a better understanding of the development process. This is your quick and painless guide to mastering Java, whether you’re starting from scratch or just looking to expand your skill set. Master the building blocks that go into any Java project
Make writing code easier with the Eclipse tools
Learn to connect Java applications to databases
Design and build graphical user interfaces and web applications
Learn to develop GUIs with JavaFX
If you want to start programming quickly, Java Programming 24-Hour Trainer, 2nd Edition is your ideal solution.

JavaFX For DummiesJohn Wiley & SonsJavaFX For Dummies

Unleash the power of JavaFX for a wide range of devices
JavaFX For Dummies gives you access to an innovativesoftware platform that allows you to create and deliver richInternet applications that can run across a wide variety ofconnected devices. This accessible book highlights the mostimportant features of this powerful graphics platform, giving youthe tools to understand it quickly and easily! No experience withJavaFX? No problem. JavaFX For Dummies has been writtenspecially for newbies and it also serves as a great referenceresource for more experienced Java developers. Author Doug Lowe has been writing programming books for decades, and he brings his experience and passion to this guide, sharing hisexpert approach to coding using JavaFX. The book shows you how towork with JavaFX controls, how to enhance your scenic design, andalso offers advice on how to make a splash with your programs. Then, the author wraps it all up with extra recommendations andresources to guide you as you move forward. Helps developers quickly learn to take advantage of JavaFX’s lightweight, high-performance platform
Highlights essential JavaFX features for simple coding that can be rolled out across multiple devices
Instructs readers on methods for creating compelling, visuallyappealing applications
Includes recommendations and resources for honing your JavaFXskills
With JavaFX For Dummies, you’ll be on your way to easier,more efficient coding for a variety of connected devices.

Java For Dummies
Java All-in-One For Dummies
The Definitive Guide to Jython
A step-by-step guide to learning essential concepts in Java SE 10, 11, and 12
Beginning J2EE 1.4

Create rich client applications using JavaFX 9 and the Java 9 platform. Learn to create GUI-based applications for mobile devices, desktop PCs, and even the web. Incorporate media such as audio and video into your applications. Interface with hardware devices such as Arduino and Leap Motion. Respond to gesture control through devices such as the Leap Motion Controller. Take advantage of the new HTTP2 API to make RESTful web requests and WebSockets calls. New to this edition are examples of creating stylized text and loading custom fonts, guidance for working with Scene Builder to create visual layouts, and new content on developing iOS and Android applications using Gluon mobile. The book also covers advanced topics such as custom controls, JavaFX 3D, gesture devices, printing, and animation. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Is your goal to develop visually exciting applications in the Java lan guage? Then this is the book you want at your side. JavaFX 9 by Example is chock-full of engaging, fun-to-work examples that bring you up to speed on the major facets of JavaFX 9. You’ll learn to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. The book: Has been updated with new content on modular development, new APIs, and an example using the Scene Builder tool Is filled with fun and practical code examples that you can modify and drop into your own projects Includes an example using Arduino and an accelerometer sensor to track motion in 3D Helps you create JavaFX applications for iOS and Android devices What You’ll Learn Work with touch-based interfaces Interpret gesture-based events Use shapes, color, text, and UI controls animation to create a simple click and point game Add audio and video to your projects Utilize JavaFX 3D Create custom controls using CSS, SVG, and Canvas APIs Organize code into modules using Java Platform Module System (Project Jigsaw) Who This Book Is For Java developers developing visual and media-rich applications to run on PCs, phones, tablets, Arduino controllers, and more. This includes developers tasked with creating visualizations of data from statistical analysis and from sensor networks. Any developer wanting to develop a polished user-interface in Java will find much to like in this book.

