

Read Free Programming Fundamentals 2
Developing Java Software

Programming Fundamentals 2 Developing Java Software

In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 8, this book teaches you about the Java language and how to use it to create

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applications for any computing environment and Android apps. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. Using your new skills, you will be able to develop your own programs for tasks such as web services, database connectivity, XML processing, and mobile programming. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure

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you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 8 Learn to develop Java applications and Android apps using NetBeans and Google's new Android Studio -- two excellent (and free!) programming platforms Covers new features of Java

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8 such as closures, the most eagerly anticipated language feature in years Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about JDBC 4.2 programming with the Derby database and XML parsing with the open source XOM class library Learn how to use streams to write programs that communicate with the Internet, including socket programming, buffers, channels, and URL handling. Contents at a Glance
WEEK 1: The Java Language DAY 1 Getting Started

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with Java DAY 2 The ABCs of Programming DAY 3
Working with Objects DAY 4 Lists, Logic, and Loops
DAY 5 Creating Classes and Methods DAY 6
Packages, Interfaces, and Other Class Features
DAY 7 Exceptions and Threads WEEK 2: The Java
Class Library DAY 8 Data Structures DAY 9 Working
with Swing DAY 10 Building a Swing Interface DAY
11 Arranging Components on a User Interface DAY
12 Responding to User Input DAY 13 Creating
Java2D Graphics DAY 14 Developing Swing
Applications WEEK 3: Java Programming DAY 15
Working with Input and Output DAY 16 Using Inner

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Classes and Closures DAY 17 Communicating
Across the Internet DAY 18 Accessing Databases
with JDBC 4.2 and Derby DAY 19 Reading and
Writing RSS Feeds DAY 20 XML Web Services DAY
21 Writing Android Apps for Java APPENDIX A
Using the NetBeans IDE APPENDIX B This Book's
Website APPENDIX C Fixing a Problem with the
Android Studio Emulator APPENDIX D Using the
Java Development Kit APPENDIX E Programming
with the Java Development Kit

This book teaches the reader how to write programs
using Java. It does so with a unique approach that

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combines fundamentals first with objects early. The book transitions smoothly through a carefully selected set of procedural programming fundamentals to object-oriented fundamentals. During this early transition and beyond, the book emphasizes problem solving. For example, Chapter 2 is devoted to algorithm development, Chapter 8 is devoted to program design, and problem-solving sections appear throughout the book. Problem-solving skills are fostered with the help of an interactive, iterative p. Demonstrates the advanced features of the most

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recent upgrade to the Java programming language, covering topics including multithreading, collections, networking, remote objects, JavaBeans, and GUI-building techniques.

Essential Skills--Made Easy!=====

Learn the all basics and advanced features of Java programming in no time from Bestselling Java Programming Author Harry H Chaudhary. Core Java Professional-Developer's Edition 2014, starts with the basics; I promise this book will make you 100% expert level champion of java. Must read full book description before buying Fully Updated with Java 7,

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And new features , Including Live software development. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Second Part- Of book covers Software Development Using Java, Java Beans, Tour of Swing, Servlets and live project. Third part- Of book covers .SCJP/SCJD (OCJP-

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OCJD) - Bonus and (Java Coding Standards) & (Coding Clarity and Maintainability) & (Core Java Database Issues). Get started programming championship in Java right away with help from this fast-paced tutorial. Fourth Part- Collection of 1000+ Java Interview Questions / Answers will teach you how to crack Java Interview. Learning a new language is no easy task especially when it's an oop's 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.

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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? This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way

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your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters):
1(Overview of Java) 2(Java Language) 3(Control Statements)4(Scanner class, Arrays & Command Line Args)5(Class & Objects in Java)6(Inheritance in

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Java)7(Object oriented programming)8(Packages in Java)9(Interface in Java)10(String and StringBuffer)11(Exception Handling)12(Multi-Threaded Programming)13(Modifiers/Visibility modes)14(Wrapper Class)15(Input/Output in Java)16(Applet Fundamentals)17(Abstract Windows Toolkit)(AWT)18(Introducton To AWT Events)19(Painting in AWT)20(java.lang.Object Class)21(Collection Framework) PART - II (Software Development) 22(Overview Java Beans)23(Introducing Swing)24(Exploring Swing)25(Exploring Servlets)26 (Applying Java- Live

