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Java The Fundamentals Of Java Programming

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Introduction to JAVA Programming
Fundamentals of Java
Java Programming for Beginners
Core Java
Java Fundamentals
Programming Fundamentals Using JAVA
Fundamentals of Object-Oriented Programming in Java
The Cucumber Book
Learning Java
Beginning Java 8 Fundamentals
Guide to Java
The Java Programming Language
Java
Test-Driven Java Development
Java Programming for Engineers
Java Projects
Beginning Java 17 Fundamentals
Fundamentals of Java Programming
Java for Absolute Beginners
Java Programming Fundamentals
Core Java
Java for Testers
Beginning Java 9 Fundamentals
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Java The Fundamentals Of Java Programming ***OMB No. 7465198258397 edited by***

JAX JAKOB

Introduction to JAVA Programming CRC Press
Enhance your career options with this well-crafted object-oriented programming language that enjoys the support of an enormous ecosystem of tools and libraries Key FeaturesGet introduced to Java, its features, and its ecosystemUnderstand how Java uses object-oriented programmingBecome an expert Java exception handlerBook Description Since its inception, Java has stormed the programming world. Its features and functionalities provide developers with the tools needed to write robust cross-platform applications. Java Fundamentals introduces you to these tools and functionalities that will enable you to create Java programs. The book begins with an introduction to the language, its philosophy, and evolution over time, until the latest release. You'll learn how the javac/java tools work and what Java packages are - the way a Java program is usually organized. Once you are comfortable with this, you'll be introduced to advanced concepts of the language, such as control flow keywords. You'll explore object-oriented programming and the part it plays in making Java what it is. In the concluding chapters, you'll get to grips with classes, typecasting, and interfaces, and understand the use of data structures, arrays, strings, handling exceptions, and creating generics. By the end of this book, you will have learned to write programs, automate tasks, and follow advanced courses on algorithms and data structures or explore more advanced Java courses. What you will learnCreate and run Java programsUse data types, data structures, and control flow in your codeImplement best practices while creating objectsWork with constructors and inheritanceUnderstand advanced data structures to organize and store dataEmploy generics for stronger check-types during compilationLearn to handle exceptions in your codeWho this book is for Java Fundamentals is designed for tech enthusiasts who are familiar with some programming languages and want a quick introduction to the most important principles of Java.
Fundamentals of Java Apress
Fundamentals of Java ProgrammingSpringer
Java Programming for Beginners CRC Press
The world of IT is always evolving, but in every area there arestable, core concepts that anyone just setting out needed to knowlast year, needs to know this year, and will still need to knownext year. The purpose of the Foundations series is to identifythese concepts and present them in a way that gives you thestrongest possible starting point, no matter what your endeavor. Java Foundations provides essential knowledge about whathas arguably become the world's most important programminglanguage. What

you learn here will benefit you in the short term,as you acquire and practice your skills, and in the long term, asyou use them. Topics covered include: The history of Java Java fundamentals Keywords and operators Flow control Arrays Basic and advanced concepts in object-oriented programming Exception handling Standard Java API classes The collections framework

Core Java Apress

The #1 Java Guide for Serious Programmers: Fully Updated through Java 17 "This is the definitive reference and instructional work for Java and the Java ecosystem." ---Andrew Binstock, Java Magazine Core Java, Volume I: Fundamentals, Twelfth Edition, is the definitive guide to writing robust, maintainable code. Whatever version of Java you are using---up to and including Java 17---this book will help you achieve a deep and practical understanding of the language and APIs. With hundreds of realistic examples, Cay S. Horstmann reveals the most powerful and effective ways to get the job done. This book is written for readers with prior programming experience who are looking for in-depth coverage of the Java language and platform. You'll learn about all language features in detail, including the recent improvements in Java 17. The applied chapters and code examples cover the most up-to-date capabilities of the vast Java library. For 25 years, Core Java has prepared serious programmers for serious Java programming. This first of two volumes offers in-depth coverage of fundamental Java programming, including object-oriented programming, generics, collections, lambda expressions, concurrency, and functional programming. Classic material for Swing UI programming is included for those who need it. This edition's new content covers text blocks, switch enhancements, records, pattern matching for instanceof, sealed classes, and more. Master foundational techniques, idioms, and best practices for writing superior Java code Leverage the power of interfaces, lambda expressions, and inner classes Harden programs through effective exception handling and debugging Write safer, more reusable code with generic programming Improve performance and efficiency with Java's standard collections Explore simple programs with JShell and assemble complex programs with archives and modules Build cross-platform GUIs with the Swing toolkit Fully utilize multicore processors with Java's powerful concurrency model See Core Java, Volume II: Advanced Features, Twelfth Edition (ISBN: 978-0-13-787107-0), for expert coverage of Java 17 enterprise features, the module system, annotations, networking, security, and advanced UI programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Java Fundamentals Addison-Wesley Professional

