

## Core Java I Fundamentals 10th

"The first two lessons of Core Java LiveLessons, Second Edition, quickly review the history of Java and show you, step by step, how to install the software development environment. In lesson 3, you will learn how to do in Java what you already know in another programming language: write branches and loops, and work with numbers, strings, and arrays. Lesson 4 covers object-oriented programming. Java is thoroughly object-oriented, and the lesson shows you how to use built-in classes and how to build your own. Lessons 5 and 6 cover inheritance and interfaces as well as the lambda expressions, a powerful new feature of Java SE 8. Lesson 7 shows you what to do when your programs do the wrong thing. The lesson covers exception handling, logging, and debugging. In lesson 8, you will learn how to write generic code that works for many different data types. Lesson 9 puts those skills to work, when we examine the multitude of Java collections that allow you to organize your data in many ways. The final three lessons introduce the fundamentals of user interface programming in Java."--Resource description page.

This book gives a good start and complete introduction for C# Programming for Beginner's. While reading this book it is fun and easy to read it. This book is best suitable for first time C# readers, Covers all fast track topics of C# for all Computer Science students and Professionals. This book is targeted toward those who have little or no programming experience or who might be picking up C# as a second language. The book has been structured and written with a purpose: to get you productive as quickly as possible. I've used my experiences in writing applications with C# and teaching C# to create a book that I hope cuts through the fluff and teaches you what you need to know. All too often, authors fall into the trap of focusing on the technology rather than on the practical application of the technology. I've worked hard to keep this book focused on teaching you practical skills that you can apply immediately toward a development project. This book is divided into ten Chapters, each of which focuses on a different aspect of developing applications with C#. These parts generally follow the flow of tasks you'll perform as you begin creating your own programs with C#. I recommend that you read them in the order in which they appear. Using C#, this book develops the concepts and theory of Building the Program Logic and Interfaces analysis, Exceptions, Delegates and Events and other important things in a gradual, step-by-step manner, proceeding from concrete examples to abstract principles. Standish covers a wide range of both traditional and contemporary software engineering topics. This is a handy guide of sorts for any computer science engineering Students, Thinking In C# Programming is a solution bank for various complex problems related to C# and .NET. It can be used as a reference manual by Computer Science Engineering students. This Book also covers all aspects of B.TECH CS, IT, and BCA and MCA, BSC IT. Preview introduced programmers to a new era called functional programming. C# focused on bridging the gap between programming languages and databases. This book covers all the language features from the first version through C# . It also provides you with the essentials of using Visual Studio 2005 to let you enjoy its capabilities and save you time by using features such as IntelliSense. Learning a new programming language can be intimidating. If you've never programmed before, the act of typing seemingly cryptic text to produce sleek and powerful applications probably seems like a black art, and you might wonder how you'll ever learn everything you need to know. The answer is, of course, one step at a time. The first step to learning a language is the same as that of any other activity: building confidence. Programming is part art and part science. Although it might seem like magic, it's more akin to illusion: After you know how things work a lot of the mysticism goes away, freeing you to focus on the mechanics necessary to produce any given desired result. Chapter 1 (Introduction To C# AND .NET) Chapter 2 (Your First Go at C# Programming) Chapter 3 (C# Data Types)' Chapter 4 (Building the Program Logic) Chapter 5 (Using Classes) Chapter 6 (Function Members) Chapter 7 (Structs, Enums, and Attributes) Chapter 8 (Interfaces) Chapter 9 (Exceptions) Chapter 10 (Delegates and Events)

Core Java® has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java®, Volume II—Advanced Features, Tenth Edition, has been extensively updated to reflect the most eagerly awaited and innovative version of Java in years: Java SE 8. Rewritten and reorganized to illuminate powerful new Java features, idioms, and best practices for enterprise and desktop development, it contains hundreds of up-to-date example programs—all carefully crafted for easy understanding and practical applicability. Writing for serious programmers solving real-world problems, Cay Horstmann deepens your understanding of today's Java language and library. In this second of two updated volumes, he offers in-depth coverage of advanced topics including the new Streams API and date/time/calendar library, advanced Swing, security, code processing, and more. This guide will help you Use the new Streams library to process collections more flexibly and efficiently Efficiently access files and directories, read/write binary or text data, and serialize objects Work with Java SE 8's regular expression package Make the most of XML in Java: parsing, validation, XPath, document generation, XSL, and more Efficiently connect Java programs to network services Program databases with JDBC 4.2 Elegantly overcome date/time programming complexities with the new java.time API Write internationalized programs with localized dates/times, numbers, text, and GUIs Process code with the scripting API, compiler API, and annotation processors Enforce security via class loaders, bytecode verification, security managers, permissions, user authentication, digital signatures, code signing, and encryption Master advanced Swing components for lists, tables, trees, text, and progress indicators Produce high-quality drawings with the Java 2D API Use JNI native methods to leverage code in other languages If you're an experienced programmer moving to Java SE 8, Core Java®, Tenth Edition, is the reliable, practical, and complete guide to the Java platform that has been trusted by developers for over twenty years. Look for the companion volume, Core Java®, Volume I—Fundamentals, Tenth Edition (ISBN-13: 978-0-13-417730-4), for foundational coverage of Java 8 language concepts, UI programming, objects, generics, collections, lambda expressions, concurrency, functional programming, and more.

