

Effective Java 2nd Edition Ebooks Ebooks Bucket

Updated with the latest Maven coordinates, Java programming features, and API changes, this book is your guide to solving problems in writing asynchronous and event-based programs. Key Features: Explore a variety of tools and techniques used to solve problems in implementing concurrency and parallelization. Learn about core operators in RxJava that enable you to express your code logic productively. Apply RxJava with Kotlin to create responsive Android apps with better user experience. Book Description: RxJava is not just a popular library for building asynchronous and event-based applications; it also enables you to create a cleaner and more readable code base. In this book, you'll cover the core fundamentals of reactive programming and learn how to design and implement reactive libraries and applications. Learning RxJava will help you understand how reactive programming works and guide you in writing your first example in reactive code. You'll get to grips with the workings of Observable and Subscriber, and see how they are used in different contexts using real-world use cases. The book will also take you through multicasting and caching to help prevent redundant work with multiple Observers. You'll then learn how to create your own RxJava operators by reusing reactive logic. As you advance, you'll explore effective tools and libraries to test and debug RxJava code. Finally, you'll delve into RxAndroid extensions and use Kotlin features to streamline your Android apps. By the end of this book, you'll become proficient in writing reactive code in Java and Kotlin to build concurrent applications, including Android applications. What you will learn: Discover different ways to create Observables, Observers, and Subscribers. Multicast in order to push data to multiple destinations and cache and replay them. Express RxJava idiomatically with the help of Kotlin features such as extension functions and data classes. Become familiar with various operators available in RxJava to perform common transformations and tasks. Explore RxJava's reactive types, including Flowable, Single, Maybe, and Completable. Demystify Observables and how they express data and events as sequences. Who this book is for: This book is for Java developers who want to leverage reactive programming to develop more resilient and concurrent applications. If you're an RxJava user looking to get to grips with the latest features and updates in RxJava 3, this book is for you. Fundamental knowledge of core Java features and object-oriented programming will assist you in understanding the key concepts covered in this book.

Librarians are beginning to see the importance of game based learning and the incorporation of games into library services. This book is written for them—so they can use games to improve people's understanding and enjoyment of the library. Full of practical suggestions, the essays discuss not only innovative uses of games in libraries but also the game making process. The contributors are all well versed in games and game-based learning and a variety of different types of libraries are considered. The essays will inspire librarians and educators to get into this exciting new area of patron and student services.

A guide to the `java.sql` package demonstrates variables, methods, client-server architecture, three-tier database access, JDBC, query optimization, and interface design.

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.

Summary: GWT in Action, Second Edition is a completely revised edition of the best-selling GWT book. It covers the new features introduced in GWT 2.4 and 2.5, as well as the best development practices that have emerged in the GWT community. It begins with a rapid-fire introduction to GWT and Ajax to get you up to speed with GWT concepts and tools. Then, you'll explore key concepts like managing events, interacting with the server, creating UI components, building your user interface declaratively using `UiBinder` ... and more. About the Technology: Google Web Toolkit works on a simple idea. Write your web application in Java, and GWT crosscompiles it into JavaScript. It is open source, supported by Google, and version 2.5 now includes a library of high-quality interface components and productivity tools that make using GWT a snap. The JavaScript it produces is really good. About this Book: GWT in Action, Second Edition is a revised edition of the best-selling GWT book. In it, you'll explore key concepts like managing events, interacting with the server, and creating UI components. As you move through its engaging examples, you'll absorb the latest thinking in application design and industry-grade best practices, such as implementing MVP, using dependency injection, and code optimization. Written for Java developers, the book requires no prior knowledge of GWT. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside: Covers GWT 2.4 and up. Efficient use of large data sets. Optimizing with client bundles, deferred binding, and code splitting. Using generators and dependency injection. About the Authors: Adam Tacy and Robert Hanson coauthored the first edition of GWT in Action. Jason Essington is a Java developer and an active contributor to the GWT mailing list and the GWT IRC channel. Anna Tökke is a programmer and solutions architect working with GWT on a daily basis. Table of Contents: PART 1 BASICS: GWT Building a GWT application: saying "Hello World!" Building a GWT application: enhancing Hello World. PART 2 NEXT STEPS: Creating your own widgets Using client bundles Interface design with `UiBinder` Communicating with GWT-RPC Using `RequestFactory` The Editor framework Data-presentation (cell) widgets Using JSNI—JavaScript Native Interface Classic Ajax and HTML forms Internationalization, localization, and accessibility. PART 3 ADVANCED: Advanced event handling and event busses Building MVP-based applications Dependency injection Deferred binding Generators Metrics and code splitting.

