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Thank you for selecting our system for your PDF downloads. We look forward to supplying you with superb solution and varied alternatives for many years to come.

Thinking in Java *Pearson Education*

With humor and insight, the author introduces the fundamental concepts of the Java programming language, from

object development to design patterns, with the help of straightforward examples. By the author of Thinking in C+++. Original. (Beginner).

Thinking in Java *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.

Thinking in Java

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Thinking in Java *Prentice Hall PTR*

Praised by students and professional programmers, Eckel has thoroughly revised and updated his classic text for J2SE 5.0, the most enhanced version of the Java language since its inception. It is designed for teaching in a classroom and seminar session.

On Java 8 *MindView LLC*

Atomic Kotlin

For both beginning and experienced programmers! From the author of the multi-award-winning Thinking in C++ and Thinking in Java together with a member of the Kotlin language team comes a book that breaks the concepts into small, easy-to-digest "atoms," along with exercises supported by hints and solutions directly inside IntelliJ IDEA! No programming background necessary. Summaries for experienced programmers. Easy steps via very small chapters ("atoms"). Free accompanying exercises/solutions within IntelliJ Idea. Gives you a strong Kotlin foundation. Kotlin is cleaner, more consistent and far

more powerful than Java. Increase programming productivity with Kotlin's clear, concise syntax. Produce safer, more reliable programs. Kotlin easily interacts with Java. Effortlessly migrate by adding pieces of Kotlin to an existing Java project. Support for Windows, Mac and Linux. Free version of IntelliJ IDEA includes extensive Kotlin support. Book resources, live seminars, workshops and consulting available at AtomicKotlin.com.

Thinking in C++

Practical Programming *Prentice Hall*

Best selling author Bruce Eckel has joined forces with Chuck Allison to write Thinking in C++, Volume 2, the sequel to the highly received and best selling Thinking in C++, Volume 1. Eckel is the master of teaching professional programmers how to quickly learn cutting edge topics in C++ that are glossed over in other C++ books. In Thinking in C++, Volume 2, the authors cover the finer points of exception handling, defensive programming and string and stream processing that every C++ programmer needs to know. Special attention is given to generic programming where the authors reveal little known techniques for effectively using the Standard Template Library. In addition, Eckel and Allison demonstrate how to apply RTTI, design patterns and concurrent programming techniques to improve the quality of industrial strength C++ applications. This book is targeted at programmers of all levels of experience who want to master C++.

C++ Inside & Out *McGraw-Hill Osborne Media*

A comprehensive, fast-paced guide for all C programmers who want to develop their skills and write full-fledged C++

programs complete with bells and whistles. Eckel, a member of the ANSI C++ committee and a well-known author and programmer, is uniquely qualified to provide C++ programmers with the newest information in an easy-to-understand format.

Java for Absolute Beginners

Learn to Program the Fundamentals the Java 9+ Way *Apress*

Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. *Java for Absolute Beginners* teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting

features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. *Java for Absolute Beginners* gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Scala for the Impatient *Pearson Education*

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.

Joe Celko's Thinking in Sets: Auxiliary, Temporal, and Virtual Tables in SQL *Morgan Kaufmann*

Perfectly intelligent programmers often struggle when forced to work with SQL. Why? Joe Celko believes the problem lies with their procedural programming mindset, which keeps them from taking full advantage of the power of declarative languages. The result is overly complex and inefficient code, not to mention lost productivity. This book will change the way you think about the problems you solve with SQL programs. Focusing on three key table-based techniques, Celko reveals their power through detailed examples and clear explanations. As you master these techniques, you'll find you are able to conceptualize problems as rooted in sets

and solvable through declarative programming. Before long, you'll be coding more quickly, writing more efficient code, and applying the full power of SQL • Filled with the insights of one of the world's leading SQL authorities - noted for his knowledge and his ability to teach what he knows. • Focuses on auxiliary tables (for computing functions and other values by joins), temporal tables (for temporal queries, historical data, and audit information), and virtual tables (for improved performance). • Presents clear guidance for selecting and correctly applying the right table technique.

Java Concurrency in Practice *Pearson Education*

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

Thinking in Java vol. 1 Fondamenti
Pearson

"Thinking in Java with Experiments in Java:An Introductory Lab Manual

Java: A Beginner's Guide, Eighth Edition *McGraw Hill Professional*

A practical introduction to Java programming—fully revised for long-term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. *Java: A Beginner's Guide, Eighth Edition* covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of

theory and practical coding necessary to get you up and running developing Java applications in no time. •Clearly explains all of the new Java SE 11 features•Features self-tests, exercises, and downloadable code samples•Written by bestselling author and leading Java authority Herbert Schildt

Learn Java: A Crash Course Guide to Learn Java in 1 Week *Independently Published*

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, 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 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.... ● 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 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.