This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises. This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Interest in the Scala programming language continues to grow for many reasons. Scala embraces the functional programming style without abandoning the object-oriented paradigm, and it allows you to write programs more concisely than in Java. Because Scala runs on the JVM, it can access any Java library and is interoperable with familiar Java frameworks. Scala also makes it easier to leverage the full power of concurrency. Written for experienced Java, C++, or C# programmers who are new to Scala or functional programming, Scala for the Impatient, Second Edition, introduces the key Scala concepts and techniques you need in order to be productive quickly. It is the perfect introduction to the language, particularly for impatient readers who want to learn the fundamentals of Scala so they can start coding quickly. It doesn't attempt to exhaustively list all the features of the language or make you suffer through long and contrived examples. Instead, carefully crafted examples and hands-on activities guide you through well-defined stages of competency, from basic to expert. This revised edition has been thoroughly updated for Scala 2.12 and reflects current Scala usage. It includes added coverage of

recent Scala features, including string interpolation, dynamic invocation, implicit classes, and futures. Scala is a big language, but you can use it effectively without knowing all of its details intimately. This title provides precisely the information that you need to get started in compact, easy-to-understand chunks. Get started quickly with Scala's interpreter, syntax, tools, and unique idioms Master core language features: functions, arrays, maps, tuples, packages, imports, exception handling, and more Become familiar with object-oriented programming in Scala: classes, inheritance, and traits Use Scala for real-world programming tasks: working with files, regular expressions, and XML Work with higher-order functions and the powerful Scala collections library Leverage Scala's powerful pattern matching and case classes Create concurrent programs with Scala futures Implement domain-specific languages Understand the Scala type system Apply advanced "power tools," such as annotations, implicits, and type classes

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In this book, experts from Symbian, Nokia and Sun Microsystems expose the power of Java ME on Symbian OS. The book introduces programming with Java ME on Symbian OS, and also reveals what is found 'under-the-hood'. It is logically divided into four main sections: Introduction to Java ME and programming fundamentals Java ME on Symbian OS (core and advanced chapters) Drill down into MSA, DoJa and MIDP game development Under the hood of the Java ME platform The book also includes two appendixes onSNAP Mobile technology and WidSets. With over ten years' experience in Java technologies and over four years' experience at Symbian, the lead author Roy Ben Hayun now works for Sun Microsystems as a systems architect in the Engineering Services group, which leads the development, marketing and productizing of Java ME CLDC and CDC on different platforms.

Made Java Skills Easy !! @\_@ \_\_\_\_\_ Introduction to Java Programming, Comprehensive Version (8Th & 10th Best Selling Edition) Easy Standard Special Beginner's To Expert Edition for Students and IT Professional's 2014. This Java Book is One of worlds Best Java Book, Author teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Authors' fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Authors' approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Tenth Edition ideal for a full course on data structures. BRIEF CONTENTS- ===== 1. Introduction to Computers, Programs, and Java-1 2. Elementary Programming -23 3. Selections-71 4. Loops-115 5. Methods-155 6. Single-Dimensional Arrays-197 7. Multidimensional Arrays-235 8. Objects and Classes-263 9. Strings and Text-I/O 301 10. Thinking in Objects-343 11. Inheritance and Polymorphism-373 12. GUI Basics-405 13. Exception Handling-431 14. Abstract Classes and Interfaces-457 15. Graphics-497 16. Event-Driven Programming-533 17. Creating Graphical User Interfaces-571 18. Applets and Multimedia-613 19. Binary I/O-649 20. Recursion-677 APPENDIXES A. Java Keywords-707 B. The ASCII Character Set-710 C. Operator Precedence Chart-712 D. Java Modifiers-714 E. Special Floating-Point Values-716 F. Number Systems-717

Handboek voor de uitvoering van ICT-projecten volgens een internationale, gezaghebbende standaard.

This book aims to present the concepts and techniques of object-oriented programming as simply as possible so that it can be easily understood and mastered by beginners. The emphasis is on presenting concepts at the right time and with the right amount of detail to encourage learning and mastery of the material. The book does not focus on the Java programming language; rather, Java is used as a vehicle to implement the object-oriented concepts presented in the book. To help readers become familiar with the Java programming language, the book starts off by describing the basic features of the language. These include data types and variables, arrays, control structures (if, while, for, etc.), and performing input and output. Several exercises have been carefully designed so that readers can get up to speed with Java as quickly as possible. The book strikes a good balance between theory and practice. Some object-oriented

concepts often require lengthy explanations for beginners to fully understand the concepts. Based on years of experience in teaching object-oriented programming, the book condenses long explanations in favour of providing real examples which show how the concepts are implemented in an object-oriented program. Thus, detailed code examples are liberally interspersed with theoretical descriptions throughout the book. One of the unique features of the book is that it contains five chapters (called "Programming Projects") which explain how to build a complete object-oriented program based on the material presented in the other chapters. These chapters appear when all the relevant material required for writing the program has been thoroughly discussed in the preceding chapters. Each of the five chapters starts by describing the problem in narrative form. The chapter then gives a detailed definition of the functionality required. Next, the chapter explains how the functionality can be implemented using the object-oriented concepts presented earlier in the book. The chapter ends with a complete working Java program that solves the problem described. Often, alternative solutions are presented so that readers will be aware that there are competing ways to implement an object-oriented program with different trade-offs. Another unique feature of the book is that that new material is not used or referenced before it has been discussed. The book is essentially incremental in nature so that new concepts being introduced always build on earlier concepts. Thus, readers are only exposed to new concepts or language features when pre-requisite material has been completely discussed. Also, great care has been taken to avoid the use of programming language features which, though very useful for advanced programmers, can make it harder for a beginner to focus on and learn the object-oriented principles being imparted. This book is based on the experience gained from many years of teaching object-oriented programming to beginners who know another programming language. It is likely to benefit readers who are looking for a good, practical introduction to object-oriented programming in Java, in an easy-to-understand format.