Learn practical uses for some of the hottest tech applications trending among technology professionals We are living in an era of digital revolution. On the horizon, many emerging digital technologies are being developed at a breathtaking speed. Whether we like it or not, whether we are ready or not, digital technologies are going to penetrate more and more, deeper and deeper, into every aspect of our lives. This is going to fundamentally change how we live, how we work, and how we socialize. Java, as a modern high-level programming language, is an excellent tool for helping us to learn these digital technologies, as well as to develop digital applications, such as IoT, AI, Cybersecurity, Blockchain and more. Practical Java Programming uses Java as a tool to help you learn these new digital technologies and to be better prepared for the future changes. Gives you a brief overview for getting started with Java Programming Dives into how you can apply your new knowledge to some of the biggest trending applications today Helps you understand how to program Java to interact with operating systems, networking, and mobile applications Shows you how Java can be used in trending tech applications such as IoT (Internet of Things), AI (Artificial Intelligence), Cybersecurity, and Blockchain Get ready to find out firsthand how Java can be used for connected home devices, healthcare, the cloud, and all the hottest tech applications.

Learn to speak the Java language like the pros Are you new to programming and have decided that Java is your language of choice? Are you a wanna-be programmer looking to learn the hottest lingo around? Look no further! Beginning Programming with Java For Dummies, 5th Edition is the easy-to-follow guide you’ll want to keep in your back pocket as you work your way toward Java mastery! In plain English, it quickly and easily shows you what goes into creating a program, how to put the pieces together, ways to deal with standard programming challenges, and so much more. Whether you’re just tooling around or embarking on a career, this is the ideal resource you’ll turn to again and again as you perfect your understanding of the nuances of this popular programming language. Packed with tons of step-by-step instruction, this is the only guide you need to start programming with Java like a pro. Updated for Java 9, learn the language with samples and the Java toolkit Familiarize yourself with decisions, conditions, statements, and information overload Differentiate between loops and arrays, objects and classes, methods, and variables Find links to additional resources Once you discover the joys of Java programming, you might just find you’re hooked. Sound like fun? Here’s the place to start.

JavaFX is a state-of-the-art graphics toolkit that is now built into Java and can be easily integrated with the NetBeans Platform. With JavaFX, you can create advanced user interfaces, manipulate media, generate graphical effects and animations, and much more. The NetBeans Platform provides a framework for building robust, modular applications with long life expectancies. Together, JavaFX and the NetBeans Platform provide the basis for creating visually appealing, industrial-strength applications. Focusing on JavaFX as the front end for rich client applications, this guide’s examples cover JavaFX 8 with the NetBeans Platform, NetBeans IDE, and Java 8. Gail and Paul Anderson fully explain JavaFX and its relationship with the NetBeans Platform architecture, and systematically show Java developers how to use them together effectively. Each concept and technique is supported by clearly written code examples, proven through extensive classroom teaching. Coverage includes Background basics with Java, JavaFX, and UI events Building loosely coupled applications NetBeans Platform Modules and Lookup NetBeans Platform Nodes, Explorer Views, and Actions Building CRUD-based applications Integrating JavaFX with a Swing-based framework Using JavaFX Charts with the NetBeans Platform Using the NetBeans Platform File System and Data System Keeping the UI responsive

Java in Two Semesters

Chess For Dummies

JavaFX For Dummies

Java Performance

24-Hour Trainer

JavaFX is a software platform to create and deliver rich Internet applications (RIAs) that can run across a wide variety of devices. JavaFX Essentials will help you to design and build high performance JavaFX 8-based applications that run on a variety of devices. Starting with the basics of the framework, it will take you all the way through creating your first working application to discovering the core and main JavaFX 8 features, then controlling and monitoring your outside world. The examples provided illustrate different JavaFX and Java SE 8 features. This guide is an invaluable tutorial if you are planning to develop and create JavaFX 8 applications to run on a variety of devices and platforms.

Your quick and easy guide to chess
Kings, queens, knights—does chess seem like a royal pain to grasp? Taking the intimidation out of this age-old pastime, Chess For Dummies, 4th Edition is here to help beginners wrap their minds around the rules of the game, make sense of those puzzling pieces, and start playing chess like a champ. From using the correct chess terminology to engaging in the art of the attack, you’ll get easy-to-follow, step-by-step explanations that demystify the game—and give you an extra edge. Chess isn’t a game you can master—it’s an activity that requires patience, strategy, and constant learning. But that’s all part of the fun and challenge! Whether you’re playing chess online, in a tournament, or with a family member or friend, this hands-on guide gets you familiar with the game and its components, giving you the know-how to put the principles of play into action from the opening to the endgame.
Gnar! The principles of play and the nuances of each phase of the game
Familiarize yourself with the pieces and the board
Pick the perfect chess board and set
Know each of the pieces and their powers
If you find yourself in a stalemate before you even begin a game, this friendly book helps you put your chess foot forward!

