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Learning Java-Patrick Niemeyer 2002 A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

Learn Java: A Crash Course Guide to Learn Java in 1 Week-Timothy Needham 2018-10-10 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 uses 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.

Learn Java the Easy Way-Bryson Payne 2017-11-14 Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to: -Perform calculations, manipulate text strings, and generate random colors -Use conditions, loops, and methods to make your programs responsive and concise -Create functions to reuse code and save time -Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders -Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

Learning Java-Patrick Niemeyer 2013-06-13 Java is the preferred language for many of today's leading-edge technologies—everything from smartphones and game consoles to robots, massive enterprise systems, and supercomputers. If you're new to Java, the fourth edition of this bestselling guide provides an example-driven introduction to the latest language features and APIs in Java 6 and 7. Advanced Java developers will be able to take a deep dive into areas such as concurrency and JVM enhancements. You'll learn powerful new ways to manage resources and exceptions in your applications, and quickly get up to speed on Java's new concurrency utilities, and APIs for web services and XML. You'll also find an updated tutorial on how to get started with the Eclipse IDE, and a brand-new introduction to database access in Java.

Learn Java 8 in a Week-Mahavir D. S. Rathore 2016-03-21 Level: Absolute beginner in Java. This book is for programmers who would love to learn Java quickly and firmly with hands on approach. After completing this book you will have core understanding of the Java programming language and Java platform. The book offers comprehensive coverage of Java fundamentals explained in a simplified language supported by examples.The book is divided in 29 chapters where each major topic has it's own chapter and each chapter has multiple examples to support and provide clarity on the concept. The topics covered in this book are 1. What is Java? 2. JDK and JRE 3. Setting Path Variable 4. Complier and Interpreter 5. The First Program 6. The HelloWorld Program 7. Anatomy of HelloWorld Program 8. Public Class and File Name 10. Runtime Execution 11. Alternate HelloWorld Program 12. Numeric Data Types 13. Non Numeric Data Types 14. Literal and Constant 15. Escape Sequence 16. Immutable String 17. StringBuilder Class 18. Wrapper Classes 19. IF... Else 20. Switch... Case 21. For... Loop 22. While... Loop 23. Break and Continue 24. Conversion and Casting 25. Arithmetic and Relational Operators 26. Logical and Ternary Operators 27. Arrays 28. Jagged Array 29. For Each Loop Basically the book has lot of code(examples) for clear and deeper understanding of Java programming language.

Learn Java-Timothy C Needham 2019-03-18 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! 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 guide specially designed to help you move from a person largely unacquainted with programming to a person who can actually teach the subject and complete good programming projects. Here's the cool part: you get to learn the whole thing in ONE WEEK! It is updated to the latest versions (8 and 10) and the main topics of what the book will be about include: - Variables - Conditions - Loops - Arrays - Operators - User input - Classes - Objects - Methods - Object Oriented Programming which includes: - Inheritance - Encapsulation - Polymorphism - Compositions

Learning Java-Marc Loy 2020-03-30 If you're new to Java—or new to programming—this best-selling book will guide you through the language features and APIs of Java 11. With fun, compelling, and realistic examples, authors Marc Loy, Patrick Niemeyer, and Daniel Leuck introduce you to Java fundamentals—including its class libraries, programming techniques, and idioms—with an eye toward building real applications. You'll learn powerful new ways to manage resources and exceptions in your applications—along with core language features included in recent Java versions. Develop with Java, using the compiler, interpreter, and other tools Explore Java's built-in thread facilities and concurrency package Learn text processing and the powerful regular expressions API Write advanced networked or web-based applications and services

Learn Java with Math-Ron Dai 2019-11-11 There are many good Java programming books on the market, but it's not easy to find one fit for a beginner. This book simplifies the complexity of Java programming and guides you through the journey to effectively work under the hood. You'll start with the fundamentals of Java programming and review how it integrates with basic mathematical concepts through many practical examples. You'll witness firsthand how Java can be a powerful tool or framework in your experimentation work. Learn Java with Math reveals how a strong math foundation is key to learning programming design. Using this as your motivation, you'll be programming in Java in no time. What You'll Learn Explore Java basics Program with Java using math-inspired examples Work with Java variables and algorithms Review I/O, loops, and control structures Use projects such as the Wright brothers coin flip game Who This Book Is For Those new to programming and Java but have some background in mathematics and are at least comfortable with using a computer.