10 Hours of Video Instruction Overview Core Java® has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. In Core Java® LiveLessons, Second Edition, Cay S. Horstmann takes that same approach to introducing experienced programmers to Java, with detailed demonstration. This training pairs with the forthcoming eleventh edition of Core Java®, Volume I Fundamentals, which is being fully updated to cover Java SE 9 and 10. Description The first two lessons of Core Java® LiveLessons, Second Edition, quickly review the history of Java and show you, step by step, how to install the software development environment. In lesson 3, you will learn how to do in Java what you already know in another programming language: write branches and loops, and work with numbers, strings, and arrays. Lesson 4 covers object-oriented programming. Java is thoroughly object-oriented, and the lesson shows you how to use built-in classes and how to build your own. Lessons 5 and 6 cover inheritance and interfaces as well as the lambda expressions, a powerful new feature of Java SE 8. Lesson 7 shows you what to do when your programs do the wrong thing. The lesson covers exception handling, logging, and debugging. In lesson 8, you will learn how to write generic code that works for many different data types. Lesson 9 puts those skills to work, when we examine the multitude of Java collections that allow you to organize your data in many ways. The final three lessons introduce the fundamentals of user interface programming in Java. The source code and presentation slides for this course can be found at:

[http://horstmann.com/corejava/livelessons/#\(1\)](http://horstmann.com/corejava/livelessons/#(1)) About the Instructor Cay S. Horstmann is a professor of computer science at San Jose State University and a Java Champion. He is also the author of Core Java®, Volumes I and II, Tenth Edition (Prentice Hall, 2016), Core Java SE 9 for the Impatient, Second Edition (Addison-Wesley, 2018), and Scala for the Impatient, Second Edition (Addison-Wesley, 2017). He has written more than a dozen other books for professional programmers and computer science students. What You Will Learn When you have completed this course, you will know enough Java to put it to work anywhere where Java is used: in backend servers, desktops, mobile devices, and embedded systems. Who Should Take This Course Programmers who are comfortable in another...

Java is one of the most popular programming languages in the world, operating on more than 7 billion devices and used by more than 9 million developers around the globe. Airplane systems, ATMs, cell phones, computers, medical equipment, parking meters, and televisions all run on Java. For those interested in coding today, a knowledge of Java is essential. Many technology professionals consider it easy to learn and its coding style is intuitive. Readers will gain a basic understanding of Java, how it works, its many uses, and how to acquire the skills needed to master this vital programming language.

They say that if you have the knowledge of c and c++ then you can proceed to learn java, to some extent it is true but if you read this book, you can learn also can write your own program in java without the prior knowledge of c and c++. Specially this book is designed for beginner, students of school like ICSE schools, colleges and universities where java is taught as a subject and others who wants to learn java having no knowledge about programming knowledge can go for this. Even engineering students can get benefit out of it. Some do not know how to write the program, some are not clear about the fundamentals of programming so if you go through this book thoroughly you can boost your programming skill and development.

Essential Skills--Made Easy!===== Learn the all basics and advanced features of Java programming in no time from Bestselling Java Programming Author Harry H Chaudhary. Head Zero Core Java. The Complete Core Reference. Tenth Edition 2014, starts with the basics; I promise this book will make you 100% expert level champion of java. Must read full book description before buying Fully Updated with Java 7, And new features, Including Live software development. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Second Part- Of book covers Software Development Using Java, Java Beans, Tour of Swing, Servlets and live project. Third part- Of book covers .SCJP/SCJD (OCJP-OCJD) - Bonus and (Java Coding Standards) & (Coding Clarity

and Maintainability) & (Core Java Database Issues). Get started programming championship in Java right away with help from this fast-paced tutorial. Fourth Part- Collection of 1000+ Java Interview Questions / Answers will teach you how to crack Java Interview. Learning a new language is no easy task especially when it's an oop's 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? This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1(Overview of Java) 2(Java Language) 3(Control Statements)4(Scanner class, Arrays & Command Line Args)5(Class & Objects in Java)6(Inheritance in Java)7(Object oriented programming)8(Packages in Java)9(Interface in Java)10(String and StringBuffer)11(Exception Handling)12(Multi-Threaded Programming)13(Modifiers/Visibility modes)14(Wrapper Class)15(Input/Output in Java)16(Applet Fundamentals)17(Abstract Windows Toolkit)(AWT)18(Introducton To AWT Events)19(Painting in AWT)20(java.lang.Object Class )21(Collection Framework) PART - II (Software Development) 22(Overview Java Beans )23(Introducing Swing )24(Exploring Swing )25(Exploring Servlets)26 (Applying Java- Live project) PART - III (Advance Coding Standards for Java) 27(Java Coding Standards)28(Clarity and Maintainability)29(Core Java Database Issues) PART - IV (1000+ Interview Questions and Answers) 30(Cracking the Java Coding Interview)