A comprehensive Java guide, with samples, exercises, case studies, and step-by-step instruction
Beginning Java Programming: The Object Oriented Approach a straightforward resource for getting started with one of the world’s most enduringly popular programming languages. Based on lessons taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts past readers’ new skills to the test.
Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills. From the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an application environment while learning at the same time. Useful as either course text or a stand-alone self-study program.
Beginning Java Programming is a thorough, comprehensive guide.

Build enhanced visual experiences and design and deploy modern, easy-to-maintain, client applications across a variety of platforms. This book will show you how these applications can take advantage of the latest user interface components, 3D technology, and cloud services to create immersive visualizations and allow high-value data manipulation. The Definitive Guide to Modern Java Clients with JavaFX is a professional reference for building Java applications for desktop, mobile, and embedded in the Cloud age. It offers end-to-end coverage of the latest features in JavaFX and Java 13. After reading this book, you will be equipped to upgrade legacy client applications, develop cross-platform applications in Java, and build enhanced desktop and mobile native clients. What You Will Learn Create modern client applications in Java using the latest JavaFX and Java 13 Build enterprise clients that will enable integration with existing cloud services Use advanced visualization and 3D features Deploy on desktop, mobile, and embedded devices Who This Book Is For Professional Java developers who are interested in learning the latest client Java development techniques to fill out their skillset.

Learn JavaFX 17

Beginning Java Programming

In-Depth Advice for Tuning and Programming Java 8, 11, and Beyond

Java Programming

Python for the Java Platform

Have big dreams? Kick start them with JavaScript! If we’ve learned one thing from the Millennial generation, it’s that no one is too young to make history online. JavaScript For Kids For Dummies introduces pre-teens and early teens alike to the world of JavaScript, which is an integral programming language that drives the functionality of websites and apps. This informative, yet engaging text guides you through the basics of coding with JavaScript, and is an essential resource if you want to expand your technology skills while following easy, step-by-step instructions. Through small, goal-oriented projects, you learn key coding concepts, while actually creating apps, games, and more. This hands-on experience, coupled with the presentation of ideas in a simple style, allows you to both learn and retain JavaScript fundamentals. JavaScript has been heralded as ‘the programming language of the web,’ and many kids are interested in learning how to use it; however, most schools don’t offer coding classes at this level, and most families can’t afford the high cost of coding classes through a summer camp. But this can’t stop you from developing your JavaScript coding skills! This fun text is all you need to get started on your JavaScript journey. Explore the basics of JavaScript through the creation of a calculator app Deepen your understanding of HTML, arrays, and variables by building a grocery shopping app Learn conditional logic through the development of a choose your own adventure game Discover loops and strings by creating a lemonade stand app and MadLibs-style game JavaScript For Kids For Dummies brings pre-teens and early teens into the world of coding by teaching them one of the key Web design languages.

A practical introduction to programming with Java
Beginning Programming with Java For Dummies, 4th Edition is a comprehensive guide to learning one of the most popular programming languages worldwide. This book covers basic development concepts and techniques through a Java lens. You’ll learn what goes into a program, how to put the pieces together, how to deal with challenges, and how to make it work. The new Fourth Edition has been updated to align with Java 8, and includes new options for the latest tools and techniques. Java is the predominant language used to program Android and cloud apps, and its popularity is surging as app demand rises. Whether you’re just tooling around, or embarking on a career, Beginning Programming with Java For Dummies, 4th Edition is a great place to start. Step-by-step instruction, easy-to-read language, and quick navigation make this book the perfect resource for new programmers. You’ll begin with the basics before moving into code, with simple, yet detailed explanations every step of the way. Topics include: Learn the language with sample programs and the Java toolkit Familiarize yourself with decisions, conditions, statements, and information overload Differentiate between loops and arrays, objects and classes, methods and variables The book also contains links to additional resources, other programming languages, and guidance as to the most useful classes in the Java API. If you’re new to programming languages, Beginning Programming with Java For Dummies, 4th Edition provides the instruction and practice you need to become a confident Java programmer.