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project) PART - III (Advance Coding Standards for Java) 27(Java Coding Standards)28(Clarity and Maintainability)29(Core Java Database Issues)

PART - IV (1000+ Interview Questions and Answers) 30(Cracking the Java Coding Interview)

The NIH Record

Learn Java Step by Step With Fun

Android App Development Fundamentals I and II

LiveLessons (Video Training)

Developing Java Software

Real-World Software Development

Modelling and Simulation

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Developing Java Software

Core Java Professional

This text uses Java to describe programming concepts, taking full advantage of Java's simpler and more consistent syntax. Its traditional approach uses modern CS tools including a strategic subset of Java and a simple object-oriented graphics library. Apache Spark is one of the fastest growing technology in BigData computing world. It support multiple programming languages like Java, Scala, Python and R. Hence, many existing and new framework started to

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integrate Spark platform as well in their platform e.g. Hadoop, Cassandra, EMR etc. While creating Spark certification material HadoopExam technical team found that there is no proper material and book is available for the Spark SQL (version 2.x) which covers the concepts as well as use of various features and found difficulty in creating the material. Therefore, they decided to create full length book for Spark SQL and outcome of that is this book. In this book technical team try to cover both fundamental

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concepts of Spark SQL engine and many exercises approx. 35+ so that most of the programming features can be covered. There are approximately 35 exercises and total 15 chapters which covers the programming aspects of SparkSQL. All the exercises given in this book are written using Scala. However, concepts remain same even if you are using different programming language. This book is good for following audience - Data scientists - Spark Developer - Data Engineer - Data Analytics - Java/Python Developer - Scala Developer

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Enhance your career options with this well-crafted object-oriented programming language that enjoys the support of an enormous ecosystem of tools and libraries

Key Features Get introduced to Java, its features, and its ecosystem Understand how Java uses object-oriented programming

Become an expert Java exception handler

Book Description Since its inception, Java has stormed the programming world. Its features and functionalities provide developers with the tools needed to write robust cross-platform applications. Java

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Fundamentals introduces you to these tools and functionalities that will enable you to create Java programs. The book begins with an introduction to the language, its philosophy, and evolution over time, until the latest release. You'll learn how the javac/java tools work and what Java packages are - the way a Java program is usually organized. Once you are comfortable with this, you'll be introduced to advanced concepts of the language, such as control flow keywords. You'll explore object-oriented programming

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and the part it plays in making Java what it is. In the concluding chapters, you'll get to grips with classes, typecasting, and interfaces, and understand the use of data structures, arrays, strings, handling exceptions, and creating generics. By the end of this book, you will have learned to write programs, automate tasks, and follow advanced courses on algorithms and data structures or explore more advanced Java courses. What you will learn Create and run Java programs Use data types, data structures, and control flow in your code

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Implement best practices while creating objects Work with constructors and inheritance Understand advanced data structures to organize and store data Employ generics for stronger check-types during compilation Learn to handle exceptions in your code Who this book is for Java Fundamentals is designed for tech enthusiasts who are familiar with some programming languages and want a quick introduction to the most important principles of Java.

A developer's guide to designing, testing,

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and securing production-ready modern APIs with the help of practical ideas to improve your application's functionality
Key Features Build resilient software for your enterprises and customers by understanding the complete API development life cycle Overcome the challenges of traditional API design by adapting to a new and evolving culture of modern API development Use Spring and Spring Boot to develop future-proof scalable APIs **Book Description** The philosophy of API development has evolved over the years to

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serve the modern needs of enterprise architecture, and developers need to know how to adapt to these modern API design principles. Apps are now developed with APIs that enable ease of integration for the cloud environment and distributed systems. With this Spring book, you'll discover various kinds of production-ready API implementation using REST APIs and explore async using the reactive paradigm, gRPC, and GraphQL. You'll learn how to design evolving REST-based APIs supported by HATEOAS and ETAGs and develop reactive,

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async, non-blocking APIs. After that, you'll see how to secure REST APIs using Spring Security and find out how the APIs that you develop are consumed by the app's UI. The book then takes you through the process of testing, deploying, logging, and monitoring your APIs. You'll also explore API development using gRPC and GraphQL and design modern scalable architecture with microservices. The book helps you gain practical knowledge of modern API implementation using a sample e-commerce app. By the end of this Spring

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book, you'll be able to develop, test, and deploy highly scalable, maintainable, and developer-friendly APIs to help your customers to transform their business.