Essential Skills--Made Easy!===== Learn the all basics and advanced features of Java programming in no time from Bestselling Java Programming Author Harry H Chaudhary. . Java: The Complete Core Reference, Tenth Edition. 2014, starts with the basics; I promise this book will make you 100% expert level champion of java. Must read full book description before buying Fully Updated with Java 7, And new features , Including Live software development. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Second Part- Of book covers Software Development Using Java, Java Beans, Tour of Swing, Servlets and live project. Third part- Of book covers .SCJP/SCJD (OCJP-OCJD) - Bonus and (Java Coding Standards) & (Coding Clarity and Maintainability) & (Core Java Database Issues). Get started programming championship in Java right away with help from this fast-paced tutorial. Fourth Part- Collection of 1000+ Java Interview Questions / Answers will teach you how to crack Java Interview. Learning a new language is no easy task especially when it's an oop's 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? This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1(Overview of Java) 2(Java Language) 3(Control Statements)4(Scanner class, Arrays & Command Line Args)5(Class & Objects in Java)6(Inheritance in Java)7(Object oriented programming)8(Packages in Java)9(Interface in Java)10(String and StringBuffer)11(Exception Handling)12(Multi-Threaded Programming)13(Modifiers/Visibility modes)14(Wrapper Class)15(Input/Output in Java)16(Applet Fundamentals)17(Abstract Windows Toolkit)(AWT)18(Introducton To AWT Events)19(Painting in AWT)20(java.lang.Object Class )21(Collection Framework) PART - II (Software Development) 22(Overview Java Beans )23(Introducing Swing )24(Exploring Swing )25(Exploring Servlets)26 (Applying Java- Live project) PART - III (Advance Coding Standards for Java) 27(Java Coding Standards)28(Clarity and Maintainability)29(Core Java Database Issues) PART - IV (1000+ Interview Questions and Answers) 30(Cracking the Java Coding Interview)

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fundamentals-first approach. As beginner programmers, you learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises. Personalize learning with MyLab Programming. MyLab Programming is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages.

0134694503 / 9780134694504 Introduction to Java Programming and Data Structures, Brief Version plus MyLab Programming with Pearson eText -- Access Card Package, 11/e Package consists of: 0134611039 /9780134611037 Introduction to Java Programming and Data Structures, Brief Version, 11/e 013467281X / 9780134672816 MyProgrammingLab with Pearson eText -- Access Card -- for Introduction to Java Programming and Data Structures, Comprehensive Version, 11/e

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.

This book completes the Apress Java learning journey and is a comprehensive approach to learning Java APIs, extensions, and modules such as Java EE integration, mobile Java modules, JavaFX, and JDBC. In this book, you'll learn how to build user interfaces with Swing and JavaFX as well as how to write network programs with the new Java 9 and much more. Java APIs, Extensions and Libraries is for Java programmers who are familiar with the fundamentals of the Java language and Java programming, who are now ready to call upon the power of extended Java functionality available from the huge array of Java APIs, extensions, and libraries. After reading and learning from this book you'll be ready to become a professional Java programmer. What You'll Learn Extend your Java skills beyond the fundamental object-oriented concepts and core language features Apply Java Swing for building Java front ends Get started with Java network programming Connect to databases and access data from Java programs using the JDBC API Work with JavaFX, RMI (Remote Method Invocation), and JNI (Java Native Interface) Use the new scripting features of Java Who This Book Is For Java programmers who are familiar with the fundamentals of the Java language and Java programming. Core Java has long been recognised as the leading no-nonsense tutorial and reliable reference. It carefully explains the most important language and library features and shows how to build real-world applications with thoroughly tested examples. The example programs have been carefully crafted to be easy to understand as well as useful in practice, so you can rely on them as the starting point for your own code. All of the code examples have been rewritten to reflect modern Java best practices and code style. The critical new features introduced with Java SE 9 are all thoroughly explored with the depth and completeness that readers expect from this title. Core Java Volume I walks readers through the all details and takes a deep dive into the most critical features of the language and core libraries. This guide will help you Leverage your existing programming knowledge to quickly master core Java syntax Understand how encapsulation, classes, and inheritance work in Java Master interfaces, inner classes, and lambda expressions for functional programming Improve program robustness with exception handling and effective debugging Write safer, more readable programs with generics and strong typing Use pre-built collections to collect multiple objects for later retrieval Master concurrent programming techniques from the ground up Build modern cross-platform GUIs with standard Swing components Deploy configurable applications and applets, and deliver them across the Internet Simplify concurrency and enhance performance with new functional techniques

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using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Liang approaches Java GUI programming using JavaFX, not only because JavaFX is much simpler for new Java programmers to learn and use but because it has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications on desktop computers, on hand-held devices, and on the Web. Additionally, for instructors, JavaFX provides a better teaching tool for demonstrating object-oriented programming. MyProgrammingLab for Introduction to Java Programming is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams--resulting in better performance in the course--and provides educators a dynamic set of tools for gauging individual and class progress.