Coding and testing are generally considered separate areas of expertise. In this practical book, Java expert Scott Oaks takes the approach that anyone who works with Java should be adept at understanding how code behaves in the Java Virtual Machine—including the tunings likely to help performance. This updated second edition helps you gain in-depth knowledge of Java application performance using both the JVM and the Java platform. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way the Java 8 and 11 LTS releases perform. While the emphasis is on production-supported releases and features, this book also features previews of exciting new technologies such as ahead-of-time compilation and experimental garbage collections. Understand how various Java platforms and compilers affect performance Learn how Java garbage collection works Apply four principles to obtain best results from performance testing Use the JDK and other tools to learn how a Java application is performing Minimize the garbage collector’s impact through tuning and programming practices Tackle performance issues in Java APIs Improve Java-driven database application performance

The top-selling beginning Java book is now fully updated! As an unstoppable platform-independent, object-oriented programming language, Java is used for developing web and mobile applications. In this up-to-date bestselling book, veteran author Barry Burd shows you how to create basic Java objects and clearly explains when you should simply reuse existing code. Explores how the new version of Java offers more robust functionality and new features such as closures to keep Java competitive with more syntax-friendly languages like Python and Ruby Covers object-oriented programming basics with Java, code reuse, the essentials of creating a Java program using the new JDK 7, creating basic Java objects, and new Eclipse features Features a companion website that offers all code from the book and bonus chapters

Java For Dummies, 6th Edition gets you started with creating Java applications quickly and easily.

Java Programming for Android Developers For Dummies

Algorithms in a Nutshell

Networking For Dummies

Beginning Java 8 Games Development

JavaScript For Kids For Dummies

Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you’ll learn how to improve the performance of key algorithms essential for the success of your software applications.

Learn JavaFX 8 shows you how to start developing rich-client desktop applications using your Java skills and provides comprehensive coverage of JavaFX 8’s features. Each chapter starts with an introduction to the topic at hand, followed by a step-by-step discussion of the topic with small snippets of code. The book contains numerous figures aiding readers in visualizing the GUI that is built at every step in the discussion. The book starts with an introduction to JavaFX and its history. It lists the system requirements and the steps to start developing JavaFX applications. It shows you how to create a Hello World application in JavaFX, explaining every line of code in the process. Later in the book, author Kishori Sharan discusses advanced topics such as 2D and 3D graphics, charts, FXML, advanced controls, and printing. Some of the advanced controls such as TableView, TreeTableView and WebView are covered at length in separate chapters. This book provides complete and comprehensive coverage of JavaFX 8 features; uses an incremental approach to teach JavaFX, assuming no prior GUI knowledge; includes code snippets, complete programs, and pictures; covers MVC patterns using JavaFX; and covers advanced topics such as FXML, effects, transformations, charts, images, canvas, audio and video, DnD, and more. So, after reading and using this book, you’ll come away with a comprehensive introduction to the JavaFX APIs as found in the new Java 8 platform.

Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you’re new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and .JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of .Creator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Unleash the power of JavaFX for a wide range of devices
JavaFX For Dummies gives you access to an innovative software platform that allows you to create and deliver rich Internet applications that can run across a wide variety of connected devices. This accessible book highlights the most important features of this powerful graphics platform, giving you the tools to understand it quickly and easily! No experience with JavaFX? No problem. JavaFX For Dummies has been written especially for newbies and it also serves as a great reference resource for more experienced Java developers. Author Doug Lowe has been writing programming books for decades, and he brings his experience and passion to this guide, sharing his expert approach to coding using JavaFX. The book shows you how to work with JavaFX controls, how to enhance your scenic design, and also offers advice on how to make a splash with your programs. Then, the author wraps it all up with extra recommendations and resources to guide you as you move forward. Helps developers quickly learn to take advantage of JavaFX’s lightweight, high-performance platform
Highlights essential JavaFX features for simple coding that can be rolled out across multiple devices
Instructs readers on methods for creating compelling, visually appealing applications
Includes recommendations and resources for honing your JavaFX skills
With JavaFX For Dummies, you’ll be on your way to easier, more efficient coding for a variety of connected devices.