What you will learn Understand RESTful API development, its design paradigm, and its best practices Become well versed in Spring's core components for implementing RESTful web services Implement reactive APIs and explore async API development Apply Spring Security for authentication using JWT and authorization of requests Develop a React-based UI to consume APIs

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*Implement gRPC inter-service communication
Design GraphQL-based APIs by understanding
workflows and tooling Gain insights into
how you can secure, test, monitor, and
deploy your APIs Who this book is for This
book is for inexperienced Java
programmers, comp science, or coding boot
camp graduates who have knowledge of basic
programming constructs, data structures,
and algorithms in Java but lack the
practical web development skills necessary
to start working as a developer.
Professionals who've recently joined a*

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startup or a company and are tasked with creating real-world web APIs and services will also find this book helpful. This book is also a good resource for Java developers who are looking for a career move into web development to get started with the basics of web service development.

The Complete Core Reference

*Object-Oriented Programming: Fundamentals
And Applications*

*IT Manager Guide for Java with Interview
Questions*

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XML and Java

Java Programming for Beginners

*Modern API Development with Spring and
Spring Boot*

*An Introduction, History, and the
Fundamentals for Creating Your First
Program*

*Sams Teach Yourself Java in 24 Hours,
Seventh Edition Covers Java 8 and Android
Development In just 24 lessons of one hour
or less, you can learn the fundamentals of
Java programming. In this book's
straightforward, step-by-step approach,*

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each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an

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Android app in Java. Learn how to... Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with

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closures, the powerful new capability introduced in Java 8 Contents at a Glance PART I: Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work PART II: Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops PART III: Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your

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First Object 11 Describing What Your
Object Is Like 12 Making the Most of
Existing Objects PART IV: Programming a
Graphical User Interface 13 Building a
Simple User Interface 14 Laying Out a User
Interface 15 Responding to User Input 16
Building a Complex User Interface PART V:
Moving into Advanced Topics 17 Storing
Objects in Data Structures 18 Handling
Errors in a Program 19 Creating a Threaded
Program 20 Using Inner Classes and
Closures 21 Reading and Writing Files 22
Creating Web Services with JAX-WS 23

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Creating Java2D Graphics 24 Writing
Android Apps Appendixes A Using the
NetBeans Integrated Development
Environment B Where to Go from Here: Java
Resources C This Book's Website D Setting
Up an Android Development Environment

Android development is hot, and many
programmers are interested in joining the
fun. However, because this technology is
based on Java, you should first obtain a
solid grasp of the Java language and its
foundational APIs to improve your chances
of succeeding as an Android app developer.

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After all, you will be busy learning the architecture of an Android app, the various Android-specific APIs, and Android-specific tools. If you do not already know Java fundamentals, you will probably end up with a massive headache from also having to quickly cram those fundamentals into your knowledge base. *Learn Java for Android Development, Second Edition* teaches programmers of any skill level the essential Java language and foundational Java API skills that must be learned to improve the programmer's chances of

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succeeding as an Android app developer. Each of the book's 14 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 500 exercises are provided in an appendix. A second appendix provides a significant game-oriented Java application, which you can convert into an Android app. Once you complete this book, you should be ready to dive into beginning Android app development. Maybe, start that journey

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with Apress' Beginning Android.

Essential Skills--Made

Easy!===== Learn the all
basics and advanced features of Java
programming in no time from Bestselling
Java Programming Author Harry H Chaudhary.