Teaching and Learning Experience To provide a better teaching and learning experience, for both instructors and students, this program offers: Personalized Learning: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

Fundamentals-First Approach: Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Problem-Driven Motivation: The examples and exercises throughout the book emphasize problem solving and foster the concept of developing reusable components and using them to create practical projects. A Superior Pedagogical Design that Fosters Student Interest: Key concepts are reinforced with objectives lists, introduction and chapter overviews, easy-to-follow examples, chapter summaries, review questions, programming exercises, and interactive self-tests. The Most Extensive Instructor and Student Support Package Available: The author maintains a website at [www.pearsonhighered.com/liang](http://www.pearsonhighered.com/liang) that includes multiple interactive resources. Note: MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. 0133813460 / 9780133813463 Intro to Java Programming, Comprehensive Version & MyProgrammingLab with Pearson eText -- Access Card Package Package consists of 0133761312 / 9780133761313 Intro to Java Programming, Comprehensive Version 0133762513 / 9780133762518 MyProgrammingLab with Pearson eText -- Access Card -- for Intro to Java Programming, Comprehensive Version, 10/e

I am not a recruiter. I am a software engineer. And as such, I know what it's like to be asked to whip up brilliant algorithms on the spot, and then write flawless code on a whiteboard. I know because I've been asked to do the same thing--in interviews at Google, Microsoft, Apple, and Amazon, among other companies. According to the Last year and this year Data that we have collected from different sources, More than 5,67,000 students and IT professionals gone through this book and Successfully secured their jobs in IT industry and Other industries as well. I also know because I've been on the other side of the table, asking candidates to do this. I've combed through stacks of resumes to find the engineers who I thought might be able to actually pass these interviews. And I've debated in Google's Hiring Committee whether or not a candidate did well enough to merit an offer. I understand and have experienced the full hiring circle. And you, reader, are probably preparing for an interview, perhaps tomorrow, next week, or next year. You likely have or are working towards a Computer Science or related degree. I am not here to re-teach you the basics of what a binary search tree is, or how to traverse a linked list. You already know such things, and if not, there are plenty of other resources to learn them. This book is here to help you take your understanding of Computer Science fundamentals to the next level, to help you apply those fundamentals to crack the coding interview. Because while the fundamentals are necessary to land one of the top jobs, they aren't always enough. For countless readers, this book has been just what they needed.

Cracking The Java Coding Interview 2014 Edition: Total +1000 Java Programming Questions and Solutions (Java/J2EE Including +1000 Questions & Answers 4 Every step of Interview Process) The full list of topics are as follows:

===== The Interview Process This section offers an overview on questions are selected and how you will be evaluated. What happens when you get a question wrong? When should you start preparing, and how? What language should you use? Behind the Scenes Learn what happens behind the scenes during your interview, how decisions really get made, who you interview with, and what they ask you. Companies covered include Google, Amazon, Yahoo, Microsoft, Apple and Facebook. Special Situations This section explains the process for experience candidates, Program Managers, Dev Managers, Testers / SDETs, and more. Learn what your interviewers are looking for and how much code you need to know. Before the Interview In order to ace the interview, you first need to get an interview. This section describes what a software engineer's resume should look like and what you should be doing well before your interview. Behavioral Preparation Although most of a software engineering interview will be technical, behavioral questions matter too. This section covers how to prepare for behavioral questions and how to give strong, structured responses. 5The Apple Interview. 6The Google Interview. 7The Microsoft Interview 8The Yahoo Interview 9The Facebook Interview 10Before The Interview 11Interview Frequently Asked Questions 12How To Prepare for Technical Questions 13Handling Technical Questions 14Top Ten Mistakes Candidates Make 15Special Advice for Software Design Engineers 16The Sixteen Most Revealing Interview Questions 17Before The Danger Java Interview 18Java Interview Questions & Answers +250 Q/A (PART-1) (B)AWT.(C)Swing.(D)RMI.(E)JSP.(F)EJB.(G)JDBC.(H)Servlets. (I)Threads. (J)Java util.(K)JMS. (L)Networking. (M)Java Coding Standards. 19Java Interview Questions & Answers +250 Q/A (PART-2) 20Java Interview Questions & Answers +250 Q/A (PART-3) 21Java Interview Questions & Answers +250 Q/A (PART-4) 22Java Coding Standards/Code Clarity/Maintainability/DBMS Issues 23Dress/Body Appropriately Guidelines By Pictures &Grap