While teaching Java programming at Minnesota State University, the authors noticed that engineering students were enrolling in Java programming courses in order to obtain basic programming skills, but there were no Java books suitable for courses intended for engineers. They realized the need for a comprehensive Java programming tutorial that offers basic programming skills that can be applied in the field of engineering. With this in mind, the authors developed Java Programming for Engineers in order to meet the needs of both engineers and engineering students. The text uses the personal computer as a development platform and assumes no prior programming experience or knowledge. The only skills expected of the reader are basic keyboarding and user-level familiarity with the PC. Topics covered range from mathematical expressions to linear systems to engineering graphics. Chapters on problem solving skills and the designing of engineering applications walk readers through real word problems they might encounter. Divided into two parts, Part 1 is a description of the Java language, of the fundamentals of object orientation, input and output operations, and error handling. Part 2 is about Java programming for engineers. It starts with computer number systems, fixed- and variable-precision numeric data, mathematical programming in Java as could be of interest to engineers, and concludes with an overview of Java Graphics.

Pragmatic Bookshelf

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

Programming Fundamentals Using JAVA McGraw-Hill Science, Engineering & Mathematics

This book aims to present the concepts and techniques of object-oriented programming as simply as possible so that it can be easily understood and mastered by beginners. The emphasis is on presenting concepts at the right time and with the right amount of detail to encourage learning and mastery of the material. The book does not focus on the Java programming language; rather, Java is used as a vehicle to implement the object-oriented concepts presented in the book.To help readers become familiar with the Java programming language, the book starts off by describing the basic features of the language. These include data types and variables, arrays, control structures (if, while, for, etc.), and performing input and output. Several exercises have been carefully designed so that readers can get up to speed with Java as quickly as possible.The book strikes a good balance between theory and practice. Some object-oriented concepts often require lengthy explanations for beginners to fully understand the concepts. Based on years of experience in teaching object-oriented programming, the book condenses long explanations in favour of providing real examples which show how the concepts are implemented in an object-oriented program. Thus, detailed code examples are liberally interspersed with theoretical descriptions throughout the book. One of the unique features of the book is that it contains five chapters (called “Programming Projects”) which explain how to build a complete object-oriented program based on the material presented in the other chapters. These chapters appear when all the relevant material required for writing the program has been thoroughly discussed in the preceding chapters. Each of the five chapters starts by describing the problem in narrative form. The chapter then gives a detailed definition of the functionality required. Next, the chapter explains how the functionality can be implemented using the object-oriented concepts presented earlier in the book. The chapter ends with a complete working Java program that solves the problem described. Often, alternative solutions are presented so that readers will be aware that there are competing ways to implement an object-oriented program with different trade-offs. Another unique feature of the book is that that new material is not used or referenced before it has been discussed. The book is essentially incremental in nature so that new concepts being introduced always build on earlier concepts. Thus, readers are only exposed to new concepts or language features when pre-requisite material has been completely discussed. Also, great care has been taken to avoid the use of programming language features which, though very useful for advanced programmers, can make it harder for a beginner to focus on and learn the object-oriented principles being imparted.This book is based on the experience gained from many years of teaching object-

oriented programming to beginners who know another programming language. It is likely to benefit readers who are looking for a good, practical introduction to object-oriented programming in Java, in an easy-to-understand format.

Fundamentals of Object-Oriented Programming in Java Cengage Learning
While Java texts are plentiful, it's difficult to find one that takes a real-world approach, and encourages novice programmers to build on their Java skills through practical exercise. Written by an expert with 19 experience teaching computer programming, Java Programming Fundamentals presents object-oriented programming by employing examples taken

The Cucumber Book

Fundamentals of Java Programming Master Java Programming Today Fast And Easily!! This book contains proven steps and strategies on how to create programs using the Java programming language. It contains details about the programming language that every beginner should be aware of. Through this book, you should be able to learn how to create programs for various purposes. This book also contains useful information regarding the features you can find in Java as well as why Java is a good programming language to use. You will also find sample programs that you can use as guidelines when writing your own programs and creating applications. Here is a preview of what this book will offer: What Is Java? How to Install Java and Set Up the Java Environment Understand the Language Structure What Is a Java Variable and How Can We Use It? How to Set a Simple Operator in Java Apply What You Already Know with Several Assignments and Exercises Concept of Variables and Methods Input, Output, and Import Operations Using Loop Statements in Python Study of Objects and Classes Inheritance in Java File Handling Operations Don't wait any longer, get your copy today!