JavaFX 9 by Example

Practical Java Programming for IoT, AI, and Blockchain

The Definitive Guide to Modern Java Clients with JavaFX

Featuring JavaFX

Beginning Programming with Java For Dummies

\*This book is more than simply a reprint of material already freely available on the Web (I’m looking at you, The J2EE Tutorial). \* Concentrates on the parts of J2EE that readers find most interesting, accessible, and relevant for the start of their professional career – JSP and Servlets, rather than in depth coverage of EJB—helps reader accomplish something and may spark interest for further exploration of J2EE. \* This title will concentrate on web development (using JSP and Servlets) but still be aimed at programmers who want to become J2EE developers – so it will be a little for the Java category, not JavaServer Pages.

A comprehensive guide to get started with Java and gain insights into major concepts such as object-oriented, functional, and reactive programming
Key Features: Strengthen your knowledge of important programming concepts and the latest features in Java Explore core programming topics including GUI programming, concurrency, and error handling Learn the idioms and best practices for writing high-quality Java code
Book Description: Java is one of the preferred languages among developers, used in everything right from smartphones, and game consoles to even supercomputers, and its new features simply add to the richness of the language. This book on Java programming begins by helping you learn how to install the Java Development Kit. You will then focus on understanding object-oriented programming (OOP), with exclusive insights into concepts like abstraction, encapsulation, inheritance, and polymorphism, which will help you when programming for real-world apps. Next, you’ll cover fundamental programming structures of Java such as data structures and algorithms that will serve as the building blocks for your apps. You will also delve into core programming topics that will assist you with error handling, debugging, and testing your apps. As you progress, you’ll move on to advanced topics such as Java libraries, database management, and network programming, which will hone your skills in building professional-grade apps. Further on, you’ll understand how to create a graphic user interface using JavaFX and learn to build scalable apps by taking advantage of reactive and functional programming. By the end of this book, you’ll not only be well versed with Java 10, 11, and 12, but also gain a perspective into the future of this language and software development in general. What you will learn
Learn and apply object-oriented principles Gain insights into data structures and understand how they are used in Java Explore multithreaded, asynchronous, functional, and reactive programming Add a user-friendly graphic interface to your application Find out what streams are and how they can help in data processing Discover the importance of microservices and use them to make your apps robust and scalable Explore Java design patterns and best practices to solve everyday problems Learn techniques and idioms for writing high-quality Java code Who this book is for
Students, software developers, or anyone looking to learn new skills or even a language will find this book useful. Although this book is for beginners, professional programmers can benefit from it too. Previous knowledge of Java or any programming language is not required.

JavaFX 9 introduces you to how to use your Java skills to create visually exciting client applications with the JavaFX 9 platform. The book is a new and much improved edition of JavaFX 2.0. Introduction by Example, taking you through a series of engaging, fun-to-work examples that bring you up to speed on the major facets of the platform. It will help you to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. Entirely example-based, JavaFX 8: Introduction by Example begins with the fundamentals of installing the software and creating a simple interface. From there, you’ll move in progressive steps through the process of developing applications using JavaFX’s standard drawing primitives. You’ll then explore images, animations, media, and web. This new edition incorporates the changes resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Entirely example-based Filled with fun and practical code examples Covers all that’s new in Java 8 relating to JavaFX such as Lambda expressions and Streams

Covers gesture devices, 3D display, embedded systems, and other advanced topics

Set up a secure network at home or the office Fully revised to cover Windows 10 and Windows Server 2019, this new edition of the trusted Networking For Dummies helps both beginning network administrators and home users to set up and maintain a network. Updated coverage of broadband and wireless technologies, as well as storage and back-up procedures, ensures that you’ll learn how to build a wired or wireless network, secure and optimize it.

