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Spring in Practice Newnes

Making extensive use of examples, this textbook on Java programming teaches the fundamental skills for getting started in a command-line environment. Meant to be used for a one-semester course to build solid foundations in Java, Fundamentals of Java Programming eschews second-semester content to concentrate on over 180 code examples and 250 exercises. Key object classes (String, Scanner, PrintStream, Arrays, and File) are included to get started in Java programming. The programs are explained with almost line-by-line descriptions, also with chapter-by-chapter coding exercises. Teaching resources include solutions to the exercises, as well as digital lecture slides.

Learning Processing John Wiley

& Sons

Develop your coding skills by exploring Java concepts and techniques such as Strings, Objects and Types, Data Structures and Algorithms, Concurrency, and Functional programming Key Features Solve Java programming challenges and get interview-ready by using the power of modern Java 11 Test your Java skills using language features, algorithms, data structures, and design patterns Explore areas such as web development, mobile development, and GUI programming Book Description The super-fast evolution of the JDK between versions 8 and 12 has increased the learning curve of modern Java, therefore has increased the time needed for placing developers in the Plateau of Productivity. Its new features and concepts can be adopted to solve a variety

of modern-day problems. This book enables you to adopt an objective approach to common problems by explaining the correct practices and decisions with respect to complexity, performance, readability, and more. Java Coding Problems will help you complete your daily tasks and meet deadlines. You can count on the 300+ applications containing 1,000+ examples in this book to cover the common and fundamental areas of interest: strings, numbers, arrays, collections, data structures, date and time, immutability, type inference, Optional, Java I/O, Java Reflection, functional programming, concurrency and the HTTP Client API. Put your skills on steroids with problems that have been carefully crafted to highlight and cover the core knowledge that is accessed in daily work. In other words (no matter if your task is easy, medium or complex) having this knowledge under your tool belt is a must, not an option. By the end of this book, you will have gained a strong understanding of Java concepts and have the confidence to develop and choose the right solutions to your problems. What you will learn

Adopt the latest JDK 11 and JDK 12 features in your applications

Solve cutting-edge problems relating to collections and data structures

Get to grips with functional-style programming using lambdas

Perform asynchronous communication and

parallel data processing

Solve strings and number problems using the latest Java APIs

Become familiar with different aspects of object immutability in Java

Implement the correct practices and clean code techniques

Who this book is for

If you are a Java developer who wants to level-up by solving real-world problems, then this book is for you. Working knowledge of Java is required to get the most out of this book.

Introduction to Java Programming and Data Structures, Comprehensive Version, Global Edition Addison-Wesley Professional

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.

Java Illuminated Addison Wesley Publishing Company

Software -- Programming Techniques.

Java Jones & Bartlett Publishers

If you're a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to "lambdify" your existing codebase or library code Learn practical solutions for lambda expression unit testing and debugging Implement SOLID

principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O

Data Structures and Algorithms in Java

Purdue University Press

Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience required—this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve *Java Examples in a Nutshell* "O'Reilly Media, Inc."

Providing a "how to" approach for hard-

core programmers, this title helps Java developers by presenting common pattern, idioms and styles for solving design and programming problems.

Java: A Beginner's Guide, Seventh Edition
"O'Reilly Media, Inc."

For courses in Java - Introduction to Programming and Object-Oriented Programming, this fifth edition is revised and expanded to include more extensive coverage of advanced Java topics. Early chapters guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail.

Persistence Best Practices for Java Applications McGraw Hill Professional

This edition is a significant update to one of O'Reilly's bestselling Java titles. It covers the latest edition of Java, 1.3, and includes material on the core Java classes, JFC and key Enterprise APIs. It covers core Java topics and new technologies, such as Swing, Java 2D, Servlets and XML.