Learning Java Createspace Independent Pub
Are you looking for a deeper understanding of the JavaTM programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective JavaTM, 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 JavaTM, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Beginning Java 8 Fundamentals
"O'Reilly Media, Inc."
Designed as a Java-based textbook for beginning programmers, this book uses game programming as a central pedagogical tool to improve student engagement, learning outcomes, and retention. The new edition includes updating the GUI interface chapters from Swing based to FX based programs. The game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic programming or advanced Java programming course, and permits instructors who are not familiar with game programming and computer graphic concepts to realize the pedagogical advantages of using game programming. The book assumes the reader has no prior programming experience. The companion files and instructor resources are available online by emailing the publisher with proof of purchase at info@merclearning.com. FEATURES: Features content in compliance with the latest ACM/IEEE computer science curriculum guidelines Introduces the basic programming concepts such as strings, loops, arrays, graphics, functions, classes, etc Includes updating the GUI interface chapters (Chapters 11 and 12) from Swing based to FX based Contains material on programming of mobile applications and several simulations that graphically depict unseen runtime processes 4 color throughout with game demos on the companion files Instructor’s resources available upon adoption

Guide to Java Mercury Learning and Information
Restructured to deliver in-depth coverage of Java's critical new features, this guide contains code examples to help developers make the most of new Java features. It offers a creator's eye view of the rationale behind Java's design, and its latest enhancements, all designed to help developers make the most of Java's power, portability, and flexibility.

The Java Programming Language

John Wiley & Sons
This is a free, on-line textbook on introductory programming using Java. This book is directed mainly towards beginning programmers, although it might also be useful for experienced programmers who want to learn more about Java. It is an introductory text and does not provide complete coverage of the Java language. The text is a PDF and is suitable for printing or on-screen reading. It contains internal links for navigation and external links to source code files, exercise solutions, and other resources. Contents: 1) Overview: The Mental Landscape. 2) Programming in the Small I: Names and Things. 3) Programming in the Small II: Control. 4) Programming in the Large I: Subroutines. 5) Programming in the Large II: Objects and Classes. 6) Introduction to GUI Programming. 7) Arrays. 8) Correctness and Robustness. 9) Linked Data Structures and Recursion. 10) Generic Programming and Collection Classes. 11) Files and Networking. 12) Advanced GUI Programming. Appendices: Source Code for All Examples in this Book, and News and Errata.

Java Springer
This book is for people who want to learn Java. Particularly people on a team that want to learn Java, but who aren't going to be coding the main Java application i.e. Testers, Managers, Business Analysts, Front End Developers, Designers, etc. If you already know Java then this book may not be for you. This book is aimed at beginners. Designed to help the reader get started fast, the book is easy to follow, and has examples related to testing. You can find the companion web site for the book at http: //javafortesters.com The book covers 'just enough' to get people writing tests and abstraction layers. For example, the book cover the basics of Inheritance, but doesn't really cover Interfaces in detail. We explain the concept of Interfaces, because we need to

know it to understand Collections, but not how to write them. Why? Because the book covers enough to get you started, and working. But not overload the reader. Once you are on your way, and have gained some experience. You should have the basic knowledge to understand the additional concepts. Why 'for testers'? Java Developers coding production applications in Java need to learn Java differently from other people on the team. Throughout the author's career, he has have written thousands of lines of Java code, but has rarely had to compile the code into an application. Yet, when we learn Java from most books, one of the first things we learn is 'javac' and the 'main' method and working from the command line. And this is confusing. Most of the code the author writes is wrapped up in a JUnit @Test method. The author has trained many people to write automation in Java, and everytime he has taught Java to testers or other people on the team, we start with a JUnit @Test method and run tests from the IDE. Testers, and other people on the team use java differently. This book provides a different order and approach to learning Java. You can find the source code for all examples and exercises used in the book over on github: https: //github.com/eviltester/javaForTestersCode