Learn Java for Android Development-Jeff Friesen 2013-03-21 Android development is hot, and many programmers are interested in joining the fun. However, because this technology is based on Java, you should first obtain a solid grasp of the Java language and its foundational APIs to improve your chances of succeeding as an Android app developer. After all, you will be busy learning the architecture of an Android app, the various Android-specific APIs, and Android-specific tools. If you do not already know Java fundamentals, you will probably end up with a massive headache from your knowledge base. Learn Java for Android Development, Second Edition teaches programmers of any skill level the essential Java language and foundational Java API skills that must be learned to improve the programmer's chances of succeeding as an Android app developer. Each of the book's 14 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 500 exercises are provided in an appendix. A second appendix provides a significant game-oriented Java application, which you can convert into an Android app. Once you complete this book, you should be ready to dive into beginning Android app development. Maybe, start that journey with Apress' Beginning Android.

Learn Java 12 Programming-Nick Samoylov 2019-04-30 A comprehensive guide to get started with Java and gain insights into major concepts such as object-oriented, functional, and reactive programming Key Features Strengthen your knowledge of important programming concepts and the latest features in Java Explore core programming topics including GUI programming, concurrency, and error handling Learn the idioms and best practices for writing high-quality Java code Book Description Java is one of the preferred languages among developers, used in everything right from smartphones, and game consoles to even supercomputers, and its new features simply add to the richness of the language. This

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on Java programming begins by helping you learn how to install the Java Development Kit. You will then focus on understanding object-oriented programming (OOP), with exclusive insights into concepts like abstraction, encapsulation, inheritance, and polymorphism, which will help you when programming for real-world apps. Next, you'll cover fundamental programming structures of Java such as data structures and algorithms that will serve as the building blocks for your apps. You will also delve into core programming topics that will assist you with error handling, debugging, and testing your apps. As you progress, you'll move on to advanced topics such as Java libraries, database management, and network programming, which will hone your skills in building professional-grade apps. Further on, you'll understand how to create a graphic user interface using JavaFX and learn to build scalable apps by taking advantage of reactive and functional programming. By the end of this book, you'll not only be well versed with Java 10, 11, and 12, but also gain a perspective into the future of this language and software development in general. What you will learn Learn and apply object-oriented principles Gain insights into data structures and understand how they are used in Java Explore multithreaded, asynchronous, functional, and reactive programming Add a user-friendly graphic interface to your application Find out what streams are and how they can help in data processing Discover the importance of microservices and use them to make your apps more robust and scalable Explore Java design patterns and best practices to solve everyday problems Learn techniques and idioms for writing high-quality Java code Who this book is for Students, software developers, or anyone looking to learn new skills or even a language will find this book useful. Although this book is for beginners, professional programmers can benefit from it too. Previous knowledge of Java or any programming language is not required.

Head First Java-Kathy Sierra 2005-02-09 Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to understand Java, this book's for you.

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Beginning Java Programming-Bart Baesens 2015-03-02 A comprehensive Java guide, with samples, exercises, case studies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide.

Learn Java and Master Writing Code-Sar Maroof 2019-04-18 This book is organized to teach Java to beginners, and it guides readers to master writing code by working with more than 100 examples, exercises, and assignments.Prior experience in coding is not required in order to start this book. It explains Java in an easy to understand way, with simple coding examples and many exercises that make it interesting and helpful to the reader even if they have no prior experience in programming. It is difficult for any expert software developer to believe that anyone can learn to program by only reading books. All experts build their experiences by doing and practicing programming. That is the exact reason why this book focuses also on working with a complete code that is specially designed for anyone who wants to learn Java. You can download the source code for this book on the website of the author, www.sarmaroof.com, and follow the guide to set up the code in a Java development environment. Once you establish the code, you can start to enjoy working with it and writing your own code by executing the exercises and the tasks of the book. By clicking on one button, you can compile and run each code and see the effect that your code has.