Think Data Structures

Algorithms and Information Retrieval in Java "O'Reilly Media, Inc."

If you're a student studying computer science or a software developer preparing for technical interviews, this practical book will help you learn and review some of the most important ideas in software engineering—data structures and algorithms—in a way that's clearer, more concise, and more engaging than other materials. By emphasizing

practical knowledge and skills over theory, author Allen Downey shows you how to use data structures to implement efficient algorithms, and then analyze and measure their performance. You'll explore the important classes in the Java collections framework (JCF), how they're implemented, and how they're expected to perform. Each chapter presents hands-on exercises supported by test code online. Use data structures such as lists and maps, and understand how they work Build an application that reads Wikipedia pages, parses the contents, and navigates the resulting data tree Analyze code to predict how fast it will run and how much memory it will require Write classes that implement the Map interface, using a hash table and binary search tree Build a simple web search engine with a crawler, an indexer that stores web page contents, and a retriever that returns user query results Other books by Allen Downey include Think Java, Think Python, Think Stats, and Think Bayes.

Using C++ McGraw-Hill Osborne Media

Just Java 2 Pearson Education

The #1 introduction to J2SE 1.5 and enterprise/server-side development! An international bestseller for eight years, Just Java™ 2 is the complete, accessible Java tutorial for working programmers at all levels. Fully updated and revised, this sixth edition is more than an engaging overview of Java 2 Standard Edition (J2SE 1.5) and its libraries: it's also a practical introduction to today's best enterprise and server-side programming techniques. Just Java™ 2, Sixth Edition, reflects both J2SE 1.5 and the latest Tomcat and servlet specifications. Extensive new coverage includes: New chapters on generics and enumerated

types New coverage of Web services, with practical examples using Google and Amazon Web services Simplified interactive I/O with `printf()` Autoboxing and unboxing of primitive types Static imports, `foreach` loop construct, and other new language features Peter van der Linden delivers expert advice, clear explanations, and crisp sample programs throughout—including dozens new to this edition. Along the way, he introduces: The core language: syntax, objects, interfaces, nested classes, compiler secrets, and much more Key libraries: `date` and `calendar`, pattern matching, network software, mapped I/O, utilities and generic collections Server-side technology: network server systems, a complete tiny HTML Web server, and XML in Java Enterprise J2EE: `Sql` and `JDBC™` tutorial, `servlets` and `JSP` and much more Client-side Java: fundamentals of `JFC/Swing` GUI development, new class data sharing details Companion Web Site All the book's examples and sample programs are available at <http://afu.com>.

Thinking in C++, Volume 2: Practical Programming *Pearson Education India*

Think Java

How to Think Like a Computer Scientist "O'Reilly Media, Inc."

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

Thinking in Java

Kotlin in Action *Simon and Schuster*

Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including

Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 - INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions Classes, objects, and interfaces Programming with lambdas The Kotlin type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values Generics Annotations and reflection DSL construction

Java Generics and Collections

"O'Reilly Media, Inc."

This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

100+ Solutions in Java

A Hands-On Introduction to Programming in Java (English Edition) *BPB Publications*

A step by step guide that will help you learn the Java programming language
KEY FEATURES ●Get familiar with the features in Java 8 And Java 9 ●Understand the working of various Java APIs ●Learn Modular Programming with Java 9 ●Learn to use features such as Lambda, Time API, and Stream API. ●Learn how to access databases from a Java application
DESCRIPTION 100+ Solutions in Java is an easy-to-understand step-by-step guide that helps you develop applications using Java 8 and Java 9. It is for everyone, from beginners to professionals, who wish to begin development in Java. The content is designed as per increasing complexity and is explained in detail with appropriate examples. This book follows a practical approach by providing ample examples and assignments for you to test your understanding of each concept. You will also get familiar with the important features introduced in Java 10. This book is a "beginner's guide" that will help you upskill your knowledge in Java. By the end of the book, you will know the different features introduced in Java over the years and will learn to implement these features to develop real-world applications.
WHAT YOU WILL LEARN ●Work with the newly introduced features in Java 8 And Java 9 ●Get to know in-depth about the Java Stream API ●Learn how to work with Java regular expressions ●Get an overview of Inheritance and Interfaces in Java ●Get familiar with Design Patterns in Java
WHO THIS BOOK IS FOR This book is for Developers and Technical Specialists who are interested in learning Java. Prior knowledge of programming languages such as C, C++, or Python and any DBMS such as SQL Server, MySQL will be an added advantage.
TABLE OF CONTENTS 1. Introduction to Java 2. Java

Programming Constructs 3. Java Application Components 4. Java Reference Types 5. Subclasses and Interfaces 6. Exceptions and Regular Expressions 7. Collections and Stream API 8. Generics and Time API 9. File Manipulation in Java 10. Threads and JDBC 11. Design Patterns and I18N 12. More about JDK 8, 9 and 10

