

Functional Programming in Java

Second Edition

Harness the Power of Streams
and Lambda Expressions



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Edited by Jacquelyn Carter

Guide To Programming In Java Second Edition

E Durkheim



Guide To Programming In Java Second Edition:

The Java Tutorial Mary Campione, Kathy Walrath, Alison Huml, 2001 Based on the online version that has become one of the world's most visited programmer documentation sites this is a remarkably clear practical hands on introduction to the Java 2 Platform The bonus CD ROM contains all major versions of the Java Platform

POSIX Programmers Guide Donald Lewine, 1991-04 Software Operating Systems

The JFC Swing Tutorial Kathy Walrath, 2004 Written by a lead writer on the Swing team and bestselling author of The Java Tutorial this guidebook now fully updated and revised provides a hard copy of Sun's popular online tutorial for JFC Swing development Its numerous code examples and clear presentation style make this book a fine choice for mastering the ins and outs of JFC and Swing

A Guide to Programming Logic and Design Joyce Farrell, 2002 Provides the beginning programmer with a guide to developing structured program logic Assumes no programming language experience and focuses on no one particular language Introduces programming concepts and enforces good style and logical thinking

JDBC API Tutorial and Reference Maydene Fisher, Jonathan Ellis, Jon Ellis, Jonathan Bruce, 2003 A comprehensive tutorial AND useful reference in one volume Includes multiple explanations and examples for the new features of the JDBC 3.0 specification Written by the JDBC 3.0 architects Maydene Fisher Jon Ellis and Jonathan Bruce

XLIB Programming Manual, Rel. 5 Adrian Nye, 1992 Covering X11 Release 5 the Xlib Programming Manual is a complete guide to programming the X library Xlib the lowest level of programming interface to X It includes introductions to internationalization device independent color font service and scalable fonts Includes chapters on X Window System concepts A simple client application Window attributes The graphics context Graphics in practice Color Events Interclient communication Internationalization The Resource Manager A complete client application Window management This manual is a companion to Volume 2 Xlib Reference Manual

The Java Language Specification James Gosling, 2000 For nearly five years one book has served as the definitive reference to Java for all serious developers The Java Language Specification by James Gosling Bill Joy and Guy Steele Now these world renowned Java authorities along with new co author Gilad Bracha have delivered a monumental update This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision offering the invaluable insights of Java's creators to every developer There is no better source for learning everything about the Syntax and Semantics of the Java programming language Developers will turn to this book again and again

Java Threads Scott Oaks, Henry Wong, 1999 Threads Computer programs

Guide to Java James T. Streib, Takako Soma, 2023-03-12 This textbook presents a focused and accessible primer on the fundamentals of Java programming with extensive use of illustrative examples and hands on exercises Addressing the need to acquire a good working model of objects in order to avoid possible misconceptions the text introduces the core concepts of object oriented programming at any stage supported by the use of contour diagrams Each chapter has one or more complete programs to illustrate the

various ideas presented and to help readers learn how to write programs on their own Chapter summaries and practical exercises also are included to help the reader to review their progress and practice their skills This substantially updated second edition has been expanded with additional exercises and includes new material on bit manipulation and parallel processing Topics and features Introduces computing concepts in Chapter 0 for new programmers Adds new chapters on bit manipulation and parallel processing Contains exercises at the end of each chapter with selected answers Supports both text based and GUI based Input Output Objects can be introduced first last or intermixed with other material Uses contour diagrams to illustrate objects and recursion Discusses OOP concepts such as overloading class methods and inheritance Introduces string variables and illustrates arrays and array processing Discusses files elementary exception processing and the basics of Javadoc This concise and easy to follow textbook guide is ideal for students in an introductory programming course It is also suitable as a self study guide for both practitioners and academics

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

A Guide to Programming in

Java Beth Brown,2007 A Guide to Programming in Java assumes little or no previous programming experience making it ideal for an introductory programming course It also includes complete coverage of the Advanced Placement Computer Science A topics A Guide to Programming in Java emphasizes good problem solving and programming skills in a clear easy to understand format Object oriented programming is taught from the very start of the text Throughout the text are many demonstration programs complete with runs that show program outputs Numerous review problems critical thinking questions and exercises with a wide range of difficulty are provided in each chapter Topics covered in A Guide to