Core Java® has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java®, Volume II - Advanced Features, Tenth Edition, has been extensively updated to reflect the most eagerly awaited and innovative version of Java in years: Java SE 8. Rewritten and reorganized to illuminate powerful new Java features, idioms, and best practices for enterprise and desktop development, it

contains hundreds of up-to-date example programs - all carefully crafted for easy understanding and practical applicability. Writing for serious programmers solving real-world problems, Cay Horstmann deepens your understanding of today's Java language and library. In this second of two updated volumes, he offers in-depth coverage of advanced topics including the new Streams API and date/time/calendar library, advanced Swing, security, code processing, and more. This guide will help you Use the new Streams library to process collections more flexibly and efficiently Efficiently access files and directories, read/write binary or text data, and serialize objects Work with Java SE 8's regular expression package Make the most of XML in Java: parsing, validation, XPath, document generation, XSL, and more Efficiently connect Java programs to network services Program databases with JDBC 4.2 Elegantly overcome date/time programming complexities with the new java.time API Write internationalized programs with localized dates/times, numbers, text, and GUIs Process code with the scripting API, compiler API, and annotation processors Enforce security via class loaders, bytecode verification, security managers, permissions, user authentication, digital signatures, code signing, and encryption Master advanced Swing components for lists, tables, trees, text, and progress indicators Produce high-quality drawings with the Java 2D API Use JNI native methods to leverage code in other languages If you're an experienced programmer moving to Java SE 8, Core Java®, Tenth Edition, is the reliable, practical, and complete guide to the Java platform that has been trusted by developers for over twenty years. Look for the companion volume, Core Java®, Volume I - Fundamentals, Tenth Edition (ISBN-13: 978-0-13-417730-4), for foundational coverage of Java 8 language concepts, UI programming, objects, generics, collections, lambda expressions, concurrency, functional programming, and more.

With multicore processors now in every computer, server, and embedded device, the need for cost-effective, reliable parallel software has never been greater. By explaining key aspects of multicore programming, Fundamentals of Multicore Software Development helps software engineers understand parallel programming and master the multicore challenge. Accessible to newcomers to the field, the book captures the state of the art of multicore programming in computer science. It covers the fundamentals of multicore hardware, parallel design patterns, and parallel programming in C++, .NET, and Java. It also discusses manycore computing on graphics cards and heterogeneous multicore platforms, automatic parallelization, automatic performance tuning, transactional memory, and emerging applications. As computing power increasingly comes from parallelism, software developers must embrace parallel programming. Written by leaders in the field, this book provides an overview of the existing and up-and-coming programming choices for multicores. It addresses issues in systems architecture, operating systems, languages, and compilers.

3+ Hours of Video Instruction Modern Java introduces major enhancements that impact the core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer needed and new features such as modularization make you far more effective. However, navigating these changes can be challenging. Description Core Java 9/10 for the Impatient LiveLessons by Cay S. Horstmann is a concise guide that includes all the latest changes up to Java SE 9 and 10. This training pairs with the recently released second edition of Core Java® SE 9 for the Impatient, which has been fully updated to cover Java SE 9 and 10. Horstmann's practical insights and sample code help you quickly take advantage of all that's new, from Java SE 9's long-awaited "Project Jigsaw" module system to the improvements first introduced in Java SE 8, including lambda expressions and streams. The source code and presentation slides for this course can be found at: [http://horstmann.com/javaimpatient/livelessons/#\(1\)](http://horstmann.com/javaimpatient/livelessons/#(1)) Related Content Core Java® SE 9 for the Impatient, Second Edition About the Instructor Cay S. Horstmann is a professor of computer science at San Jose State University and a Java Champion. He is also the author of Core Java®, Volume I--Fundamentals, Tenth Edition (Prentice Hall, 2016), Core Java® SE 9 for the Impatient, Second Edition (Addison-Wesley, 2018), Java SE 8 for the Really Impatient (Addison-Wesley, 2014), and Scala for the Impatient (Addison-Wesley, 2012). He has written more than a dozen other books for professional programmers and computer science students. What You Will Learn Horstmann's practical insights and sample code help you quickly take advantage of all that's new, from new and convenient API features to Java SE 9's long-awaited "Project Jigsaw" module system. Test code as you create it with the new JShell Read-Eval-Print Loop (REPL) Take advantage of a multitude of API improvements for working with collections, input/output, regular expressions, and processes Streamline and optimize data management with today's Streams API Leverage modern concurrent programming based on cooperating tasks Use modules to simplify the development of well-performing complex systems Migrate applications to work with the modularized Java API and third-party modules Optionally, take a crash course into JavaFX Who Should Take This Course Experienced Java developers looking to get up to speed with the new features in Java 9 and 10. Course Requirements Java ... Core Java Volume I--Fundamentals Prentice Hall

Beginning Java 8 Fundamentals provides a comprehensive approach to learning the Java programming language, especially the object-oriented fundamentals necessary at all levels of Java development. Author Kishori Sharan provides over 90 diagrams and 240 complete programs to help beginners and intermediate level programmers learn the topics faster. Starting with basic programming concepts, the author walks you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding of Java's object-oriented model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions, process strings and dates, format data, and work with arrays to manipulate data.