. Java: The Complete Core Reference, Tenth
Edition. 2014, starts with the basics; I
promise this book will make you 100%
expert level champion of java. Must read
full book description before buying Fully
Updated with Java 7, And new features ,
Including Live software development. First

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Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Second Part- Of book covers Software Development Using Java, Java Beans, Tour of Swing, Servlets and live project. Third part- Of book covers .SCJP/SCJD (OCJP-OCJD) - Bonus and (Java

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Coding Standards) & (Coding Clarity and Maintainability) & (Core Java Database Issues). Get started programming championship in Java right away with help from this fast-paced tutorial. Fourth Part- Collection of 1000+ Java Interview Questions / Answers will teach you how to crack Java Interview. Learning a new language is no easy task especially when it's an oop's 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

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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? This Java Book is very serious java stuff: A complete introduction to Java. You'll

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learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never

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programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1 (Overview of Java) 2 (Java Language) 3 (Control Statements) 4 (Scanner class, Arrays & Command Line Args) 5 (Class & Objects in Java) 6 (Inheritance in Java) 7 (Object oriented programming) 8 (Packages in Java) 9 (Interface in Java) 10 (String and StringBuffer) 11 (Exception Handling) 12 (Multi-Threaded Programming) 13 (Modifiers/Visibility modes) 14 (Wrapper Class) 15 (Input/Output in

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Java)16(Applet Fundamentals)17(Abstract
Windows Toolkit) (AWT)18(Introducton To AWT
Events)19(Painting in AWT)20(
java.lang.Object Class)21(Collection
Framework) PART - II (Software
Development) 22(Overview Java Beans
)23(Introducing Swing)24(Exploring Swing
)25(Exploring Servlets)26 (Applying Java-
Live project) PART - III (Advance Coding
Standards for Java) 27(Java Coding
Standards)28(Clarity and
Maintainability)29(Core Java Database
Issues) PART - IV (1000+ Interview

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Questions and Answers) 30 (Cracking the
Java Coding Interview)

This book takes the reader from the basic principles of object-oriented design and programming using Java, through to class library construction and application development. It teaches fundamental programming concepts, object-oriented principles and how to exploit class-based abstraction. This is supported by a detailed description of how programs are designed and is illustrated by substantial examples. With the core concepts in place

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the book then provides a Java programming language reference detailing each language feature from types and variables through to classes, exceptions and threads. A key part of the reference is the provision of many small example programs, allowing the reader to see how the language features are used.

Programming Fundamentals Using JAVA

Featuring JavaFX

Developer's Edition

Language Syntax, Arrays, Data Types,
Objects, and Regular Expressions

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**Teach Yourself Java for Macintosh in 21
Days**

**Java Ans C Computer Programming for
Beginners**

Java Fundamentals

Designed as a Java-based textbook for beginning programmers, this book uses game programming as a central pedagogical tool to improve student engagement, learning outcomes, and retention. The new edition includes updating the GUI interface chapters from Swing based to FX based programs. The game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic programming or

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advanced Java programming course, and permits instructors who are not familiar with game programming and computer graphic concepts to realize the pedagogical advantages of using game programming. The book assumes the reader has no prior programming experience. The companion files are available to eBook customers by emailing the publisher info@merclearning.com with proof of purchase. FEATURES: Features content in compliance with the latest ACM/IEEE computer science curriculum guidelines Introduces the basic programming concepts such as strings, loops, arrays, graphics, functions, classes, etc Includes updating the GUI interface chapters (Chapters 11 and 12) from Swing based to FX based Contains material on programming of mobile applications and several simulations that graphically depict

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unseen runtime processes 4 color throughout with game demos on the companion files Instructor ' s resources available upon adoption

Summary: "Written for programmers with a background in high level language programming, the book applies the Deitel signature live code approach to teaching programming and explores the Java language in depth ... "

Describes the job market, qualifications, career paths, and common pitfalls and includes information on interviewing, working with employment agencies, and resumes

Learn the basics of Java 9, including basic programming concepts and the object-oriented fundamentals necessary at all levels of Java development. Author Kishori Sharan walks you through writing your first Java program step-by-step.