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Introduction to Programming Using Java-David Eck 2009-09-01

Java-Michael Lombard 2020-05-08 Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Java language fast?This book is for you.

Java Crash Course-Alphy Books 2016-12-20 INTRODUCING: 21 Clear-Cut Lessons to Learn Java for Beginners Are you bored of all the traditional methods people tell you to use to learn programming languages? Are you bored of all those boring programming books that pile up making everything look so hard? What if we told you there's a better, more enjoyable way to learn Java programming language and grow your knowledge exponentially? Well, guess what? There is! The best way to learn Java is by following a set of step by step, clear cut, uncomplicated lessons The problem? You might feel like you don't know where to start, or you may feel lost trying to read whatever pops up on the internet. And that's exactly why we created this book. Quick Lessons + Dozens of Practical Exercises = Faster Learning We know how difficult it may seem to learn a programming language from scratch, let alone trying to put all that learning into practice. But what you might not realize is that it's fairly easy to fully incorporate the essentials of Java programming once you frame that learning into a certain context (for example, practical exercises). The aim is to achieve all the necessary skills to learn how to actually implement Java. This e-book will guide you through the process, allowing you to expand your skills in Java more quickly than usual, making sense of ideas, understanding new concepts, and getting a better grasp of the essentials of Java programming in a relatively short period of time. Our straightforward lessons work because they eliminate the stress of forcing yourself to overcome the complexity most books present. Instead, when you go through our 21 lessons, you will learn Java without even realizing you're learning it! Your goal is to simply focus on a lesson at a time (they only a take few minutes to read). The lessons start right from the beginning, covering the basics of Java and building up. In this way you will get what you wanted these lessons to be fun, interesting, and appealing, motivating you to keep on reading to find out what comes next. That's the very best way to learn, don't you think? BONUS: Dozens of Practical Examples & Step by Step Exercises In this book you'll find a total of twenty one clear-cut, detailed lessons, which include over 40.000 words. That's a lot of information, we know! But don't worry, we've prepared all 23 chapters in a manageable, bite-sized way. There are also plenty of images throughout the book that will guide you to make the entire learning process much more manageable and enjoyable. READ: Java Crash Course - The Complete Beginner's Course to Learn Java Programming in 21 Clear-Cut Lessons - Including Dozens of Practical Examples & Exercises "Java Crash Course" contains a multitude of tips and tricks, examples and exercises you can do to grow your Java programming skills to unprecedented levels. We chose Java for this book carefully, aiming to support the beginner and intermediate student alike. We are absolutely sure will love all our 21 lessons, and we sincerely hope they help you learn and improve Java programming language much, much faster. How Will You Java Skills Improve? You will learn what is Java You will know how to install Java and set up the Java environment You will understand the language structure You will learn what it is a Java variable and how we can use it You will understand how to set a simple operator in Java You will learn all the technical Java programming language such as Loops and Arrays, Boolean Logic, Methods, Inheritance and Polymorphism, Algorithms, etc. You will get a chance to apply what you already know with several assignments and exercises Most importantly,you will get a better overall grasp of the Java language, feeling more confident and secure with your abilities This amazing Java Crash Course is the book that you are looking for.

Effective Java-Joshua Bloch 2008-05-08 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.

Think Java-Allen B. Downey 2016-05-06 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

Learning Java by Building Android Games-John Horton 2018-08-29 Get ready for a fun-filled experience of learning Java by developing games for the Android platform Key Features Learn Java, Android, and object-oriented programming from scratch Build games including Sub Hunter, Retro Pong, Bullet Hell, Classic Snake, and a 2D Scrolling Shooter Create and design your own games, such as an open-world platform game Book Description Android is one of the most popular mobile operating systems presently. It uses the most popular programming language, Java, as the primary language for building apps of all types. However, this book is unlike other Android books in that it doesn't assume that you already have Java proficiency. This new and expanded second edition of Learning Java by Building Android Games shows you how to start building Android games from scratch. The difficulty level will grow steadily as you explore key Java topics, such as variables, loops, methods, object oriented programming, and design patterns, including code and examples that are written for Java 9 and Android P. At each stage, you will put what you've learned into practice by developing a game. You will build games such as Minesweeper, Retro Pong, Bullet Hell, and Classic Snake and Scrolling Shooter games. In the later chapters, you will create a time-trial, open-world platform game. By the end of the book, you will not only have grasped Java and Android but will also have developed six cool games for the Android platform. What you will learn Set up a game development environment in Android Studio Implement screen locking, screen rotation, pixel graphics, and play sound effects Respond to a player's touch, and program intelligent enemies who challenge the player in different ways Learn game development concepts, such as collision detection, animating sprite sheets, simple tracking and following, AI, parallax backgrounds, and particle explosions Animate objects at 60 frames per second (FPS) and manage multiple independent objects using Object-Oriented Programming (OOP) Understand the essentials of game programming, such as design patterns, object-oriented programming, Singleton, strategy, and entity-component patterns Learn how to use the Android API, including Activity lifecycle, detecting version number, SoundPool API, Paint, Canvas, and Bitmap classes Build a side-scrolling shooter and an open world 2D platformer using advanced OOP concepts and programming patterns Who this book is for Learning Java by Building Android Games is for you if you are completely new to Java, Android, or game programming and want to make Android games. This book also acts as a refresher for those who already have experience of using Java on Android or any other platform without game development experience.

Java Programming for Beginners-Mark Lassoff 2017-10-31 Java Programming for Beginners is an introduction to Java programming, taking you through the Java syntax and the fundamentals of object-oriented programming.About This Book* Learn the basics of Java programming in a step-by-step manner* Simple, yet thorough steps that beginners can follow* Teaches you transferable skills, such as flow control and object-oriented programmingWho This Book Is ForThis book is for anyone wanting to start learning the Java language, whether you're a student, casual learner, or existing programmer looking to add a new language to your skillset. No previous experience of Java or programming in general is required.What You Will Learn* Learn the core Java language for both Java 8 and Java 9* Set up your Java programming environment in the most efficient way* Get to know the basic syntax of Java* Understand object-oriented programming and the benefits that it can bring* Familiarize yourself with the workings of some of Java's core classes* Design and develop a basic GUI* Use industry-standard XML for passing data between applicationsIn DetailJava is an object-oriented programming language, and is one of the most widely accepted languages because of its design and programming features, particularly in its promise that you can write a program once and run it anywhere.Java Programming for Beginners is an excellent introduction to the world of Java programming, taking you through the basics of Java syntax and the complexities of object-oriented programming. You'll gain a full understanding of Java SE programming and will be able to write Java programs with graphical user interfaces that run on PC, Mac, or Linux machines. This book is full of informative and entertaining content, challenging exercises, and dozens of code examples you can run and learn from.By reading this book, you'll move from understanding the data types in Java, through loops and conditionals, and on to functions, classes, and file handling. The book finishes with a look at GUI development and training on how to work with XML. The book takes an efficient route through the Java landscape, covering all of the core topics that a Java developer needs. Whether you're an absolute beginner to programming, or a seasoned programmer approaching an object-oriented language for the first time, Java Programming for Beginners delivers the focused training you need to become a Java developer.Style and approachThis book takes a very hands-on approach, carefully building on lessons learned with snippets and tutorials to build real projects.

Modern Programming Made Easy-Adam L. Davis 2020-01-17 Get up and running fast with the basics of programming using Java as an example language. This short book gets you thinking like a programmer in an easy and entertaining way. Modern Programming Made Easy teaches you basic coding principles, including working with lists, sets, arrays, and maps; coding in the object-oriented style; and writing a web application. This book is largely language agnostic, but mainly covers the latest appropriate and relevant release of Java, with some additional references to Groovy, Scala, and JavaScript to give you a broad range of examples to consider. You will get a taste of what modern programming has to offer and set yourself up for further study and growth in your chosen language. What You'll Learn Write code using the functional programming style Build your code using the latest releases of Java, Groovy, and more Test your code Read and write from files Design user interfaces Deploy your app in the cloud Who This Book Is For Anyone who wants to learn how to code. Whether you're a student, a teacher, looking for a career change, or just a hobbyist, this book is made for you.

Java-Felix Alvaro 2016-10-13 Learn Java Programming Today With This Easy Step-By-Step Guide! Do you want to learn Java Programming? Do you get overwhelmed by complicated lingo and want a guide that is easy to follow, detailed and written to make the process enjoyable? If so, "JAVA: Easy Java Programming For Beginners- Your Step-By-Step Guide to Learning Java Programming" by Felix Alvaro is THE book for you! It covers the most essential topics you must learn to begin programming with Java. Java has always been considered as one of the top, in-demand programming languages in the world. If you decide to study Java, then you are looking at a fast growing career. Today, Java has been integrated and adopted widely in flourishing the World Wide Web, developing mobile apps, building websites and more. With its simplicity, readability and flexibility, Java has been one of the sought after programming skills in the recruitment market of Information Technology. Currently, a Java developer/programmer in the US earns an estimated annual salary of $85,000 USD.This eBook will definitely serve as a great jumpstart if you decide to push a career in Java programming or if not, is a fantastic guide if you want to learn for your own personal use. What Separates This Book From The Rest? What separates this book from all the others out there is the approach to teaching. A lot of the books you will stumble upon simply throw information at you, leaving you confused and stuck. We believe that books of this nature should be easy to grasp and written in jargon-free English you can understand, making you feel confident and allowing you to grasp each topic with ease. To help you achieve this, the guide has been crafted in a step-by-step manner which we feel is the best way for you to learn a new subject, one step at a time. It also includes various images to give you assurance you are going in the right direction, as well as having exercises where you can proudly practice your newly attained skills. You Will Learn The Following: The history of Java and its uses The Java Environment The vital initial set-up Required tools to code with Java Characteristics of Object-Oriented Programming Writing your first simple Java Program Learning User-Input Learning Variable Types Using Operators Flow Control, Loops and If Then-Else Access Modifiers Classes and Objects Constructors Practice Exercises And much more! Like mentioned above, this guide also includes numerous exercises throughout to let you practice what you have learnt. So don't delay it any longer. Take this opportunity and invest in this guide now. You will be amazed by the skills you will quickly attain! Order Your Copy Now! See you inside!

Java-Michael Lombard 2017-07-18 Java: Learn Java Programming in One Week with Step By Step Tutorials

Java-David Chang 2017-07-17 More than anything, what you have to understand about Java is that it is a general purpose, object-oriented programming language - which means that it is easier to understand than other programming languages. It was designed primarily so that software developers could just code their programs once, and allow those programs run anywhere, or at least, in most platforms, as long as those platforms allow Java code to run in them. Java primarily uses some of the same elements that C+ and C++ use, but transforms them into much simple, easy to understand versions that could also be modified depending on the developer's preferences. Java has also been created to run with enough runtime support, both for hardware and software, by means of representing each bytecode in a clear, and concise manner. For example, shih tzus, border collies, and terriers are all dogs-therefore, they could all be classified as dogs, and thus, not a lot of space would be taken up in the system, and the system would be able to work in a fast manner. This is also the reason why Java is one of the world's most powerful, and most used programming languages of all time!

Java Made Easy-Eric Parrenas Lozarita 2016-11-16 Guide for novice and professional that who wants to learn Java Programming

Beginning Programming with Java For Dummies-Barry Burd 2017-07-24 Learn to speak the Java language like the pros Are you new to programming and have decided that Java is your language of choice? Are you a wanna-be programmer looking to learn the hottest lingo around? Look no further! Beginning Programming with Java For Dummies, 5th Edition is the easy-to-follow guide you'll want to keep in your back pocket as you work your way toward Java mastery! In plain English, it quickly and easily shows you what goes into creating a program, how to put the pieces together, ways to deal with standard programming challenges, and so much more. Whether you're just tooling around or embarking on a career, this is the ideal resource you'll turn to again and again as you perfect your understanding of the nuances of this popular programming language. Packed with tons of step-by-step instruction, this is the only guide you need to start programming with Java like a pro. Updated for Java 9, learn the language with samples and the Java toolkit Familiarize yourself with decisions, conditions, statements, and information overload Differentiate between loops and arrays, objects and classes,

methods, and variables Find links to additional resources Once you discover the joys of Java programming, you might just find you're hooked. Sound like fun? Here's the place to start.