Test-Driven Java Development CRC Press
Your customers want rock-solid, bug-free software that does exactly what they expect it to do. Yet they can't always articulate their ideas clearly enough for you to turn them into code. You need Cucumber: a testing, communication, and requirements tool-all rolled into one. All the code in this book is updated for Cucumber 2.4, Rails 5, and RSpec 3.5. Express your customers' wild ideas as a set of clear, executable specifications that everyone on the team can read. Feed those examples into Cucumber and let it guide your development. Build just the right code to keep your customers happy. You can use Cucumber to test almost any system or any platform. Get started by using the core features of Cucumber and working with Cucumber's Gherkin DSL to describe-in plain language-the behavior your customers want from the system. Then write Ruby code that interprets those plain-language specifications and checks them against your application. Next, consolidate the knowledge you've gained with a worked example, where you'll learn more advanced Cucumber techniques, test asynchronous systems, and test systems that use a database. Recipes highlight some of the most difficult and commonly seen situations the authors have helped teams solve. With these patterns and techniques, test Ajax-heavy web applications with Capybara and Selenium, REST web services, Ruby on Rails applications, command-line applications, legacy applications, and more. Written by the creator of Cucumber and the co-founders of Cucumber Ltd., this authoritative guide will give you and your team all the knowledge you need to start using Cucumber with confidence. What You Need: Windows, Mac OS X (with XCode) or Linux, Ruby 1.9.2 and upwards, Cucumber 2.4, Rails 5, and RSpec 3.5

Java Programming for Engineers
McGraw Hill Professional
Prepare yourself to take on new and exciting Java programming challenges with this one-stop resource Job Ready Java delivers a comprehensive and foundational approach to Java that is immediately applicable to real-world environments. Based on the highly regarded and effective Software Guild Java Bootcamp: Object Oriented Programming course, this book teaches you the basic and advanced Java concepts you will need at any entry-level Java position. With the “Pulling It Together” sections, you’ll combine and integrate the concepts and lessons taught by the book, while also benefiting from: A thorough introduction to getting set up with Java, including how to write, compile, and run Java programs with or without a Java IDE Practical discussions of the basics of the Java language, including syntax, program flow, and code organization A walk through the fundamentals of Object-Oriented Programming including Classes, Objects, Interfaces, and Inheritance, and how to leverage OOP in Java to create elegant code. Explorations of intermediate and advanced Java concepts, including Maven , unit testing, Lambdas, Streams, and the Spring Framework Perfect for Java novices seeking to make a career transition, Job Ready Java will also earn a place in the libraries of Java developers wanting to brush up on the fundamentals of their craft with an accessible and up-to-date resource.

Java Projects Createspace Independent Publishing Platform
The various industries in the IT sectors have started to pay attention to achieve an advanced level of diversification, which points to the fact that a single giant program can be developed through the means of mini-programs that have been developed by different geographically located programmers that too via an online medium. In the present scenario, such a language and programming environment has come to exist seemingly. Java is a type of Internet programming language which has made it possible to access the entire world from any corner around the globe. Java has been designed and developed by James Gosling and his team consisting of members, namely Mike Sheridan and Patrick Naughton, collectively known as the Green Team in 1995 for the company Sun Microsystems. This programming language was based on C and C++ language syntax, which made it easy for programmers to learn this language. Java is a highly sophisticated programming language that aids the programmers in expressing their complex ideas quickly. Many types of programming languages are available like C, C++, MySQL, R, Python, and others, but Java is used extensively over other programming languages because of a variety of advantages of using Java.

Beginning Java 17 Fundamentals

Premier Press
Beginning Java 8 Fundamentals provides a comprehensive approach to learning the Java programming language, especially the object-oriented fundamentals necessary at all levels of Java development. Author Kishori Sharan provides over 90 diagrams and 240 complete programs to help beginners and intermediate level programmers learn the topics faster. Starting with basic programming concepts, the author walks you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, 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.

Fundamentals of Java Programming
Orange Grove Text Plus
Java Programming for the Absolute Beginner provides you with an introduction to Java that allows you to learn the fundamentals of object-oriented programming while becoming acquainted with many of the core features of Java. This book starts with the assumption that you have not previously written a

computer program. It then walks you through the creation of a variety of games and applications. After you have your footing with the basics, you learn to develop your own systems of classes, and by the end of the book, you are working with many of Java's Graphical User Interface (GUI) features and developing a desktop Windows application. This book provides a solid introduction for anyone desiring a relaxed, fully guided tour of the fundamentals of Java, programming, and the objectoriented approach to application development.

Java for Absolute Beginners Addison-Wesley Professional

"This text is dedicated to the teaching of basic Java programming and computer science concepts while simultaneously serving as a tool to prepare students for the Advanced Placement (AP) Computer Science A and AB exams."--Back cover.