Troubleshoot problems, and much more. From connecting to the Internet and setting up a wireless network to solving networking problems and backing up your data—this #1 bestselling guide covers it all. Build a wired or wireless network Secure and optimize your network Set up a server and manage Windows user accounts Use the cloud—safely Written by a seasoned technology author—and jam-packed with tons of helpful step-by-step instructions—this is the book network administrators and everyday computer users will turn to again and again.

Building User Experience and Interfaces with Java 8

C++ For Dummies

JavaFX 8: Introduction by Example

Cross-Platform Mobile and Cloud Development

Best Practices of Spell Design

*Your one-stop guide to programming with Java If you've always wanted to program with Java but didn't know where to start, this will be the java-stained reference you'll turn to again and again. Fully updated for the JDK 9, this deep reference on the world's most popular programming language is the perfect starting point for building things with Java—and an invaluable ongoing reference as you continue to deepen your knowledge. Clocking in at over 900 pages, Java All-in-One For Dummies takes the intimidation out of learning Java and offers clear, step-by-step guidance on how to download and install Java tools; work with variables, numbers, expressions, statements, loops, methods, and exceptions; create applets, servlets, and JavaServer pages; handle and organize data; and work with graphics. It also covers the vital information that enables you to get up and running quickly with Java. Provides details on the new features of JDK 9 Shows you how to create simple Swing programs Includes design tips on layout, buttons, and labels Everything you need to know to program with Java is included in this practical, easy-to-use guide! Use the JavaFX platform to create rich-client Java applications, and discover how you can use this powerful Java-based UI platform, which is capable of handling large-scale data-driven business applications for PC as well as mobile and embedded devices. The expert authors cover the new more modular JavaFX 9 APIs, development tools, and best practices and provide code examples that explore the exciting new features provided with JavaFX 9, part of Oracle's new Java 9 release. Pro JavaFX 9: A Definitive Guide to Building Desktop, Mobile, and Embedded Java Clients also contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation. What You'll Learn Create a user interface in JavaFX Use SceneBuilder to create a user interface Build dynamic UI layouts in JavaFX and using the JavaFX UI controls Create charts in JavaFX Leverage JavaFX languages and markup Who This Book Is For Experienced Java programmers looking to learn and leverage JavaFX 9 for rich client-side Java development.*

*Design and Deploy High-Performance JavaFX Controls Deliver state-of-the-art applications with visually stunning UIs. Mastering JavaFX 8 Controls provides clear instructions, detailed examples, and ready-to-use code samples. Find out how to work with the latest JavaFX APIs, configure UI components, automatically generate FXML, build cutting-edge controls, and effectively apply CSS styling. Troubleshooting, tuning, and deployment are also covered in this Oracle Press guide. Understand the properties of JavaFX 8 controls and APIs Create custom controls, transformations, and layouts Work from JavaFX Scene Graph and Scene Builder Visualize data models using advanced control types Use ListView, TableView, and TreeView APIs Handle audio and video content using JavaFX media classes Maximize separation between UI and application logic using FXML Style controls and applications using CSS Extend functionality of Swing and SWT applications with JavaFX Code examples in the book are available for download.*