Thinking In Java

Java: The Complete Reference, Eleventh Edition *McGraw Hill Professional*

The Definitive Java Programming Guide Fully updated for Java SE 11, *Java: The Complete Reference, Eleventh Edition* explains how to develop, compile, debug, and run Java programs. Best-selling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the very important module system is discussed in detail. This Oracle Press resource also offers an introduction to JShell, Java's interactive programming tool. Best of all, the book is written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Coverage includes:

- Data types, variables, arrays, and operators
- Control statements
- Classes, objects, and methods
- Method overloading and overriding
- Inheritance
- Local variable type inference
- Interfaces and packages
- Exception

handling

- Multithreaded programming
- Enumerations, autoboxing, and annotations
- The I/O classes
- Generics
- Lambda expressions
- Modules
- String handling
- The Collections Framework
- Networking
- Event handling
- AWT
- Swing
- The Concurrent API
- The Stream API
- Regular expressions
- JavaBeans
- Servlets

Much, much more Code examples in the book are available for download at www.OraclePressBooks.com.

C & C++ Code Capsules

A Guide for Practitioners *Prentice Hall*

C & C++ Code Capsules shares the hard-won wisdom of a highly successful C++/C programmer - along with an extensive collection of ISO-compliant programs that illustrate the true power of C++. Based on Chuck Allison's respected monthly columns for *C/C++ Users Journal*, this book delivers a wide variety of ideas for programmers of all skill levels. Allison presents valuable, little-known techniques for making the most of pointers, the preprocessor abstraction, templates, bit manipulation, visibility, control structures, and exceptions. He also demonstrates how to take full advantage of the Standard C and Standard C++ libraries - including the components he personally developed.

The Mayan Factor

Path Beyond Technology *Simon and Schuster*

Visionary historian Arguelles unravels the harmonic code of the ancient Maya providing valuable keys to understanding the next twenty years of human evolution.

The Art & Science of Java

An Introduction to Computer Science *Addison-Wesley Longman*

In *The Art and Science of Java*, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of *The Art and Science of C*. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

Java The Complete Reference, 8th Edition *Mcgraw-hill*

The Definitive Java Programming Guide In *Java: The Complete Reference*, Eighth Edition, bestselling programming author Herb Schildt shows you everything you need to develop, compile, debug, and run Java programs. Updated for Java Platform, Standard Edition 7 (Java SE 7), this comprehensive volume covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key elements of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. In addition, new Java SE 7 features such as

try-with-resources, strings in switch, type inference with the diamond operator, NIO.2, and the Fork/Join Framework are discussed in detail. Coverage includes: Data types and operators Control statements Classes and objects Constructors and methods Method overloading and overriding Interfaces and packages Inheritance Exception handling Generics Autoboxing Enumerations Annotations The try-with-resources statement Varargs Multithreading The I/O classes Networking The Collections Framework Applets and servlets JavaBeans AWT and Swing The Concurrent API Much, much more

Java Gently *Pearson Education*

The third edition of *Java Gently* by Judith Bishop continues the successful approach that made earlier versions popular and has added improvements which will maintain its place as a worldwide bestseller. *Java Gently* teaches the reader how to program and how to do it in the best possible style in Java. In the process, it details the fundamental structures of the Java 2 language and most of its core libraries and utilities. The book covers object-orientation, software design, structured programming, graphical user interfacing, event-driven programming, networking, and an introduction to data structures. *Java Gently* gets students started on meaningful input/output in an object-oriented way without hiding basic concepts. Applets, multimedia, graphics, and networking are introduced as students encounter and can handle classes, objects, instantiation, and inheritance. The textbook's excellent pedagogy reinforces understanding and demonstrates good programming practice. The three kinds of diagrams

include model, form, and algorithm diagrams. The fully worked examples have been carefully chosen to illustrate recently introduced concepts and solve real-world problems in a user-friendly manner. End of chapter multiple choice quizzes and problems allow students to test their comprehension of the material. Features - NEW! Updated for Java 2 including an introduction to the Swing set - NEW! Model diagrams easier to draw and brought into line with UML-based notation - NEW! Expanded form diagrams include a semantics section and are collected at the end of the book as a useful reference - NEW! A Web site containing quizzes, examples, FAQs, a discussion board and email contact with the author and the Java Gently team can be found at www.booksites.net Java Gently is intended for first time programmers as well as those fascinated by the possibilities of Java and the Internet. Judith Bishop is Professor of Computer Science at the University of Pretoria, and has a wealth of experience teaching programming to undergraduates. She is the author of nine other textbooks. She serves on IFIP and IEEE committees concerned with the technical programming issues and the worldwide promotion of computing.