Functional Programming in Java Wiley

Do You Want To Start Programming Quickly? Are You Tired of Your Java Code Turning Out Wrong? Want to Become A Programming Master? If you have always wanted to know how to program, then this book is your ideal solution! The book, "Java: Java For Beginners Guide To Learn Java And Java Programming", contains proven steps and strategies on how to learn basic programming in Java, including lesson summaries for easy reference and lessons at the end of each chapter to help you compound your new knowledge. Java is a simple language, object-oriented and incredibly easy to learn, provided you put your mind to it. Once you have learned the fundamental concepts and how to write the code, you will soon be programming like a pro! This book aims to teach you the basics of Java language in the simplest way possible. Unlike other resources, this book will not feed you with too many technicalities that might confuse you along the way. Each discussion

was written in simple words. All exercises in this book were carefully chosen to be simple cases in order to make your Java practice easier. By reading this book you will gain an understanding of the basic concepts of Java Programming including: Conditional Statements Statements - Looping and Iteration Arrays Functions and Methods Classes and Objects Solutions to Exercises and Many More... This book brings you a concise, straight to the point, easy to follow code examples so you can begin coding in 24 hours or less. Invest in yourself, learn the Java basics, practice Java programming and you will be a programmer in no time. Begin your journey TODAY, No Prior Programming Experience Is Required! Don't wait! Download "Java: Java For Beginners Guide To Learn Java And Java Programming" Today and Get Started With Your New Programming Career!!

Algorithms Packt Publishing Ltd

Continuing the success of the popular second edition, the updated and revised Object-Oriented Data Structures Using Java, Third Edition is sure to be an essential resource for students learning data structures using the Java programming language. It presents traditional data structures and object-oriented topics with an emphasis on problem-solving, theory, and software engineering principles. Beginning early and continuing throughout the text, the authors introduce and expand upon the use of many Java features including packages, interfaces, abstract classes, inheritance, and exceptions. Numerous case studies provide readers with real-world examples and demonstrate possible solutions to interesting problems. The authors' lucid writing style guides readers through the rigor of standard data structures and presents essential concepts from logical, applications, and implementation levels.

Key concepts throughout the Third Edition have been clarified to increase student comprehension and retention, and end-of-chapter exercises have been updated and modified. New and Key Features to the Third Edition: -Includes the use of generics throughout the text, providing the dual benefits of allowing for a type safe use of data structures plus exposing students to modern approaches. -This text is among the first data structures textbooks to address the topic of concurrency and synchronization, which are growing in the importance as computer systems move to using more cores and threads to obtain additional performance with each new generation. Concurrency and synchronization are introduced in the new Section 5.7, where it begins with the basics of Java threads. -Provides numerous case studies and examples of the problem solving process. Each case study includes problem description, an analysis of the problem input and required output, and a discussion of the appropriate data structures to use. -Expanded chapter exercises allow you as the instructor to reinforce topics for your students using both theoretical and practical questions. -Chapters conclude with a chapter summary that highlights the most important topics of the chapter and ties together related topics.

Java 8 Lambdas Jones & Bartlett Publishers
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

Java Concurrency in Practice "O'Reilly Media, Inc."

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 ISBN-10: 0133862119/ISBN-13: 9780133862119. That package includes ISBN-10: 0133766268/ISBN-13: 9780133766264 and ISBN-10: 0133841030 /ISBN-13: 9780133841039. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. Java: An Introduction to Problem Solving and Programming, 7e, is ideal for introductory Computer Science courses using Java, and other introductory programming courses in departments of Computer Science, Computer Engineering, CIS, MIS, IT, and Business. It also serves as a useful Java fundamentals reference for programmers. Students are introduced

to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces inheritance, and exception handling. The Java coverage is a concise, accessible introduction that covers key language features. Objects are covered thoroughly and early in the text, with an emphasis on application programs over applets.

MyProgrammingLab for Java is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better performance in the course—and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students.