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

Programming Kubernetes

The Object-Oriented Approach

Pro JavaFX 9

Build advanced and visually stunning Java applications

Mastering JavaFX 8 Controls

This unique in-depth tutorial shows you how to start developing rich-client desktop applications using your Java skills and provides comprehensive coverage of JavaFX 17’s features. Each chapter starts with an introduction to the topic at hand, followed by a step-by-step discussion of the topic with small snippets of code. The book contains numerous figures aiding readers in visualizing the GUI that is built at every step in the discussion. This book has been revised to include JavaFX 17 and earlier releases since previous edition. It starts with an introduction to JavaFX and its history. It lists the system requirements and the steps to start developing JavaFX applications. It shows you how to create a Hello World application in JavaFX, explaining every line of code in the process. Later in the book, authors Kishori Sharan and Peter Späh discuss advanced topics such as 2D and 3D graphics, charts, FXML, advanced controls, and printing. Some of the advanced controls such as TableView, and WebView are covered at length in separate chapters. This book provides complete and comprehensive coverage of JavaFX 17 features; uses an incremental approach to teach JavaFX, assuming no prior GUI knowledge; includes code snippets, complete programs, and pictures; covers MVC patterns using JavaFX; and covers advanced topics such as FXML, effects, transformations, charts, images, Canvas, audio and video, DnD, and more. So, after reading and using this book, you’ll come away with a comprehensive introduction to the JavaFX APIs. What You Will Learn How to build JavaFX User Interfaces and Java clients What are properties, bindings, observable collections, stages, scenes; how to use these How to play with colors, styling nodes and event handling How to add user interactivity (mouse, keyboard, DnD) How to do tables, trees, and to do 2D shapes, text nodes, 3D shapes How to apply effects, transformations, animations, images How to draw, play audio and video Who is this book for: Developers new to the JavaFX platform. Some prior Java experience is recommended.

Your ultimate one-stop networking reference Designed to replace that groaning shelf-load of dull networking books you’d otherwise have to buy and house, Networking All-in-One For Dummies covers all the basic and not-so-basic information you need to get a network up and running. It also helps you keep it running as it grows more complicated, develops bugs, and encounters all the fun sorts of trouble you expect from a complex system. Ideal both as a starter for newbie administrators and as a handy quick reference for pros, this book is built for speed, allowing you to get past all the basics—like installing and configuring hardware and software, planning your network design, and managing cloud services—so you can get on with what your network is actually intended to do. In a friendly, jargon-free style, Doug Lowe—an experienced IT Director and prolific tech author—covers the essential, up-to-date information for networking in systems such as Linux and Windows 10 and ensures you are on the best practices for security, mobile, and more. Each of the nine minibooks demystifies the basics of one key area of network management. Plan and administrate your network Implement virtualization Get your head around networking in the Cloud Lock down your security protocols The best thing about this book? You don’t have to read it all at once to get things done; once you’ve solved the specific issue at hand, you can put it down again and get on with your life. And the next time you need it, it’ll have you covered.

Develop the next killer Android App using Java programming! Android is everywhere! It runs more than half the smartphones in the U.S.—and Java makes it go. If you want to cash in on its popularity by learning to build Android apps with Java, all the easy-to-follow guidance you need to get started is at your fingertips. Inside, you’ll learn the basics of Java and grasp how it works with Android; then, you’ll go on to create your first real, working application. How cool is that? The demand for Android apps isn’t showing any signs of slowing, but if you’re a mobile developer who wants to get in on the action, it’s vital that

you get the necessary Java background to be a success. With the help of Java Programming for Android Developers For Dummies, you'll quickly and painlessly discover the ins and outs of using Java to create groundbreaking Android apps—no prior knowledge or experience required! Get the know-how to create an Android program from the ground up Make sense of basic Java development concepts and techniques Develop the skills to handle programming challenges Find out how to debug your app Don't sit back and watch other developers release apps that bring in the bucks! Everything you need to create that next killer Android app is just a page away!

Java—from first steps to first apps Knowing Java is a must-have programming skill for any programmer. It's used in a wide array of programming projects—from enterprise apps and mobile apps to big data, scientific, and financial uses. The language regularly ranks #1 in surveys of the most popular language based on number of developers, lines of code written, and real-world usage. It's also the language of choice in AP Computer Science classes taught in the U.S. This guide provides an easy-to-follow path from understanding the basics of writing Java code to applying those skills to real projects. Split into eight minibooks covering core aspects of Java, the book introduces the basics of the Java language and object-oriented programming before setting you on the path to building web apps and databases. • Get up to speed on Java basics • Explore object-oriented programming • Learn about strings, arrays, and collections • Find out about files and databases Step-by-step instructions are provided to ensure that you don't get lost at any point along the way.