Core Java

Fundamentals *Prentice Hall*

Core Java has long been recognised as the leading no-nonsense tutorial and reliable reference. It carefully explains the most important language and library features and shows how to build real-world applications with thoroughly tested examples. The example programs have been carefully crafted to be easy to understand as well as useful in practice, so you can rely on them as the starting

point for your own code. All of the code examples have been rewritten to reflect modern Java best practices and code style. The critical new features introduced with Java SE 9 are all thoroughly explored with the depth and completeness that readers expect from this title. Core Java Volume I walks readers through the all details and takes a deep dive into the most critical features of the language and core libraries. This guide will help you Leverage your existing programming knowledge to quickly master core Java syntax Understand how encapsulation, classes, and inheritance work in Java Master interfaces, inner classes, and lambda expressions for functional programming Improve program robustness with exception handling and effective debugging Write safer, more readable programs with generics and strong typing Use pre-built collections to collect multiple objects for later retrieval Master concurrent programming techniques from the ground up Build modern cross-platform GUIs with standard Swing components Deploy configurable applications and applets, and deliver them across the Internet Simplify concurrency and enhance performance with new functional techniques

Effective Java *Addison-Wesley Professional*

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.

Excerpt from Thinking in Java

Beginning Java 9 Fundamentals

Arrays, Objects, Modules, JShell, and Regular Expressions *Apress*

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. 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 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 Take advantage of the new JShell REPL tool Who This Book Is For Those who are new to Java programming, who may have some or even no prior programming experience.

Java Programming Today *Prentice Hall*

"Java Programming Today" is written with Johnston's "all of the things you need and none of the things you don't" approach to teaching a first programming language. Complete with Sun Microsystems' Java(TM) 2 Software Development Kit, readers will be writing and running their own Java programs by Chapter 2. Reviewers find her style both informative and enjoyable. Topics relevant to today's Java programmer are included in the text. Other features include: Object-oriented principles presented in easily understood examples Graphical user interface construction including common controls and menus Exception handling, Java I/O, JAR file and package creation, and CLASSPATH discussion Program troubleshooting and debugging including use of Java's jdb debugger The accompanying CD-ROM contains source code for all sample programs, Sun Microsystems' Java(TM) 2 Software Development Kit, and jEdit, a Java source code editor. Instructors and users of this text will benefit from the following ancillaries: Instructor's Manual: 0-13-048624-8 TestGen: 0-13-048795-3 Companion Website: 0-13-048796-1 BlackBoard: 0-13-049833-5 Course Compass: 0-13049835-1 To view the website that accompanies this text, please go to: <http://www.prenhall.com/johnston>

Advanced Linux Programming *Sams Publishing*

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Advanced Linux Programming is divided into two parts. The first covers generic UNIX system services, but with a particular eye

towards Linux specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section covers material that is entirely Linux specific. These are truly advanced topics, and are the techniques that the gurus use to build great applications. While this book will focus mostly on the Application Programming Interface (API) provided by the Linux kernel and the C library, a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux.

Java Language Features

With Modules, Streams, Threads, I/O, and Lambda Expressions *Apress*

Work with essential and advanced features of the Java programming language such as Java modules development, lambda expressions (closures), inner classes, threads, I/O, Collections, garbage collection, and more. Author Kishori Sharan provides over 50 diagrams and 290 complete programs to help you visualize and better understand the topics covered in this book. Java Language Features, Second Edition starts with a series of chapters on the essential language features provided by Java, including annotations, reflection, and generics. These topics are then complemented by details of how to use lambda expressions, allowing you to build powerful and efficient Java programs. The chapter on threads follows this up and discusses everything from the very basic concepts of a thread to the most

advanced topics such as synchronizers, the fork/join framework, and atomic variables. This book contains unmatched coverage of Java NIO, the Stream API, the Path API, the FileVisitor API, the watch service, and asynchronous file I/O. With this in-depth knowledge, your data- and file-management programs will be able to take advantage of every feature of Java's powerful I/O framework and much more. Additionally, three appendices are available for free via the Download Source Code on apress.com. These appendices will give you a head start on the most important features of Java 10 and the new Java versioning scheme. What You'll Learn Use essential and advanced features of the Java language Code Java annotations and inner classes Work with reflection, generics, and threads Take advantage of

the garbage collector Manage streams with the Stream API Who This Book Is For Those new to Java programming and continues the learning Java journey; it is recommended that you read an introductory Java programming book first, such as *Beginning Java Fundamentals*, from Apress.

Dreaming in Code

Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software *Crown Business*

A noted journalist chronicles three years in the lives of a team of maverick software developers, led by Lotus 1-2-3 creator Mitch Kapor, intent on creating a revolutionary personal information manager to challenge Microsoft Outlook. Reprint. 30,000 first printing.