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A beginners guide to Java programming for web development KEY FEATURES ● Learn one of the most in-demand skills in the field of application development. ● Get familiar with the fundamental concepts required to develop a web app. ● Understand how to develop web apps both with and without using a framework. DESCRIPTION Java is a popular language for developing web applications due to its stability, scalability, and robustness. This comprehensive guide will teach you how to develop web apps using Java. The book will help you learn how to establish a JDBC Connection in Java, develop Model-View-Controller (MVC) apps using JSP and servlets without a framework, and

understand the application and use of JavaServer Faces (JSF) over JSP to effectively develop web apps. Additionally, the book will help you gain a thorough understanding of different types of frameworks and explore the Spring framework in-depth. It will also teach you how to leverage the power of Spring to simplify and streamline your web development projects. Lastly, the book will help you get familiar with the concept of Aspect Oriented Programming (AOP) and learn how to apply AOP in your Java web development projects. By the end of the book, you will be able to build professional-quality web applications using Java. **WHAT YOU WILL LEARN** ● Learn how to create web apps using Java Servlets. ● Explore advanced features that can be managed using servlets. ● Get familiar with the MVC Architecture in Java. ● Build component-based and event-oriented web interfaces using Java Server Faces (JSF). ● Learn how to work with web services SOAP and RESTful API. **WHO THIS BOOK IS FOR** This book is for beginners who are looking to build web apps using Java. It is also for students pursuing a Master's degree in Computer Applications or Information Technology. Having a basic understanding of core Java, HTML, and relational databases will be an added advantage. **TABLE OF CONTENTS** 1. Database Connectivity From Java 2. Performing Insert, Update, Delete and Select Operations 3. Creating Properties File and Performing Batch Operations 4. Web Components and Web Application Directory Structure 5. Servlet Programming 6. Managing Advance Features in Servlet 7. Basics of Java Server Pages (JSP) 8. Handling Beans and Using Expression Language 9. Understand Model, View and Controller Pattern 10. Overview of JSP Standard Tag Library (JSTL) 11. Outline of JSF for Building Component- Based, Event-Oriented Web Interfaces 12. Working with Web Services (SOAP and RESTful) 13. Aspect-Oriented Approach with Spring Framework 14. Introduction to Spring Boot

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This book constitutes the refereed proceedings of the 25th International Conference on Advanced Information Systems Engineering, CAiSE 2013, held in Valencia, Spain, in June 2013. The 44 revised full papers were carefully reviewed and selected from 162 submissions. The contributions have been grouped into the following topical sections: services; awareness; business process execution; products; business process modelling; modelling languages and meta models; requirements engineering 1; enterprise architecture; information systems evolution; mining and predicting; data warehouses and business intelligence; requirements engineering 2; knowledge and know-how; information systems quality; and human factors.

Object oriented programming with C++ Jones & Bartlett Learning

A study guide for the Advanced Placement Computer Science exam in Java, featuring topic review, multiple choice practice questions, test-taking tips, four sample tests, and a glossary.

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If you are completely new to either Java, Android, or game programming and are aiming to publish Android games, then this book is for you. This book also acts as a refresher for those who already have experience in Java on another platforms or other object-oriented languages.

[OCP Java SE 7 Programmer II Certification Guide](#) Springer

Until recently, most psychological research was conducted using subject samples in close proximity to the investigators--namely university undergraduates. In recent years, however, it has become possible to test people from all over the world by placing experiments on the internet. The number of people using the internet for this purpose is likely to become the main venue for subject pools in coming years. As such, learning about experiments on the internet will be of vital interest to all research psychologists. Psychological Experiments on the Internet is divided into three sections. Section I discusses the history of web experimentation, as well as the advantages, disadvantages, and validity of web-based psychological research. Section II discusses examples of web-based experiments on individual differences and cross-cultural studies. Section III provides readers with the necessary information and techniques for utilizing the internet in their own research designs. Innovative topic that will capture the imagination of many readers Includes examples of actual web based experiments

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Learning a programming language on you own can be daunting. Programming books can be confusing and incomplete. Program listings often do not work until you have mucked around using trial and error. I like to use books as reference after I have read them. Invariably, none of the books have the particular information that I want, nor do they have references to other information sources. "Java Programming -- What Do You Want To Do?" changes all that. Inside there are clear instructions on how to do what you want to do -- Basic structures, graphics programming with AWT and NetBeans, Advanced structures, test preparation, networking, cell phone programming and much more.

PHP MCQs European Alliance for Innovation

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confidently. Written by an expert with more than 20 years of industry experience, the book also helps you ace technical interviews by making you aware of things that technical managers focus on. The Java Foundations exam requires you to learn basic features of the language including various Java platforms, OOP, arrays, loops, decision constructs, and exception handling. This book covers all such topics thoroughly. The book also includes coding exercises that will get you moving on "write a lot of code" front. The book makes it easy to get your doubts cleared by including links to existing discussion on a particular topic. If the existing discussion doesn't address your doubt, you can see more clarification from the Author.

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[Java Web Development Illuminated](#) Elsevier

This book constitutes the thoroughly refereed proceedings of the 2nd International Conference on Social Sciences, ICONESS 2023, held in Purwokerto, Indonesia, in 22-23 July 2023. The 88 full papers presented were carefully reviewed and selected from 198 submissions. The papers reflect the conference sessions as follows: Education (Curriculum and Instruction, Education and Development, Educational Psychology, Social Science Education, and Elementary Education); Religion (Islamic Education, Islamic Civilization, and Shariah Economic), and Literation (Teaching English as a Second Language/TESL, Language and Communication, Literacy).

[Android: Game Programming](#) Finstock Evarsity Publishers

This lucid textbook introduces the student to object-oriented programming using the Java programming language.

[MCS-024: Object Oriented Technologies and Java Programming](#) CreateSpace

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[Core Java Professional](#) : Springer Nature

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Introduction to Java Programming Simon and Schuster

This volume originated from the 15th Conference on Software Engineering Education and Training and examines software design and development. It is aimed at researchers, professors, practitioners and students.

Conference on Software Engineering Education and Training Addison Wesley

The Princeton Review realizes that acing the AP Computer Science Exam is very different from getting straight A's in school. We don't try to teach you everything there is to know about computer science-only what you'll need to score higher on the exam. There's a big difference. In Cracking the AP Computer Science A & AB Exams, we'll teach you how to think like the test makers and -Focus on what the AP testers really want you to know with a complete review of Java language used on the exam -Learn techniques to help you navigate the multiple-choice and free-response questions - Brush up specific skills with practice questions throughout the book and full-length practice tests for the AP Computer Science A and AB exams This book includes 2 full-length practice tests, one each for the AP Computer Science A and AB exams. All of our practice test questions are like the ones you'll see on the actual exam, and we fully explain every answer.

Web, Artificial Intelligence and Network Applications McGraw Hill Professional

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Learning Java by Building Android Games iUniverse

This book constitutes selected, revised and extended papers from the 13th International Conference on Computer Supported Education, CSEDU 2021, held as a virtual event in April 2021. The 27 revised full papers were carefully reviewed and selected from 143 submissions. They were organized in topical sections as follows: artificial intelligence in education; information technologies supporting learning; learning/teaching methodologies and assessment; social context and learning environments; ubiquitous learning; current topics.

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