Personalized Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. A Concise, Accessible Introduction to Java: Key Java language features are covered in an accessible manner that resonates with introductory programmers. Tried-and-true Pedagogy: Numerous case studies, programming examples, and programming tips are used to help teach problem-solving and programming techniques. Flexible Coverage that Fits your Course: Flexibility charts and optional graphics sections allow instructors to order chapters and sections based on their course needs.

Instructor and Student Resources that Enhance Learning: Resources are available to expand on the topics presented in the text.

Java Software Solutions for AP Computer Science A O'Reilly Media

Up-to-Date, Essential Java Programming Skills—Made Easy! Supplement for key JDK 10 new features available from book's Downloads & Resources page at OraclePressBooks.com.

Fully updated for Java Platform, Standard Edition 9 (Java SE 9), Java: A Beginner's Guide, Seventh 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. The book also covers some of Java's more advanced features, including multithreaded programming, generics, lambda expressions, Swing, and JavaFX. This practical Oracle Press guide features details on Java SE 9's innovative new module system, and, as an added bonus, it includes an introduction to JShell, Java's new interactive programming tool. Designed for Easy Learning: • Key Skills and 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

Cracking the Coding Interview IBM Redbooks

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of

concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In *Java Concurrency in Practice*, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. *Java Concurrency in Practice* arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers:

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

[Java in Practice](#) Createspace Independent Publishing Platform

Summary *Functional Programming in Java* teaches Java developers how to incorporate the most powerful benefits of

functional programming into new and existing Java code. You'll learn to think functionally about coding tasks in Java and use FP to make your applications easier to understand, optimize, maintain, and scale. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Here's a bold statement: learn functional programming and you'll be a better Java developer. Fortunately, you don't have to master every aspect of FP to get a big payoff. If you take in a few core principles, you'll see an immediate boost in the scalability, readability, and maintainability of your code. And did we mention that you'll have fewer bugs? Let's get started! About the Book *Functional Programming in Java* teaches you how to incorporate the powerful benefits of functional programming into new and existing Java code. This book uses easy-to-grasp examples, exercises, and illustrations to teach core FP principles such as referential transparency, immutability, persistence, and laziness. Along the way, you'll discover which of the new functionally inspired features of Java 8 will help you most. What's Inside

- Writing code that's easier to read and reason about
- Safer concurrent and parallel programming
- Handling errors without exceptions
- Java 8 features like lambdas, method references, and functional interfaces

About the Reader Written for Java developers with no previous FP experience. About the Author Pierre-Yves Saumont is a seasoned Java developer with three decades of experience designing and building enterprise software. He is an R&D engineer at Alcatel-Lucent Submarine Networks. Table of Contents

- What is functional programming?
- Using functions in Java
- Making Java more functional
- Recursion, corecursion, and memoization
- Data handling with lists

Dealing with optional data Handling errors and exceptions Advanced list handling Working with laziness More data handling with trees Solving real problems with advanced trees Handling state mutation in a functional way Functional input/output Sharing mutable state with actors Solving common problems functionally
Big Java Pearson Education

Helps you discover the power of Java for developing applications. This book incorporates the latest version of Java with a reader-friendly presentation and meaningful real-world exercises that highlight new Java strengths.

Object-Oriented Data Structures Using Java net-boss

Based on the authors' market leading data structures books in Java and C++, this textbook offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. *Data Structures and Algorithms in Python* is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as *Data Structures and Algorithms in Java* and *Data Structures and Algorithms in C++*.
Big Java John Wiley & Sons

Microservices is an architectural style in which large, complex software applications are composed of one or more smaller services. Each of these microservices focuses on completing one task that represents a small business capability. These microservices can be developed in any programming language. This IBM®

Redbooks® publication covers Microservices best practices for Java. It focuses on creating cloud native applications using the latest version of IBM WebSphere® Application Server Liberty, IBM Bluemix® and other Open Source Frameworks in the Microservices ecosystem to highlight Microservices best practices for Java.
Java Cookbook "O'Reilly Media, Inc." This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, *Introduction to Java Programming and Data Structures* teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises.