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NetBeans IDE Programmer Certified Expert Exam Guide-Robert Liguori 2010

NetBeans IDE Programmer Certified Expert Exam Guide (Exam 310-045)-Robert Liguori 2010-07-27 The Best Fully Integrated Study System Available With hundreds of practice questions and hands-on exercises, NetBeans IDE Programmer Certified Expert Exam Guide covers what you need to know--and shows you how to prepare--for this challenging exam. 100% complete coverage of all official objectives for exam 310-045 Exam Readiness checklist at the front of the book--you're ready for the exam when all objectives on the list are checked off Inside the Exam sections in every chapter highlight key exam topics covered Two-Minute Drills for quick review at the end of every chapter Simulated exam questions match the format, tone, topics, and difficulty of the real exam Covers all the exam topics, including: General Configurations / Builds and Controls / Java SE Desktop Applications / Java EE Web Applications / Database Connectivity / Source Editor / Refactoring Support / HTTP Server-Side Monitor / Local and Remote Debugging / Testing and Profiling CD-ROM includes: Complete MasterExam practice testing engine, featuring: --

One full practice exam --Detailed answers with explanations --Score Report performance assessment tool Electronic book for studying on the go Plus NetBeans sample projects, resources, and more with free online registration: --Bonus downloadable MasterExam practice test

NetBeans IDE Programmer Certified Expert Exam Guide (Exam 310-045)-Robert Liguori 2010-08-23 The Best Fully Integrated Study System Available With hundreds of practice questions and hands-on exercises, NetBeans IDE Programmer Certified Expert Exam Guide covers what you need to know--and shows you how to prepare--for this challenging exam. 100% complete coverage of all official objectives for exam 310-045 Exam Readiness checklist at the front of the book--you're ready for the exam when all objectives on the list are checked off Inside the Exam sections in every chapter highlight key exam topics covered Two-Minute Drills for quick review at the end of every chapter Simulated exam questions match the format, tone, topics, and difficulty of the real exam Covers all the exam topics, including: General Configurations / Builds and Controls / Java SE Desktop Applications / Java EE Web Applications / Database Connectivity / Source Editor / Refactoring Support / HTTP Server-Side Monitor / Local and Remote Debugging / Testing and Profiling CD-ROM includes: Complete

MasterExam practice testing engine, featuring: -- One full practice exam --Detailed answers with explanations --Score Report performance assessment tool Electronic book for studying on the go Plus NetBeans sample projects, resources, and more with free online registration: --Bonus downloadable MasterExam practice test

OCA Java SE 7 Programmer I Study Guide

(Exam 1Z0-803)-Edward Finegan 2012-10-09 The definitive Oracle Press guide to the latest release of this entry-level certification for Java programmersnow an Oracle Certified Associate exam.

Pro Netbeans IDE 6 Rich Client Platform

Edition-Adam Myatt 2008-02-25 Pro NetBeans IDE 6 Rich Client Platform Edition is the second Apress book to cover the agile, open source NetBeans IDE platform. The book focuses on the new features of NetBeans 6 as well as what has changed since NetBeans 5.5, empowering you to be a more effective and productive developer. Enables you to click and use any of the Java Swing and other desktop Java graphical user interface (GUI) APIs available in Java SE 6 or prior Covers working with rich client platform features available in NetBeans for building web-based application front ends Shows you the web-tier development plug-ins available including JSF, Struts Action Framework 2.0, and JRuby for bringing the Ruby on Rails feature set to Java via NetBeans For building back-end, server-side Java applications, pick up Pro NetBeans IDE 5.5 Enterprise Edition, which is based on APIs found in the Java EE 5. What you'll learn Easily install and set up your NetBeans IDE platform environment, and organize your projects Use the NetBeans source editor, code compiler, refactoring, software development, profiler, collaboration, database, and debugger tools Develop your Java Swing application for your desktop from start to finish Deploy your Java Swing or other GUI application using Java Web Start features embedded in NetBeans Build rich client applications using NetBeans plug-in module tools/features from start to finish Extend your NetBeans IDE wish list to building Struts 2 and even JRuby (Ruby on Rails) based Java web application front ends Who this book is for Intended for Java developers of varying skill who may or may not be familiar with NetBeans IDE or Java IDEs in general.

Pro NetBeans IDE 5.5 Enterprise Edition-

Adam Myatt 2007-05-26 Pro NetBeans aims to publish on the NetBeans Java IDE, a market that is now under-represented in the marketplace, unlike the near saturation of Eclipse books. Specifically, this book aims to be first to market on the new NetBeans 5.5 Java IDE, based on the relatively new Java EE 5 platform and J2SE 5. It discusses real life case studies and directly relates the material to topics the reader can quickly understand. The book is intended for Java developers of varying skill who may or may not be familiar with Netbeans IDE or Java IDEs in general. Netbeans IDE is an amazing tool for rapidly developing Java applications.

NetBeans: The Definitive Guide

-Tim Boudreau 2002-10-22 This is the authoritative reference for understanding and using the NetBeans Integrated Development Environment for creating new software with Java. Contains a detailed tutorial.

Beginning NetBeans IDE

-Geertjan Wielenga 2015-09-03 Beginning NetBeans IDE is your authoritative tutorial for learning and using the open source NetBeans IDE platform backed by Oracle. Written by a NetBeans product manager at Oracle, Geertjan Wielenga shows you what NetBeans really is all about and how to install and set it up. Then, right away, he shows you how to write your first simple NetBeans Java application. In this book, you get a tour of the various, essential and key NetBeans wizards and plug-ins. Then, you start building a more complex Java-based application using the NetBeans IDE. And, you learn how to improve that application by exploring the NetBeans refactoring, testing/debugging, profiling and distribution tools. After reading and using this tutorial, you'll come away with a working case study that you can re-apply as a template for your own specific needs. You'll have an understanding of the key essentials of the popular NetBeans IDE.

Oracle Certified Professional Java SE 7 Programmer Exams 1Z0-804 and 1Z0-805-S

G Ganesh 2013-09-12 Oracle Certified Professional Java SE 7 Programmer Exams 1Z0-804 and 1Z0-805 is a concise, comprehensive, step-by-step, and one-stop guide for the Oracle Certified Professional Java SE 7

Programmer Exam. The first two chapters set the stage for exam preparation and let the reader get started quickly. The first chapter answers frequently asked questions about the OCPJP exam. This book assumes that the reader is already familiar with Java fundamentals which is in line with the prerequisite of having a OCAJP certification. The book sports considerable supportive material to help the reader in effective exam preparation in the form of appendices: 2 mock tests to give the reader a sense of a real-exam. An instant refresher summarizing the most important concepts (with tips on answering questions) to revise just before the exam. This book will be a delectable read for any OCPJP aspirant because of its simple language, example driven approach, and easy-to-read style. Further, given its 100% focus on the exam and helpful supportive material, this book is clearly an attractive buy to OCPJP aspirants worldwide.

Java 8 Pocket Guide-Robert Liguori 2014-04-08

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

Google Web Toolkit 2 Application Development Cookbook-Shamsuddin Ahammad 2010-11-24 Over 70 simple but incredibly effective practical recipes to develop web applications using GWT with JPA, MySQL and i Report.

Quick Start Guide to JavaFX-J. F. DiMarzio 2014-04-04 Get started with JavaFX Develop and deploy interactive client applications in no time with help from this practical tutorial from Oracle Press. With a focus on working in NetBeans IDE, Quick Start Guide to JavaFX explains how to use JavaFX layouts, draw shapes, use coloring and gradient tools, load images, apply effects and transformations, include animation, and embed media. You'll also get details on using JavaFX events, subclassing existing nodes, creating custom nodes, working with WebView, and styling your applications with CSS. Designed for easy learning, the book features: Key Skills & Concepts -- Chapter-opening lists of specific skills covered in the chapter Ask the Expert -- Q&A sections filled with bonus information and helpful tips Try This -- Hands-on exercises that show you how to apply your skills Notes -- Extra information related to the topic being covered Tips -- Helpful reminders or alternate ways of doing things Cautions -- Errors and pitfalls to avoid Annotated Syntax -- Example code with commentary that describes the programming techniques being illustrated Self-tests -- Chapter-ending quizzes to reinforce your skills

Practical API Design-Jaroslav Tulach 2008-09-20 You might think more than enough design books exist in the programming world already. In fact, there are so many that it makes sense to ask why you would read yet another. Is there really a need for yet another design book? In fact, there is a greater need than ever before, and Practical API Design: Confessions of a Java Framework Architect fills that need! Teaches you how to write an API that will stand the test of time Written by the designer of the NetBeans API at Sun Technologies Based on best practices, scalability, and API design patterns

Mobile Phone Programming-Frank H. P. Fitzek 2007-06-25 This book provides a solid overview of mobile phone programming for readers in both academia and industry. Coverage includes all commercial realizations of the Symbian, Windows Mobile and Linux platforms. The text introduces each programming language (JAVA, Python, C/C++) and offers a set of development environments "step by step," to help familiarize developers with limitations, pitfalls, and challenges.

Absolute Beginner's Guide to Minecraft

Mods Programming-Rogers Cadenhead

2015-10-01 Minecraft® is a registered trademark of Mojang Synergies / Notch Development AB.

This book is not affiliated with or sponsored by Mojang Synergies / Notch Development AB. The easiest, quickest, most entertaining introduction to creating Minecraft mods in Java - updated to use the Spigot server for running your own Minecraft server and creating Minecraft mods Ideal for Minecraft users, young and old, who are new to programming Clear and friendly style assumes no prior programming knowledge Popular author Rogers Cadenhead breaks down Minecraft mods programming concepts and terms into short, easily understandable lessons Fun examples provide a step-by-step, hands-on experience that begins with simple tasks and gradually builds Master Minecraft modding and use Java to transform Minecraft's worlds, tools, behavior, weapons, structures, mobs...everything! (Plus, you'll learn some basic Java programming skills you can use anywhere.) Learn how to do what you want, the way you want, one incredibly easy step at a time.

Modding Minecraft has never been this simple. This is the easiest, most practical beginner's guide to creating killer Minecraft mods in Java... simple, reliable, full-color instructions for doing everything you really want to do. Here's a small sample of what you'll learn: Set up your Minecraft server and mod development tools Master Java basics every Minecraft modder needs to know Read, write, store, and change information throughout your mod Build mods that can make decisions and respond to player actions Understand object-oriented programming and the objects you can program in Minecraft Handle errors without crashing Minecraft Use threads to create mobs that can do many things at once Customize your mobs, and build on existing objects to write new mods Spawn new mobs, find hidden mobs, and make one mob ride another Dig holes and build structures Create projectile weapons and potion effects Learn Java programming while enhancing your favorite game Contents at a Glance Part I: Java from the Ground Up 1 Dig into Minecraft Programming with Java 2 Use NetBeans for Minecraft Programming 3 Create a Minecraft Mod 4 Start Writing Java Programs 5 Understand How Java Programs Work 6 Store and Change Information in a Mod 7 Use Strings to Communicate 8 Use Conditional Tests to Make Decisions 9 Repeat an Action with Loops 10 Store Information with Arrays Part II: The World of Java Objects 11

Create Your First Object 12 Describe What Your Object Is Like 13 Make the Most of Existing Objects 14 Store Objects in Data Structures 15 Handle Errors in a Mod 16 Create a Threaded Mod 17 Read and Write Files Part III: Create Killer Minecraft Mods 18 Spawn a Mob 19 Make One Mob Ride Another 20 Take a Census of Mobs and Villages 21 Transmute Materials in an Inventory 22 Dig a Giant Hole 23 Chop Down a Forest of Trees 24 Respond to Events in the Game 25 Display a Mob's Health During Combat 26 Make a World Change over Time 27 Befriend the God of Lightning Appendix A Visit This Book's Website

Java EE 7 Development with NetBeans 8-

David R. Heffelfinger 2015-01-31 The book is aimed at Java developers who wish to develop Java EE applications while taking advantage of NetBeans functionality to automate repetitive tasks. Familiarity with NetBeans or Java EE is not assumed.

GlassFish Administration-Xuekun Kou

2009-12-15 Administer and configure the GlassFish v2 application server.

Professional Java Tools for Extreme

Programming-Richard Hightower 2004-04-23

Professional Java Tools for Extreme Programming is a practical, code-intensive guide to the tools that Enterprise Java developers need when using Extreme Programming (XP) methods. It covers the key tools used to automate the most complex parts of the XP process: application integration, testing, and deployment.

JBoss AS 5 Development-Francesco Marchioni

2009-12-16 Annotation JBoss AS is the most used Java application server on the market meeting high standards of reliability, efficiency, and robustness and is used to build powerful and secure Java EE applications. It supports the most important areas of Java Enterprise programming including EJB 3.0, dependency injection, web services, the security framework, and more. Getting started with JBoss application server development can be challenging; however, with the right approach and guidance, you can easily master it and this book promises that. Written in an easy-to-read style, this book will take you from the basics of JBoss AS_ such as installing core

components and plug-ins to the skills that will make you a JBoss developer to be reckoned with, covering advanced topics such as developing applications with JBoss Messaging service, JBoss web services, clustered applications, and more. You will learn the necessary steps to install a suitable environment for developing enterprise applications on JBoss AS. Then, your journey will continue through the heart of the application server, explaining how to customize each service for optimal usage. You will learn how to design Enterprise applications using Eclipse and JBoss plug-ins. You will then learn how to enable distributed communication using JMS. Storing and retrieving objects will be made easier using Hibernate. The core section of the book will take you into the programming arena with tested, real-world examples. The example programs have been carefully crafted to be easy to understand and useful as starting points for your applications. This book will kick-start your productivity and help you to master JBoss AS development. The author's experience with JBoss enables him to share insights on JBoss AS development, in a clear and friendly way. By the end of the book, you will have the confidence to apply all the newest programming techniques to your JBoss applications.

Java Application Development on Linux-Carl Albing 2004 Describes Java application development on Linux, covering such topics as business-logic object analysis, Java servlet UIs, JSP, Swing GUIs, and database design.

CompTIA Cloud+ Certification Study Guide (Exam CV0-001)-Nate Stammer 2013-10-18 The best fully integrated study system available for the CompTIA Cloud+ Certification exam With hundreds of practice questions, CompTIA Cloud+ Certification Study Guide covers what you need to know—and shows you how to prepare—for this challenging exam. McGraw-Hill Professional is a Gold-Level CompTIA Authorized Partner offering Authorized CompTIA Approved Quality Content to give you the competitive edge on exam day. 100% complete coverage of all official objectives for exam CV0-001 Exam Watch notes call attention to information about, and potential pitfalls in, the exam Exam at Work notes provide real-world examples of cloud computing technologies in the workplace today Two-Minute Drills for quick review at the end of each chapter Simulated exam questions match the format,

tone, topics, and difficulty of the real exam Covers all the exam topics, including: Cloud Computing Concepts, Models, and Terminology * Disk Storage Systems * Storage Networking * Network Infrastructure * Virtualization Components * Virtualization and the Cloud * Network Management * Performance Tuning * Systems Management * Testing and Troubleshooting * Security in the Cloud * Business Continuity and Disaster Recovery Electronic content includes: Complete MasterExam practice testing engine, featuring: - One practice exam -Detailed answers with explanations -Score Report performance assessment tool Bonus downloadable MasterExam practice exam with free online registration

Eclipse IDE Pocket Guide-Ed Burnette 2005-08-12 Eclipse is the world's most popular IDE for Java development. And although there are plenty of large tomes that cover all the nooks and crannies of Eclipse, what you really need is a quick, handy guide to the features that are used over and over again in Java programming. You need answers to basic questions such as: Where was that menu? What does that command do again? And how can I set my classpath on a per-project basis? This practical pocket guide gets you up to speed quickly with Eclipse. It covers basic concepts, including Views and editors, as well as features that are not commonly understood, such as Perspectives and Launch Configurations. You'll learn how to write and debug your Java code—and how to integrate that code with tools such as Ant and JUnit. You'll also get a toolbox full of tips and tricks to handle common—and sometimes unexpected—tasks that you'll run across in your Java development cycle. Additionally, the Eclipse IDE Pocket Guide has a thorough appendix detailing all of Eclipse's important views, menus, and commands. The Eclipse IDE Pocket Guide is just the resource you need for using Eclipse, whether it's on a daily, weekly, or monthly basis. Put it in your back pocket, or just throw it in your backpack. With this guide in hand, you're ready to tackle the Eclipse programming environment.

Raspberry Pi 3 Projects for Java Programmers-Pradeeka Seneviratne 2017-05-31 Learn the art of building enticing projects by unleashing the potential of Raspberry Pi 3 using Java About This Book Explore the small yet

powerful mini computer in order to run java applications Leverage Java libraries to build exciting projects on home automation, IoT, and Robotics by leveraging Java libraries Get acquainted with connecting electronic sensors to your Raspberry Pi 3 using Java APIs. Who This Book Is For The book is aimed at Java programmers who are eager to get their hands-on Raspberry Pi and build interesting projects using java. They have a very basic knowledge of Raspberry Pi. What You Will Learn Use presence detection using the integrated bluetooth chip Automatic light switch using presence detection Use a centralized IoT service to publish data using RPC Control a robot by driving motors using PWM Create a small web service capable of performing actions on the Raspberry Pi and supply readings Image capture using Java together with the OpenCV framework In Detail Raspberry Pi is a small, low cost and yet very powerful development platform. It is used to interact with attached electronics by the use of it's GPIO pins for multiple use cases, mainly Home Automation and Robotics. Our book is a project-based guide that will show you how to utilize the Raspberry Pi's GPIO with Java and how you can leverage this utilization with your knowledge of Java. You will start with installing and setting up the necessary hardware to create a seamless development platform. You will then straightaway start by building a project that will utilize light for presence detection. Next, you will program the application, capable of handling real time data using MQTT and utilize RPC to publish data to adafruit.io. Further, you will build a wireless robot on top of the zuma chassis with the Raspberry Pi as the main controller. Lastly, you will end the book with advanced projects that will help you to create a multi-purpose IoT controller along with building a security camera that will perform image capture and recognize faces with the help of notifications. By the end of the book, you will be able to build your own real world usable projects not limited to Home Automation, IoT and/or Robotics utilizing logic, user and web interfaces. Style and approach The book will contain projects that ensure a java programmer gets started with building interesting projects using the small yet powerful Raspberry Pi 3. We will start with brushing up your Raspberry Pi skills followed by building 5-6 projects

Professional Java User Interfaces-Mauro Marinilli 2006-05-01 This book covers the full

development life cycle for professional GUI design in Java, from cost estimation and design to coding and testing. Focuses on building high quality industrial strength software in Java Ready-to-use source code is given throughout the text based on industrial-strength projects undertaken by the author.

Mastering Enterprise JavaBeans-Ed Roman 2005-01-05 Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB Timer Service and JMS as well as the latest open source Java solutions The book was developed as part of TheServerSide.com online EJB community, ensuring a built-in audience Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including transactions, persistence, clustering, integration, and performance optimization Offers practical guidance on when not to use EJB and how to use simpler, less costly open source technologies in place of or in conjunction with EJB

SCJP Sun Certified Programmer for Java 6 Study Guide-Kathy Sierra 2008-06-14 The Best Fully Integrated Study System Available--Written by the Lead Developers of Exam 310-065 With hundreds of practice questions and hands-on exercises, SCJP Sun Certified Programmer for Java 6 Study Guide covers what you need to know--and shows you how to prepare--for this challenging exam. 100% complete coverage of all official objectives for exam 310-065 Exam Objective Highlights in every chapter point out certification objectives to ensure you're focused on passing the exam Exam Watch sections in every chapter highlight key exam topics covered Simulated exam questions match the format, tone, topics, and difficulty of the real exam Covers all SCJP exam topics, including: Declarations and Access Control · Object Orientation · Assignments · Operators · Flow Control, Exceptions, and Assertions · Strings, I/O, Formatting, and Parsing · Generics and Collections · Inner Classes · Threads · Development CD-ROM includes: Complete MasterExam practice testing engine, featuring: Two full practice exams; Detailed answers with explanations; Score Report performance assessment tool Electronic book for studying on the go Bonus coverage of the SCJD exam included! Bonus downloadable MasterExam

practice test with free online registration.

Expert Oracle and Java Security-David Coffin 2011-12-14 Expert Oracle and Java Security: Programming Secure Oracle Database Applications with Java provides resources that every Java and Oracle database application programmer needs to ensure that they have guarded the security of the data and identities entrusted to them. You'll learn to consider potential vulnerabilities, and to apply best practices in secure Java and PL/SQL coding. Author David Coffin shows how to develop code to encrypt data in transit and at rest, to accomplish single sign-on with Oracle proxy connections, to generate and distribute two-factor authentication tokens from the Oracle server using pagers, cell phones (SMS), and e-mail, and to securely store and distribute Oracle application passwords. Early chapters lay the foundation for effective security in an Oracle/Java environment. Each of the later chapters brings example code to a point where it may be applied as-is to address application security issues. Templates for applications are also provided to help you bring colleagues up to the same secure application standards. If you are less familiar with either Java or Oracle PL/SQL, you will not be left behind; all the concepts in this book are introduced as to a novice and addressed as to an expert. Helps you protect against data loss, identity theft, SQL injection, and address spoofing Provides techniques for encryption on network and disk, code obfuscation and wrap, database hardening, single sign-on and two-factor Provides what database administrators need to know about secure password distribution, Java secure programming, Java stored procedures, secure application roles in Oracle, logon triggers, database design, various connection pooling schemes, and much more

Mobile Game Design Essentials-Dr. Claudio Scolastici 2013-11-21 A step-by-step guide. This book is for all game developers, designers, and hobbyists who want to create assets for mobile games

EJB 3 in Action-Debu Panda 2014-04-18 Summary Building on the bestselling first edition, EJB 3 in Action, Second Edition tackles EJB 3.2 head-on, through numerous code samples, real-life scenarios, and illustrations. This book is a

fast-paced tutorial for Java EE 6 business component development using EJB 3.2, JPA 2, and CDI. Besides covering the basics of EJB 3.2, this book includes in-depth EJB 3.2 internal implementation details, best practices, design patterns, and performance tuning tips. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The EJB 3 framework provides a standard way to capture business logic in manageable server-side modules, making it easier to write, maintain, and extend Java EE applications. EJB 3.2 provides more enhancements and intelligent defaults and integrates more fully with other Java technologies, such as CDI, to make development even easier. EJB 3 in Action, Second Edition is a fast-paced tutorial for Java EE business component developers using EJB 3.2, JPA, and CDI. It tackles EJB head-on through numerous code samples, real-life scenarios, and illustrations. Beyond the basics, this book includes internal implementation details, best practices, design patterns, performance tuning tips, and various means of access including Web Services, REST Services, and WebSockets. Readers need to know Java. No prior experience with EJB or Java EE is assumed. What's Inside Fully revised for EJB 3.2 POJO persistence with JPA 2.1 Dependency injection and bean management with CDI 1.1 Interactive application with WebSocket 1.0 About the Authors Debu Panda, Reza Rahman, Ryan Cuprak, and Michael Remijan are seasoned Java architects, developers, authors, and community leaders. Debu and Reza coauthored the first edition of EJB 3 in Action. Table of Contents PART 1 OVERVIEW OF THE EJB LANDSCAPE What's what in EJB 3 A first taste of EJB PART 2 WORKING WITH EJB COMPONENTS Building business logic with session beans Messaging and developing MDBs EJB runtime context, dependency injection, and crosscutting logic Transactions and security Scheduling and timers Exposing EJBs as web services PART 3 USING EJB WITH JPA AND CDI JPA entities Managing entities JPQL Using CDI with EJB 3 PART 4 PUTTING EJB INTO ACTION Packaging EJB 3 applications Using WebSockets with EJB 3 Testing and EJB

Java Projects-Peter Verhas 2018-08-31 Learn how to build scalable, resilient, and effective applications in Java that suit your software requirements. Key Features Explore advanced

technologies that Java 11 delivers such as web programming and parallel computing Discover modern programming paradigms such as microservices, cloud computing and enterprise structures Build highly responsive applications with this practical introduction to Reactive programming Book Description Java is one of the most commonly used software languages by programmers and developers. In this book, you'll learn the new features of Java 11 quickly and experience a simple and powerful approach to software development. You'll see how to use the Java runtime tools, understand the Java environment, and create a simple namesorting Java application. Further on, you'll learn about advanced technologies that Java delivers, such as web programming and parallel computing, and will develop a mastermind game. Moving on, we provide more simple examples, to build a foundation before diving into some complex data structure problems that will solidify your Java 11 skills. With a special focus on the features of new projects: Project Valhalla, Project Panama, Project Amber, and Project Loom, this book will help you get employed as a top-notch Java developer. By the end of the book, you'll have a firm foundation to continue your journey toward becoming a professional Java developer. What you will learn Compile, package, and run a program using a build management tool Get to know the principles of test-driven development Separate the wiring of multiple modules from application logic Use Java annotations for configuration Master the scripting API built into the Java language Understand static versus dynamic implementation of code Who this book is for This book is for anyone who wants to learn the Java programming language. No programming experience required. If you have prior experience, it will help you through the book more easily.

C# 4.0 The Complete Reference-Herbert Schildt 2010-04-23 The Definitive Guide to C# "From using LINQ to covariance and from string formatting to optional arguments, Herb's update covers all you need to know about using real-world C# 4.0." —Michael Howard, Microsoft Corporation Bestselling author Herb Schildt has updated and expanded his classic programming reference to cover C# 4.0--the latest release of this powerful, feature-rich language. Using carefully crafted explanations, insider tips, and hundreds of examples, C# 4.0: The Complete Reference offers in-depth details on all aspects of

C#, including keywords, syntax, and core libraries. New C# 4.0 features, such as named and optional arguments, the dynamic type, expanded covariance and contravariance capabilities, and support for parallel programming with the Task Parallel Library (TPL) and PLINQ are also discussed. Perfect for beginners and professional C# programmers alike, this expert resource is written in the clear, crisp, uncompromising style that has made Herb the choice of millions worldwide. Begin mastering C# 4.0 today with help from this authoritative volume! Coverage includes: Data types and operators Control statements Classes and objects Constructors, destructors, and methods Interfaces, arrays, enumerations, and structures Method and operator overloading Inheritance and virtual methods Reflection and runtime type ID Exception handling Delegates, properties, events, and indexers Attributes Multithreading and the Task Parallel Library Generics LINQ and PLINQ Lambda expressions Anonymous types Extension methods Named and optional arguments Implicitly typed variables I/O, networking, and collections The preprocessor and much, much more

Professional Java for Web Applications-

Nicholas S. Williams 2014-03-10 The comprehensive Wrox guide for creating Java web applications for the enterprise This guide shows Java software developers and software engineers how to build complex web applications in an enterprise environment. You'll begin with an introduction to the Java Enterprise Edition and the basic web application, then set up a development application server environment, learn about the tools used in the development process, and explore numerous Java technologies and practices. The book covers industry-standard tools and technologies, specific technologies, and underlying programming concepts. Java is an essential programming language used worldwide for both Android app development and enterprise-level corporate solutions As a step-by-step guide or a general reference, this book provides an all-in-one Java development solution Explains Java Enterprise Edition 7 and the basic web application, how to set up a development application server environment, which tools are needed during the development process, and how to apply various Java technologies Covers new language features in Java 8, such as Lambda Expressions, and the new Java 8 Date & Time API introduced as part of JSR 310, replacing the

Legacy Date and Calendar APIs Demonstrates the new, fully-duplex WebSocket web connection technology and its support in Java EE 7, allowing the reader to create rich, truly interactive web applications that can push updated data to the client automatically. Instructs the reader in the configuration and use of Log4j 2.0, Spring Framework 4 (including Spring Web MVC), Hibernate Validator, RabbitMQ, Hibernate ORM, Spring Data, Hibernate Search, and Spring Security. Covers application logging, JSR 340 Servlet API 3.1, JSR 245 JavaServer Pages (JSP) 2.3 (including custom tag libraries), JSR 341 Expression Language 3.0, JSR 356 WebSocket API 1.0, JSR 303/349 Bean Validation 1.1, JSR 317/338 Java Persistence API (JPA) 2.1, full-text searching with JPA, RESTful and SOAP web services, Advanced Message Queuing Protocol (AMQP), and OAuth. Professional Java for Web Applications is the complete Wrox guide for software developers who are familiar with Java and who are ready to build high-level enterprise Java web applications.

Java Programming for Android Developers For Dummies-Barry Burd 2016-11-07 Develop the next killer Android App using Java programming! Android is everywhere! It runs more than half the smartphones in the U.S.—and Java makes it go. If you want to cash in on its popularity by learning to build Android apps with Java, all the easy-to-follow guidance you need to get started is at your fingertips. Inside, you'll learn the basics of Java and grasp how it works with Android; then, you'll go on to create your first real, working application. How cool is that? The demand for Android apps isn't showing any signs of slowing, but if you're a mobile developer who wants to get in on the action, it's vital that you get the necessary Java background to be a success. With the help of Java Programming for Android Developers For Dummies, you'll quickly and painlessly discover the ins and outs of using Java to create groundbreaking Android apps—no prior knowledge or experience required! Get the know-how to create an Android program from the ground up. Make sense of basic Java development concepts and techniques. Develop the skills to handle programming challenges. Find out how to debug your app. Don't sit back and watch other developers release apps that bring in the bucks! Everything you need to create that next killer Android app is just a page away!

Beginning Java 9 Fundamentals-Kishori Sharan 2017-12-04 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.

JUnit in Action, Third Edition-Catalin Tudose 2020-12-08 JUnit in Action, Third Edition has been completely rewritten for this release. The book is full of examples that demonstrate JUnit's modern features, including its new architecture; nested, tagged, and dynamic tests; and dependency injection. Summary JUnit is the gold standard for unit testing Java applications. Filled with powerful new features designed to automate software testing, JUnit 5 boosts your productivity and helps avoid debugging nightmares. Whether you're just starting with JUnit or you want to ramp up on the new features, JUnit in Action,

Third Edition has you covered. Extensively revised with new code and new chapters, JUnit in Action, Third Edition is an up-to-date guide to smooth software testing. Dozens of hands-on examples illustrate JUnit 5's innovations for dependency injection, nested testing, parameterized tests, and more. Throughout, you'll learn how to use JUnit 5 to automate your testing, for a process that consumes less resources, and gives you more time for developing. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology The JUnit framework is the gold standard for unit testing Java applications—and knowing it is an essential skill for Java developers. The latest version, JUnit 5, is a total overhaul, now supporting modern Java features like Lambdas and Streams. About the book JUnit in Action, Third Edition has been completely rewritten for this release. The book is full of examples that demonstrate JUnit's modern features, including its new architecture; nested, tagged, and dynamic tests; and dependency injection. You'll benefit from author Catalin Tudose's unique "pyramid" testing strategy, which breaks the testing process into layers and sets you on the path to bug-free code creation. What's inside

Migrating from JUnit 4 to 5 Effective test automation Test-driven development and behavior-driven development Using mocks for test isolation Connecting JUnit 5 with Maven or Gradle About the reader For intermediate Java developers. About the author Catalin Tudose has a Ph.D. in Computer Science, and over 15 years of experience as a Senior Java Developer and Technical Team Lead. Previous editions were authored by Petar Tahchiev, Felipe Leme, Gary Gregory, and Vincent Massol. Table of Contents

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OCP Oracle Certified Professional Java SE 11 Developer Practice Tests-Scott Selikoff

2021-02-17 NOTE: The OCP Java SE 11 Programmer I Exam 1Z0-815 and Programmer II Exam 1Z0-816 have been retired (as of October 1, 2020), and Oracle has released a new Developer Exam 1Z0-819 to replace the previous exams. The Upgrade Exam 1Z0-817 remains the same. Improve your preparation for the OCP Java SE 11 Developer exam with these comprehensive practice tests OCP Oracle Certified Professional Java SE 11 Developer Practice Tests: Exam 1Z0-819 and Upgrade Exam 1Z0-817 offers readers over 1000 practice questions to help them hone their skills for the challenging 1Z0-819 exam as well as the 1Z0-817 upgrade exam. Covering all the objective domains that help readers master the crucial subject areas covered by the exam, OCP Oracle Certified Professional Java SE 11 Developer Practice Tests provides domain-by-domain questions as well as additional bonus practice exams to further solidify the reader's mastery of its subjects. This book covers topics like: Understanding Java Technology and Environment Working with Java Operators, Primitives, and Strings Creating Methods and Lambda Expressions Designing Classes, Interfaces, Enums, and Annotations Writing Functional Interfaces and Streams Building Modules and Migrating Applications to Modules Applying I/O, NIO.2, JDBC, Threads, and Concurrency Secure Coding in Java SE Application And much more Perfect for anyone studying for the OCP Java SE 11 Developer and Upgrade exams, as well as all those who wish to brush up on their Java programming skills, OCP Oracle Certified Professional Java SE 11 Developer Practice Tests: Exam 1Z0-819 and Upgrade Exam 1Z0-817 is an indispensable resource that has a place on the bookshelf of every Java enthusiast, professional, and student.

Beginning GIMP-Akkana Peck 2009-03-12 The GIMP Version 2.4 will be released end of 2005. We'll likely be first to market a book about the new version. Other books are pre-Version 2.4 and very outdated Takes a project-based approach. Reader will be taught through real-world examples and projects immediately applicable for

their own work GIMP is an emerging technology in Open Source that has been making big headlines. Was used to make the Scooby-Doo movie and the official mascot of Linux (Tux) GIMP works on Mac OSX, Linux, and Windows. This book shows how to install it on each platform.

NetBeans IDE Field Guide-Patrick Keegan
2005 Provides information on how to use NetBeans to build applications for the desktop, the World Wide Web, enterprise, and handset.

Java WebSocket Programming-Dr. Danny Coward 2013-10-07 Master Application Development with Java WebSocket Build dynamic enterprise Web applications that fully leverage state-of-the-art communication technologies. Written by the leading expert on Java WebSocket programming, this Oracle Press guide offers practical development strategies and detailed example applications. Java WebSocket Programming explains how to design client/server applications, incorporate full-duplex messaging, establish connections, create endpoints, handle path mapping, and secure data. You'll also learn how to encrypt Web transmissions and enrich legacy applications with Java WebSocket. Develop Web applications using the Java WebSocket API Create and publish annotated and programmatic endpoints Manage the lifecycle events of WebSocket endpoints Maintain reliable connections across the endpoint lifecycle Manage synchronous and asynchronous messaging Define encoding and decoding strategies for complex messaging

Configure message timeouts, size limits, and exceptions Map message paths and route incoming URIs to Web containers Secure data, authenticate users, and encrypt connections

Pro PHP Programming-Mladen Gogala
2011-10-20 If you are a web programmer, you need to know modern PHP. This book presents with many new areas in which PHP plays a large role. If you want to write a mobile application using geo-location data, Pro PHP Programming will show you how. Additionally, if you need to make sure that you can write a multilingual indexing application using Sphinx, this book will help you avoid the pitfalls. Of course, Pro PHP Programming gives a thorough survey of PHP post-5.3. You'll begin by working through an informative survey and clear guide to object-oriented PHP. Then, you'll be set for the core of the book on modern PHP applications. Now, you'll be able to start with the chapter on PHP for mobile programming and move on to sampling social media applications. You'll also be guided through new PHP programming language features like closures and namespaces. Pro PHP Programming deals with filtering data from users and databases next, so you'll be well prepared for relational and NoSQL databases. Of course, you can also learn about data retrieval from other sources, like OCR libraries or websites. Then the question of how to format and present data arises, and in Pro PHP Programming, you'll find solutions via JSON, AJAX and XML.