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Armed with that practical experience, you'll be ready to learn the core of the Java language. Beginning Java 9 Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the topics faster. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding of Java's object-oriented model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions, process strings and

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dates, format data, and work with arrays to manipulate data. This book is a companion to two other books also by Sharan focusing on APIs and advanced Java topics. What You 'll Learn Write your first Java programs with an emphasis on learning object-oriented programming in Java Work with data types, operators, statements, classes and objects Handle exceptions, assertions, strings and dates, and object formatting Use regular expressions Work with arrays, interfaces, enums, and inheritance Deploy Java applications on memory-constrained devices using compact profiles Who This Book Is For Those who are new to Java programming, who may have some or even no prior programming experience.

Java in 21 Days, Sams Teach Yourself (Covering Java 8)

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Beginning Java 8 Fundamentals

Java Web Services for Experienced Programmers

Spark SQL 2.x Fundamentals and Cookbook

Java Programming Fundamentals

Learn Java for Android Development

Computing Concepts with Java 2 Essentials

Beginning Java 8 Fundamentals provides a comprehensive approach to learning the Java programming language, especially the object-oriented fundamentals necessary at all levels of Java development. Author Kishori Sharan provides over 90 diagrams and 240 complete programs to help beginners and intermediate

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level programmers learn the topics faster. Starting with basic programming concepts, the author walks you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects,

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CD-ROM contains: Ready-to-run sample programs along with trial versions of

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WebSphere and DB2.

Are you ready to program with Java in less than 1 week? Have you always wanted to learn computer programming but you thought is difficult for you? Or perhaps you know other programming languages but you are interested in learning the Java language fast? If the answer is Yes.....then, this book is for you! For one, Java is arguably the most acclaimed skill and is in demand nearly everywhere. IBM, Infosys, Twitter, Netflix, Google, Spotify, Uber, Amazon, Target, Yelp,

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Square, and other big players are always in need of a great Java programmer. Going by PayScale.com (the website that offers information about salary), an average Java developer earns about \$70,000 annually. As a pro in the field, you have the entire globe to work over, as the demand is never restricted to a particular geographical area. This book is the ultimate beginners' crash course to Java programming, as it will help you learn enough about the language in as little as 1 week! Complex concepts are broken down

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into simple and easy steps to ensure that you can easily master the Java language even if you have never coded before. Let me explain why this book is different... I think that the best way to learn Java (or any other skills) is by doing it. This book includes visual charts that you'll guide you and help you learn those specific codes that you want to learn really fast. And in this way, believe me that you'll have an immense sense of achievement and it'll also help you retain the knowledge and master the language. This book is for.... ●

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Those who are completely newbies with Java!

● Those who have basic information of this programming language! ● Those who already

have the knowledge but perhaps they want to master it well! The book is updated to the

latest Java versions (8 and 10) and the main topics of what the book will be about include:

* The fundamentals of Java * How to program the right way, cutting out the useless fluff! *

Use arrays and classes for managing program data. * Write programs that use loops to

perform repetitive tasks. * Design and write

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procedural programs that use methods. *
Understanding Java Variables, Arrays, Loops,
and Conditional Statements * Use if and
switch statements to make decisions in your
programs. * Learn the concept of Object
Oriented Programming (from fundamentals to
advanced) * How to understand and write
simple Java programs * And much, much
more! Let's begin our learning. Click the BUY
button now and download the book now to
start learning Java.

Offering accumulated observations of

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interviews with hundreds of job candidates, these books provide useful insights into which characteristics make a good IT professional. These handy guides each have a complete set of job interview questions and provide a practical method for accurately assessing the technical abilities of job candidates. The personality characteristics of successful IT professionals are listed and tips for identifying candidates with the right demeanor are included. Methods for evaluating academic and work histories are

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described as well.

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

Developing Web Applications

Eclipse Web Tools Platform

A fast-paced and pragmatic introduction to
one of the world's most popular programming
languages

Introduction to Programming with Java

Learn the fundamentals of programming with
Java

Java

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Essential Skills--Made Easy!===== Learn the all basics and advanced features of Java programming in no time from Bestselling Java Programming Author Harry H Chaudhary. Java- Learn Java Step By Step with Fun. Edition 2014, starts with the basics; I promise this book will make you 100% expert level champion of java. Must read full book description before buying Fully Updated with Java 7, And new features , Including Live software development. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including

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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? This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance

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arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and

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polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by

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Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the

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