Head First Object-Oriented Analysis and Design-Brett McLaughlin 2006-11-27 Provides information on analyzing, designing, and writing object-oriented software.

C++-Nathan Clark 2017-02-06 C++ Made Easy - a Step-by-Step Guide for Beginners Get the Kindle version FREE when purchasing the Paperback! Learning a programming language can seem like a daunting task. You may have looked at coding in the past, and felt it was too complicated and confusing. This comprehensive beginner's guide will take you step by step through learning one of the best programming languages out there. In a matter of no time, you will be writing code like a professional. C++ is an evolution of the C programming language and is a powerful and versatile language. It is a great language to learn whether you have never written a line of code in your life, or are a seasoned developer. C++ is a stepping stone to creating a multitude of wonderful and practical programs. What This Book Offers Made for Beginners This guide is written specifically for beginners. We take you step-by-step through writing your very first program, explaining each portion of code as we go along. We guide you through coding practice and editor, as well as common pitfalls beginners should avoid. Reference Manual This book serves as a reference manual to accompany you through this wonderful world of programming. For that reason we included a sample C++ library, a glossary of terms, as well as lists of available compilers, IDE's and libraries for future reference. Introduction to C++ For newcomers to C++ we look at what the language has to offer, the basic structure of a program, advantages and disadvantages, as well as numerous examples as demonstration. Key Topics Basics of C++ Writing Your First Program, Step-By-Step Basic Program Structure Compilers Editors Sample Applications Capabilities of C++ Benefits and Limitations of C++ How to Minimize Bugs and Errors How to Avoid Being Hacked Sample C++ Library Glossary of Terms Get Your Copy Today!

Java for Beginners-Nathan Metzler 2019-01-14 Become Adept At Java With This Concise Guide To The Most Versatile Programming Language On The Planet. With hundreds of programming languages available for new programmers to learn, it is no wonder beginners become stymied when picking a language to adopt as their first. Most end up learning languages that are currently "hot" and are simpler to learn, but the problem is a programming language that is hot today often become looked down on a few years down the road. It's almost like fashion trends, but this problem doesn't apply to the Java language. Invented in 1995, Java is the only language that has stood the test of time and remained extremely relevant in the ever-changing landscape of software and app development. There is only one problem though. Learning to code in any programming language is a challenging endeavor. With an object-oriented programming language like Java, it can become outright intimidating when you fully grasp the sheer scope of the language often scares off a lot of people who are interested in programming pushing them to other "simpler" languages. This is the problem Nathan Metzler set out to solve. Designed for absolute beginners, Java For Beginners is a powerful primer to the world's most adaptable language. It explains complex programming ideas in a simple and easy-to-understand manner, allowing you to acquaint yourself with the program very quickly. Ready to begin your journey to become a Java pro? Click the button to buy now!

Python Workbook-Jamie Chan 2019-08-23 Python Workbook for Beginners with Hands-On ProjectsAre you looking for a hands-on approach to learn Python fast? Or perhaps you have just completed a Python course and are looking for practice questions to test your Python skills.Do you have problems with some Python concepts and are looking for a workbook to provide you with more questions and solutions to learn from?This workbook is for you.This book is designed to be the accompanying workbook for the book "Learn Python In One Day and Learn It Well (2nd Edition)" by the same author. It can also be used as a standalone workbook for you to test and improve your knowledge of the Python syntax.What this book offers...Carefully designed questionsEach question in this workbook is crafted to help you gradually build your programming skills, focusing on one or two concepts at a time and increasing in level of difficulty as we progress through the chapters.Clear and Easy to Understand SolutionsAll solutions in this book are extensively tested by a group of beta readers. The solutions provided are simplified as much as possible so that they can serve as examples for you to refer to when you are learning a new syntax.Two Projects to Consolidate Your LearningThis workbook also includes two projects at the end to help you consolidate your learning. While the individual chapters prior to the projects help you learn one concept at a time, these two projects require the application of multiple concepts covered in previous chapters and allow you to see how everything works together.What this book aims to do...This workbook is written with one goal in mind - to help new programmers overcome their initial obstacles to learning.A lot of times, when new programmers look at code written by other programmers, they tend to feel intimidated as a lot of the code looks complicated to them. A complete program written by other programmers incorporates many different concepts.The goal of this workbook is to isolate the different concepts so that new programmers can gradually gain competency in the fundamentals of the language before working on bigger projects at the end of the book. Programming does not have to be scary or frustrating when you take one step at a time.Ready to start practicing and building your Python skills? Click the BUY button now to download this workbook.Topics Covered: - Variables and Mathematical Operations in Python- Common data types, including integers, floats, strings- Lists, Tuples and Dictionaries- String Formatting- Accepting user inputs and displaying outputs- Comparison and Condition Statements- Control flow tools in Python- How to handle errors and exceptions- What are functions and modules?- How to define your own functions and modules- How to work with external files- Object Oriented Programming Concepts- Classes, Subclasses and Inheritance..and more...Click the BUY button now to start learning and practicing your Python skills. Learn it fast and learn it well.