Work with essential and advanced features of the Java programming language such as Java modules development, lambda expressions (closures), inner classes, threads, I/O, Collections, garbage collection, and more. Author Kishori Sharan provides over 50 diagrams and 290 complete programs to help you visualize and better understand the topics covered in this book. Java Language Features, Second Edition starts with a series of chapters on the essential language features provided by Java, including annotations, reflection, and generics. These topics are then complemented by details of how to use lambda expressions, allowing you to build powerful and efficient Java programs. The chapter on threads follows this up and discusses everything from the very basic concepts of a thread to the most advanced topics such as synchronizers, the fork/join framework, and atomic variables. This book contains unmatched coverage of Java MIO, the Stream API, the Path API, the FileVisitor API, the watch service, and asynchronous file I/O. With this in-depth knowledge, your data- and file-management programs will be able to take advantage of every feature of Java's powerful I/O framework and much more. Additionally, three appendices are available for free via the Download Source Code in [apress.com](http://apress.com). These appendices will give you a head start on the most important features of Java 10 and

the new Java versioning scheme. What You'll Learn Use essential and advanced features of the Java language Code Java annotations and inner classes Work with reflection, generics, and threads Take advantage of the garbage collector Manage streams with the Stream API Who This Book Is For Those new to Java programming and continues the learning Java journey; it is recommended that you read an introductory Java programming book first, such as *Beginning Java Fundamentals*, from Apress. NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. -- This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. Coverage of Java and programming make this a useful reference for beginning programmers and IT professionals. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Liang approaches Java GUI programming using JavaFX, not only because JavaFX is much simpler for new Java programmers to learn and use but because it has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications on desktop computers, on hand-held devices, and on the Web. Additionally, for instructors, JavaFX provides a better teaching tool for demonstrating object-oriented programming. MyProgrammingLab for Introduction to Java Programming is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams--resulting in better performance in the course--and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience To provide a better teaching and learning experience, for both instructors and students, this program offers: Personalized Learning: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Fundamentals-First Approach: Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Problem-Driven Motivation: The examples and exercises throughout the book emphasize problem solving and foster the concept of developing reusable components and using them to create practical projects. A Superior Pedagogical Design that Fosters Student Interest: Key concepts are reinforced with objectives lists, introduction and chapter overviews, easy-to-follow examples, chapter summaries, review questions, programming exercises, and interactive self-tests. The Most Extensive Instructor and Student Support Package Available: The author maintains a website at [www.pearsonhighered.com/liang](http://www.pearsonhighered.com/liang) that includes multiple interactive resources. Note: 0133813487 / 9780133813487 Intro to Java Programming, Brief Version -- MyProgrammingLab with Pearson eText -- Access Card Package consists of 0133592200 / 9780133592207 Intro to Java Programming, Brief Version 0133592685 / 9780133592689 MyProgrammingLab with Pearson eText -- Access Card -- for Intro to Java Programming, Brief Version MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor.

ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. NOTE: Make sure to use the dashes shown on the Access Card Code when entering the code. Student can use the URL and phone number below to help answer their questions: <http://247pearsoned.custhelp.com/app/home> 800-677-6337 Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. For courses in Java Programming A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, *Introduction to Java Programming and Data Structures* teaches you concepts of problem-solving and object-orientated programming using a fundamentals-first approach. As beginner programmers, you learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises. MyLab Programming MyLab Programming(tm) is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages 0134756436 / 9780134756431 *Introduction to Java Programming and Data Structures, Comprehensive Version, Student Value Edition Plus MyProgrammingLab with Pearson eText - Access Card Package, 11/e* Package consists of: 0134671600 / 9780134671604 *Introduction to Java Programming and Data Structures, Comprehensive Version, Student Value Edition* 013467281X / 9780134672816 MyProgrammingLab with Pearson eText -- Access Card -- for *Introduction to Java Programming and Data Structures, Comprehensive Version* Essential Skills--Made Easy!===== Learn the all basics and advanced features of Java programming in no time from Bestselling Java Programming Author Harry H Chaudhary. *Effective Core Java, The Complete Core Reference, TENTH EDITION 2014*, starts with the basics; I promise this book will make you 100% expert level champion

of java. Must read full book description before buying Fully Updated with Java 7, And new features , Including Live software development. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Second Part- Of book covers Software Development Using Java, Java Beans, Tour of Swing, Servlets and live project. Third part- Of book covers .SCJP/SCJD (OCJP-OCJD) - Bonus and (Java Coding Standards) & (Coding Clarity and Maintainability) & (Core Java Database Issues). Get started programming championship in Java right away with help from this fast-paced tutorial. Fourth Part- Collection of 1000+ Java Interview Questions / Answers will teach you how to crack Java Interview. Learning a new language is no easy task especially when it's an oop's 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? This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1(Overview of Java) 2(Java Language) 3(Control Statements)4(Scanner class, Arrays & Command Line Args)5(Class & Objects in Java)6(Inheritance in Java)7(Object oriented programming)8(Packages in Java)9(Interface in Java)10(String and StringBuffer)11(Exception Handling)12(Multi-Threaded Programming)13(Modifiers/Visibility modes)14(Wrapper Class)15(Input/Output in Java)16(Applet Fundamentals)17(Abstract Windows Toolkit)(AWT)18(Introducton To AWT Events)19(Painting in AWT)20(java.lang.Object Class )21(Collection Framework) PART - II (Software Development) 22(Overview Java Beans )23(Introducing Swing )24(Exploring Swing )25(Exploring Servlets)26 (Applying Java- Live project) PART - III (Advance Coding Standards for Java) 27(Java Coding Standards)28(Clarity and Maintainability)29(Core Java Database Issues) PART - IV (1000+ Interview Questions and Answers) 30(Cracking the Java Coding Interview)