Programming in Java include Hardware and software networking and social and ethical issues Applets and Web programming Algorithms pseudocode and exception handling Control structures Strings arrays and generics Classes and interfaces GUI programming Data structures searching and sorting Publisher Flash Remoting: The Definitive Guide Tom Muck, 2003-09-23 Flash Remoting MX lets developers easily integrate rich Macromedia Flash content with applications that are built using Macromedia ColdFusion MX Microsoft NET Java PHP or SOAP based web services The result is complex client server applications that more closely resemble desktop applications than traditional web pages Gone is the click wait reload approach of HTML Your web application uses Flash as the front end while Flash Remoting handles the communication behind the scenes with the application server All the end user knows is that it s fast and flexible The potential uses for Flash Remoting are endless Flash Remoting The Definitive Guide will help you understand this breakthrough technology and use it to build your own Rich Internet Applications RIAs Build applications that connect to a database file system or other server side technologies Or use Flash Remoting to create online stores that feature catalogs and shopping cart systems sound and video clip libraries banner ads with built in shopping carts click through tracking and site search capabilities new controls that can be used in place of HTML extensions to Flash Dreamweaver Fireworks and more front ends to databases for administrators The book begins with Flash Remoting basics setup installation and an introduction to its underlying concepts Next you ll explore the Flash s User Interface components as they relate to Flash Remoting Then you ll gain insights into Flash Remoting internals and the Remoting API The book is rich with examples that you will be able to run on your own system The next section focuses on the server side environment that you ll use for your applications Individual chapters cover Flash Remoting with ColdFusion Server Side ActionScript Java ASP NET and PHP The last section covers more advanced Flash Remoting techniques such as calling web services from Flash Remoting extending objects and UI controls best practices and debugging Plus there is a detailed chapter demonstrating a real world application The book concludes with a Flash Remoting API reference Developers who are looking to create Rich Internet Applications with Flash will find Flash Remoting The Definitive Guide indispensable *Java Card Technology for Smart Cards* Zhiqun Chen, 2000 Annotation This book is a guide to developing applications with Java Card technology It introduces you to the Java Card platform and features discussions of programming concepts It also provides a step by step Java Card applet development guide to get you up and running Specific topics covered include smart card basics Java Card virtual machine persistent and transient objects atomicity and transactions handling APDUs applet firewall and object sharing Java Card platform security a step by step applet development guide applet optimization guidelines and a comprehensive reference to Java Card APIs BOOK JACKET Title Summary field provided by Blackwell North America Inc All Rights Reserved **Applying RCS and SCCS** Don Bolinger, Tan Bronson, 1995 Applying revision control system and source code control system **Java Distributed Computing** Jim Farley, 1998-01-01 Distributed computing and Java go together naturally As the first language designed from

the bottom up with networking in mind Java makes it very easy for computers to cooperate Even the simplest applet running in a browser is a distributed application if you think about it The client running the browser downloads and executes code that is delivered by some other system But even this simple applet wouldn't be possible without Java's guarantees of portability and security the applet can run on any platform and can't sabotage its host Of course when we think of distributed computing we usually think of applications more complex than a client and server communicating with the same protocol We usually think in terms of programs that make remote procedure calls access remote databases and collaborate with others to produce a single result Java Distributed Computing discusses how to design and write such applications It covers Java's RMI Remote Method Invocation facility and CORBA but it doesn't stop there it tells you how to design your own protocols to build message passing systems and discusses how to use Java's security facilities how to write multithreaded servers and more It pays special attention to distributed data systems collaboration and applications that have high bandwidth requirements In the future distributed computing can only become more important Java Distributed Computing provides a broad introduction to the problems you'll face and the solutions you'll find as you write distributed computing applications Topics covered in Java Distributed Computing Introduction to Distributed Computing Networking Basics Distributed Objects Overview of CORBA and RMI Threads Security Message Passing Systems Distributed Data Systems Databases Bandwidth Limited Applications Collaborative Systems

Learning and Leading with Technology, 2006 **Java 5.0 Tiger** Brett McLaughlin, David Flanagan, 2004-06-25 Ch 1 What's new Ch 2 Generics Ch 3 Enumerated types Ch 4 Autoboxing and unboxing Ch 5 Varargs Ch 6 Annotations Ch 7 The for-in statement Ch 8 Static imports Ch 9 Formatting Ch 10 Threading

MIDP Style Guide for the Java 2 Platform, Micro Edition Cynthia Bloch, Annette Wagner, 2003 This comprehensive guide to MIDP 2.0 for Java developers seeks to create easy to use mobile games for wireless devices It includes examples of what developers should and should not do when creating complex and interactive mobile applications **C++** Gregory Satir, Doug Brown, 1995 A primer for C programmers transitioning to C and designed to get users up to speed quickly this book tells users just what they need to learn first Covering a subset of the features of C the user can actually use this subset to get familiar with the basics of the language The book includes sidebars that give overviews of advanced features not covered

The Java Native Interface Sheng Liang, 1999 The Java Native Interface JNI enables the integration of code written in the Java programming language with code written in other languages such as C and C++ It allows programmers to take full advantage of the Java platform without having to abandon their investment in legacy code This book is the definitive resource and a comprehensive guide to working with the JNI Entirely up to date the book offers a tutorial a detailed description of JNI features and programming techniques JNI design justifications and the official specification for all JNI types and functions You will find coverage of important topics such as Writing native methods Passing data types between the Java language and native programming languages Embedding a Java virtual machine implementation in native applications Leveraging legacy

native libraries Improving the efficiency and reliability of your code An entire chapter is devoted to avoiding common traps and pitfalls The book uses numerous examples to illustrate programming techniques that have proven to be effective
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