Learn Java Programming-Leonard Base 2019-11-12 DESCRIPTION If you want to try to learn Java Programming quickly, this is the right, complete and simple guide, than keep reading. Welcome to the exciting world of Java programming! Java is a programming language, just like any language, requires time be fluent in. While learning a language like Spanish or French allows us to interact with people from that country, programming languages allow us to interact with computers by giving us the ability to write instructions that computers can understand and execute. Why would we want or need to do this? Look around you. Whether you are sitting in an office, a living room, a doctor's office, a vehicle, wherever, you are absolutely surrounded by technology and computers. When you think about it, not being able to communicate with the immense about of computers around you seems almost irresponsible. This is one of the many reasons why learning one, two, or 10 programming languages is one of the quickest ways to make sure you're on top of the pile in this new computer dirven world. Released by Sun Microsystems in 1995, Java is famous for its portability, security, and robustness. It remains one of the most favorable programming languages over two decades later. Whether you are a complete novice and or well acquainted with other programming languages, this book should provide an exhaustive introduction to the ins-and-outs of Java. Even if you have never touched a computer at the time you start this book, we hope by the final chapter you will be capable of navigating the complex world of Java programming. It may seem daunting, but take it slow, and give it a chance, and you will be making your own programs in no time. Java is used to manage technologies and advanced system throughout the world, and by learning how to manipulate the many powerful tools found within Java you 'd put yourself at the forefront of a rapidly developing world that is fully dependent on coding. Welcome to a new world. You must learn: What software do you need to code Java programs What are arrays and lists How to install and run JDK and Netbeans How to format Java strings How to write your own classes How to use control flow statements in Java Familiarize yourself with decisions, conditions, statements, and information overload Differentiate between loops and arrays, objects and classes, methods, and variables Find links to additional resources Even if you have no idea how javascript works this is the right guide for you! You will quickly learn all the javascript secrets and functions! Scroll up and click the "buy now button"!

Java Programming for Kids-R. Chandler Thompson 2014-10-31 Ever use that free calculator application on your computer? Probably, but chances are it was such an unmemorable experience that you couldn't say for sure whether you have or not. What if that calculator knew your name? What if it carried on a conversation with you, and asked you questions? You'd probably remember it a little better! Maybe even make a point of using it whenever you needed to crack an equation! Java is a very powerful, yet easy to learn language. It's absolutely FREE and it's EVERYWHERE - on your phone, on your computer, and on many other devices all around you every day, and in "Java Programming for Kids: Learn Java Step By Step and Build Your Own Interactive Calculator for Fun!" bestselling author R. Chandler Thompson will start you on your path as a Java programmer!

Learn Java in One Week-Vivian Siahaan 2019-11-17 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 in developing MS Access and SQLite driven projects are broken down into easy steps to ensure that you can easily master the Java language even if you have never coded before. The best way to learn Java is by doing it. The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications).The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch two access database management systems using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will create School database and six tables. In chapter two, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter three, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In chapter five, you will create Crime database and its six tables. In chapter six, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter seven, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter nine, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description.