Developing Cloud-Native Applications

Mastering JavaFX 10

From Novice to Professional

Learn JavaFX 8

Develop cross-platform, feature-rich JavaFX GUI applications with expert instruction from Java guru Herb Schildt Introducing JavaFX 8 Programming provides a fast-paced introduction to JavaFX, Java's next-generation GUI programming tool In this easy-to-read guide from Oracle Press, Java guru Herb Schildt presents the key topics and concepts that all Java developers will need to begin developing modern, dynamic JavaFX GUI applications. Of course, it's written in the cohesive, yet concise, style of an international best-selling programming author. Designed expressly for Java programmers, the book's focus is on the new JavaFX API. As a result, all examples are written entirely in Java. The book begins with the fundamentals, including the general form of a JavaFX program. Readers then advance to event handling, controls, images, fonts, layers, effects, transforms, animation s (including 3D animations), menus, and more. Numerous complete examples are included that put key topics into context. Presents a cohesive, fast-paced overview of key facets of JavaFX 8 programming Sample code used in the text is available for download from the McGraw-Hill/Oracle Press Web site Written in Herb Schildt's clear, crisp, uncompromising style that has made him the choice of millions worldwide

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

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

The best-selling C++ For Dummies book makes C++ easier! C++ For Dummies, 7th Edition is the best-selling C++ guide on the market, fully revised for the 2014 update. With over 60% new content, this updated guide reflects the new standards, and includes a new Big Data focus that highlights the use of C++ among popular Big Data software solutions. The book provides step-by-step instruction from the ground up, helping beginners become programmers and allowing intermediate programmers to learn new to programming, familiar with other languages, or just getting up to speed on the new libraries, features, and generics, this guide provides the information you need. Provides you with an introduction to C++ programming Helps you become a functional programmer Features information on classes, inheritance, and optional features Teaches you 10 ways to avoid adding bugs The book incorporates the newest C++ features into the fundamental instruction, allowing beginners to learn the latest developments

Staying current on the latest developments is a crucial part of being a programmer, and C++ For Dummies, 7th Edition gets you started off on the right foot.

JavaFX Essentials

PowerPoint 2019 For Dummies

Introducing JavaFX 8 Programming

Building User Experience and Interfaces with Java

Learn Java 12 Programming

"The Best Practices of Spell Design introduces practical aspects of software development that are often learned through painful experience. Through Marcus and Shelly's quest, the story encourages readers to think about how to write readable, well-tested and maintainable programs."--P. [4] of cover.

If you're looking to develop native applications in Kubernetes, this is your guide. Developers and AppOps administrators will learn how to build Kubernetes-native applications that interact directly with the API server to query or update the state of resources. AWS developer advocate Michael Hausenblas and Red Hat principal software engineer Stefan Schimanski explain the characteristics of these apps and show you how to program Kubernetes to build them. You'll explore the basic building blocks of Kubernetes, including the client-go API library and custom resources. All you need to get started is a rudimentary understanding of development and system administration tools and practices, such as package management, the Go programming language, and Git. Walk through Kubernetes API basics and dive into the server's inner structure Explore Kubernetes's programming interface in Go, including Kubernetes API objects Learn about custom resources—the central extension tools used in the Kubernetes ecosystem Use tags to control Kubernetes code generators for custom resources Write custom controllers and operators and make them production ready Extend the Kubernetes API surface by implementing a custom API server

Get up and running fast with the PowerPoint 2019 PowerPoint continues to be the go-to tool for business presentations. The software helps anyone who needs to communicate clearly by creating powerful and effective slideshow presentations featuring data in the form of charts, clip art, sound, and video. You can even use it to create presentations for the Web. In PowerPoint 2019 For Dummies, expert Doug Lowe shows you how to use this popular tool to make show-stopping presentations that will get your message across — and your audience excited. Create a slide presentation with special effects Work with master slides and templates Collaborate with other users in the cloud Add charts, clip art, sound, and video Want to learn to use PowerPoint quickly and efficiently? Look no further!

Networking All-in-One For Dummies

A Definitive Guide to Building Desktop, Mobile, and Embedded Java Clients