Core Java® has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java®, Volume I—Fundamentals, Tenth Edition, has been extensively updated to reflect the most eagerly awaited and innovative version of Java in years: Java SE 8. Rewritten and reorganized to illuminate new Java SE 8 features, idioms, and best practices, it contains hundreds of example programs—all carefully crafted for easy understanding and practical applicability. Writing for serious programmers solving real-world problems, Cay Horstmann helps you achieve a deep understanding of the Java language and library. In this first volume of the two-volume work, Horstmann focuses on fundamental language concepts and the foundations of modern user interface programming. You'll find in-depth coverage of topics ranging from Java object-oriented programming to generics, collections, lambda expressions, Swing UI design, and the latest approaches to concurrency and functional programming. This guide will help you Leverage your existing programming knowledge to quickly master core Java syntax Understand how encapsulation, classes, and inheritance work in Java Master interfaces, inner classes, and lambda expressions for functional programming Improve program robustness with exception handling and effective debugging Write safer, more readable programs with generics and strong typing Use pre-built collections to collect multiple objects for later retrieval Master concurrent programming techniques from the ground up Build modern cross-platform GUIs with standard Swing components Deploy configurable applications and applets, and deliver them across the Internet Simplify concurrency and enhance performance with new functional techniques If you're an experienced programmer moving to Java SE 8, Core Java®, Tenth Edition, will be your reliable, practical companion—now and for many years to come. Look for the companion volume, Core Java®, Volume II—Advanced Features, Tenth Edition (ISBN-13: 978-0-13-417729-8), for coverage of Java 8 streams, input and output, XML, databases, annotations, and other advanced topics. Register your product or convenient access to downloads, updates, and corrections as they become available. See inside the book for information.

7 Hours of Video Instruction Core Java®, Volumes I and II , have long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. In Core Java®: Advanced LiveLessons , Cay S. Horstmann takes that same approach to introducing experienced programmers to Java, with detailed demonstration. This training pairs with the tenth edition of Core Java®, Volume II --Advanced Features , which has been fully updated to cover Java SE 8. In these video LiveLessons, you will learn about advanced Java language features along with the most useful parts of the standard library. In order to take full advantage of the lessons, be sure to download the companion source code . Related Content: Core Java LiveLessons (Complete Video Course) Core Java, Volume I--Fundamentals, Tenth Edition Core Java, Volume II--Advanced Features, Tenth Edition Lessons 1 and 2 cover lambda expressions, an important addition to Java 8, and the streams library, which makes extensive use of lambda expressions. With streams, you can efficiently analyze large data sets, simply by telling what you want to achieve. Leave it to the streams library to figure out the "how." Lesson 3 covers bread-and-butter issues related to input and output: text processing, file handling, regular expressions, and connecting to web servers. Lesson 4 covers concurrency, the most important lesson within this LiveLessons training. Nowadays, processors have multiple cores and we need to keep them busy. But it is challenging to write programs that safely run tasks in parallel.

This lesson gives you a set of strategies to meet that challenge. The next two lessons are all about building tools. Lesson 5 introduces the annotation mechanism. You will see how tools use annotations for checking program correctness, generating code, interfacing with databases and web services. Another way of making your programs smarter is by allowing your users to provide extensions in Java or a scripting language. Lesson 6 shows you how to run the Java compiler or a language interpreter in your programs. In Lesson 7 , you will learn how to write programs for users anywhere in the world, with their preferences for formatting and messages in their language. Lesson 8 covers the new java.time package that handles complexities like leap years, time zones, and daylight savings time. The last two lessons, Lessons 9 and 10 , show you how to interface with ...

7 Hours of Video Instruction Core Java®, Volumes I and II, have long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. In Core Java® : Advanced LiveLessons , Cay S. Horstmann takes that same approach to introducing experienced programmers to Java, with detailed demonstration. This training pairs with the tenth edition of Core Java® , Volume II Advanced Features , which has been fully updated to cover Java SE 8. In these video LiveLessons, you will learn about advanced Java language features along with the most useful parts of the standard library. In order to take full advantage of the lessons, be sure to download the companion source code . Related Content: Core Java LiveLessons (Complete Video Course) Core Java, Volume I--Fundamentals, Tenth Edition Core Java, Volume II--Advanced Features, Tenth Edition Lessons 1 and 2 cover lambda expressions, an important addition to Java 8, and the streams library, which makes extensive use of lambda expressions. With streams, you can efficiently analyze large data sets, simply by telling what you want to achieve. Leave it to the streams library to figure out the “how.” Lesson 3 covers bread-and-butter issues related to input and output: text processing, file handling, regular expressions, and connecting to web servers. Lesson 4 covers concurrency, the most important lesson within this LiveLessons training. Nowadays, processors have multiple cores and we need to keep them busy. But it is challenging to write programs that safely run tasks in parallel. This lesson gives you a set of strategies to meet that challenge. The next two lessons are all about building tools. Lesson 5 introduces the annotation mechanism. You will see how tools use annotations for checking program correctness, generating code, interfacing with databases and web services. Another way of making your programs smarter is by allowing your users to provide extensions in Java or a scripting language. Lesson 6 shows you how to run the Java compiler or a language interpreter in your programs. In Lesson 7 , you will learn how to write programs for users anywhere in the world, with their preferences for formatting and messages in their language. Lesson 8 covers the new java.time package that handles complexities like leap years, time zones, and daylight savings time. The last two lessons, Lessons 9 and 10 , show you how to interface wit...

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