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Data Structures and Algorithms in Java Wiley Global Education

Cay Horstmann's Big Java Late Objects, 2nd Edition provides a comprehensive and approachable introduction to fundamental programming techniques and design skills, and helps students master basic concepts and become competent coders. The inclusion of advanced chapters makes the text suitable for a 2 or 3-term sequence, or as a comprehensive reference to programming in Python. Major rewrites and an updated visual design make this student-friendly text even more engaging. Filled with realistic programming examples, a great quantity and variety of homework assignments, and lab exercises that build student problem-solving abilities, it is no surprise Bi Java Late Objects is the number one text for early objects in the Python market.

Java Illuminated John Wiley & Sons

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.

How to Think Like a Computer Scientist Big Java Early Objects

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

Learning Java Pearson Education

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

Java All-in-One For Dummies John Wiley & Sons

Brief Java: Early Objects, 9th 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. 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. 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.

A Back to Basics Approach Addison-Wesley Professional

Cay Horstmann's fifth edition of Big Java, Early Objects provides a comprehensive and approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts. The inclusion of advanced chapters makes the text suitable for a 2-semester course sequence, or as a comprehensive reference to programming in Java. The fifth edition includes new exercises from science and business which

engages students with real world applications of Java in different industries -- BACK COVER.

A Bestselling Hands-On Java Tutorial Addison-Wesley Professional
An extensive summary of mathematical functions that occur in physical and engineering problems

Think Java John Wiley & Sons

Big Java: Early Objects, 7th 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. 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.

Teach Yourself Java for Macintosh in 21 Days John Wiley & Sons

This text is an unbound, binder-ready edition. Big Java: Late Objects is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It is designed for a two-semester first course in programming for computer science students.

From Control Structures through Objects Courier Corporation

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

Early Objects "O'Reilly Media, Inc."

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.

Big C++ "O'Reilly Media, Inc."

This book introduces programmers to objects at a gradual pace. The syntax boxes are revised to show typical code examples rather than abstract notation. This includes optional example modules using Alice and Greenfoot. The examples feature annotations with `dos` and `don'ts` along with cross references to more detailed explanations in the text. New tables show a large number of typical and cautionary examples. New programming and review problems are also presented that ensure a broad coverage of topics. In addition, Java 7 features are included to provide programmers with the most up-to-date information.

Big Java Simon and Schuster

NOTE: You are purchasing a standalone product; MyProgrammingLab® does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for 0134059875 / 9780134059877 Starting Out with Java: From Control Structures through Objects plus MyProgrammingLab with Pearson eText -- Access Card Package, 6/e Package consists of: 0133957055 / 9780133957051 Starting Out with Java: From Control Structures through Objects, 6/e 0133885569 / 9780133885569 0133957608 / 9780133957600 MyProgrammingLab with Pearson eText -- Access Card -- for Starting Out with Java: From Control Structures through Objects, 6/e MyProgrammingLab should only be purchased when required by an instructor. For courses in computer programming in Java Starting Out with Java: From Control Structures through Objects provides a brief yet detailed introduction to programming in the Java language. Starting out with the fundamentals of data types and other basic elements, readers quickly progress to more advanced programming topics and skills. By moving from control structures to objects, readers gain a comprehensive understanding of the Java language and its applications. As with all Gaddis texts, the Sixth Edition is clear, easy to read, and friendly in tone. The text teaches by example throughout, giving readers a chance to apply their learnings by beginning to code with Java. Also available with MyProgrammingLab MyProgrammingLab is an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. MyProgrammingLab allows you to engage your students in the course material before, during, and after class with a variety of activities and assessments.

Big Java 3rd Edition for Java 5 and 6 with Java Concepts 5th Edition Advanced Placement Study Guide and WileyPlus Set John Wiley & Sons

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.

Scala for the Impatient Jones & Bartlett Publishers

Summary Spring in Action, 5th Edition is the fully updated revision of Manning's bestselling Spring in Action. This new edition includes all Spring 5.0 updates, along with new examples on reactive programming, Spring WebFlux, and microservices. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Spring Framework makes life easier for Java developers. New features in Spring 5 bring its productivity-focused approach to microservices, reactive development, and other modern application designs. With Spring Boot now fully integrated, you can start even complex projects with minimal configuration code. And the upgraded WebFlux framework supports reactive apps right out of the box! About the Book Spring in Action, 5th Edition guides you through Spring's core features, explained in Craig Walls' famously clear style. You'll roll up your sleeves and build a secure database-backed web app step by step. Along the way, you'll explore reactive programming, microservices, service discovery, RESTful APIs, deployment, and expert best practices. Whether you're just discovering Spring or leveling up to Spring 5.0, this Manning classic is your ticket! What's inside Building reactive applications Spring MVC for web apps and RESTful web services Securing applications with Spring Security Covers Spring 5.0 Over 100,000 copies sold! About the Reader For intermediate Java developers. About the Author Craig Walls is a principal software engineer at Pivotal, a popular author, an enthusiastic supporter of Spring Framework, and a frequent conference speaker. Table of Contents PART 1 - FOUNDATIONAL SPRING Getting started with Spring Developing web applications Working with data Securing Spring Working with configuration properties PART 2 - INTEGRATED SPRING Creating REST services Consuming REST services Sending messages asynchronously Integrating Spring PART 3 - REACTIVE SPRING Introducing Reactor Developing reactive APIs Persisting data reactively PART 4 CLOUD-NATIVE SPRING Discovering services Managing configuration Handling failure and latency PART 5 - DEPLOYED SPRING Working with Spring Boot Actuator Administering Spring Monitoring Spring with JMX Deploying Spring

Building Java Programs Wiley

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics,

including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Big Java Wiley

Essential Java Programming Skills--Made Easy! Fully updated for Java Platform, Standard Edition 8 (Java SE 8), Java: A Beginner's Guide, Sixth Edition gets you started programming in Java right away. Bestselling programming author Herb Schildt begins with the basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. This Oracle Press resource also covers some of Java's more advanced features, including multithreaded programming, generics, and Swing. Of course, new Java SE 8 features such as lambda expressions and default interface methods are described. An introduction to JavaFX, Java's newest GUI, concludes this step-by-step tutorial. Designed for Easy Learning: Key Skills & Concepts -- Chapter-opening lists of specific skills covered in the chapter Ask the Expert -- Q&A sections filled with bonus information and helpful tips Try This -- Hands-on exercises that show you how to apply your skills Self Tests -- End-of-chapter quizzes to reinforce your skills Annotated Syntax -- Example code with commentary that describes the programming techniques being illustrated The book's code examples are available FREE for download.

Java Concepts for Java 5 and 6 "O'Reilly Media, Inc."

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 so much more. Focuses on 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!

Learning Java McGraw-Hill Education

Big C++: 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. The second half covers algorithms and data structures at a level suitable for beginning students. Horstmann and Budd combine their professional and academic experience to guide the student from the basics to more advanced topics and contemporary applications such as GUIs and XML programming. More than a reference, Big C++ provides well-developed exercises, examples, and case studies that engage students in the details of useful C++ applications. 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.

Late Objects Prentice Hall Professional

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