This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition:

- Doubles the tutorial material and exercises over the first edition
- Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video
- Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them
- Includes several NEW "war stories" relating experiences from real-world applications
- Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

Here is a programmer's guide to using and programming POSIX threads, commonly known as Pthreads. A "coder's book", this title tells how to use Pthreads in the real world, making efficient and portable applications. Pthreads are an important set of current tools programmers need to have in today's network-intensive climate.

Software -- Programming Languages.

Two complete e-books covering Java and Android application development for one low price! This unique value-priced e-book set brings together two bestselling For Dummies books in a single e-book file. Including a comprehensive table of contents and the full text of each book, complete with cover, this e-book set gives you in-depth information on using the Java language to create powerful Android applications for mobile devices. Best of all, you'll pay less than the cost of each book purchased separately. You'll get the complete text of: Java For Dummies, 5th Edition, which shows you how to Master object-oriented programming and use J2SE 7.0 and JDK 7 Work with new libraries, closure, parallel frameworks, and other new features Create basic Java objects and reuse code Handle exceptions and events and work with variables, arrays, and collections Android Application Development For Dummies, 2nd Edition, which covers Creating amazing apps for the latest Android smartphones and tablets How to download and install the SDK and start working with the JDK tools Directions for adapting your existing phone apps for use on Android tablets Steps for publishing your apps to the Google Play Store About the authors Barry Burd, PhD, author of Java For Dummies, is a professor of mathematics and computer science and a frequent contributor to online technology resources.

Michael Burton is a Groupon software engineer and the creator of Groupon, Digg, Triplt, OpenTable, and many other Android apps. Donn Felker is an Android programmer, Microsoft ASP Insider, and MCTS in Web Client Development for .NET 2.0 and 3.5. They are coauthors of Android Application Development For Dummies, 2nd Edition.

Big Java: Late Objects, 2nd Edition is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It is designed for a two-semester first course in programming for computer science students. Using an innovative visual design that leads readers step-by-step through intricacies of Java programming, Big Java: Late Objects, 2nd Edition instills confidence in beginning programmers and confidence leads to success.

Effective Java Addison-Wesley Professional

C++ Concurrency in Action, Second Edition is the definitive guide to writing elegant multithreaded applications in C++. Updated for C++ 17, it carefully addresses every aspect of concurrent development, from starting new threads to designing fully functional multithreaded algorithms and data structures. Concurrency master Anthony Williams presents examples and practical tasks in every chapter, including insights that will delight even the most experienced developer. -- Provided by publisher.

Use Spring Boot to build lightning-fast apps About This Book Get up to date with the defining characteristics of Spring Boot 2.0 in Spring Framework 5 Learn to perform Reactive programming with SpringBoot Learn about developer tools, AMQP messaging, WebSockets, security, MongoDB data access, REST, and more Who This Book Is For This book is designed for both novices and experienced Spring developers. It will teach you how to override Spring Boot's opinions and frees you from the need to define complicated configurations. What You Will Learn Create powerful, production-grade applications and services with minimal fuss Support multiple environments with one artifact, and add production-grade support with features Find out how to tweak your apps through different properties Use custom metrics to track the number of messages published and consumed Enhance the security model of your apps Make use of reactive programming in Spring Boot Build anything from lightweight unit tests to fully running embedded web container integration tests In Detail Spring Boot provides a variety of features that address today's business needs along with today's scalable requirements. In this book, you will learn how to leverage powerful databases and Spring Boot's state-of-the-art WebFlux framework. This practical guide will help you get up and running with all the latest features of Spring Boot, especially the new Reactor-based toolkit. The book starts off by helping you build a simple app, then shows you how to bundle and deploy it to the cloud. From here, we take you through reactive programming, showing you how to interact with controllers and templates and handle data access. Once you're done, you can start writing unit tests, slice tests, embedded container tests, and even autoconfiguration tests. We go into detail about developer tools, AMQP messaging, WebSockets, security, and deployment. You will learn how to secure your application using both routes and method-based rules. By the end of the book, you'll have built a social media platform from which to apply the lessons you have learned to any problem. If you want a good understanding of building scalable applications using the core functionality of Spring Boot, this is the book for you. Style and approach This book takes a tutorial-based approach to teach you all you need to know to get up and running with the latest version of Spring Boot. Filled with examples, you will gain hands-on experience of every area that Spring tackles.

A guide to practical programming techniques and design principles, with information on such topics as testing, debugging and timing, set representations, and string problems.

To build today's highly distributed, networked applications and services, you need deep mastery of sockets and other key networking APIs. One book delivers comprehensive, start-to-finish guidance for building robust, high-performance networked systems in any environment: UNIX Network Programming, Volume 1, Third Edition.

The #1 Guide for Serious Programmers: Fully Updated for Java SE 9, 10 & 11 Cay Horstmann's Core Java, Volume I—Fundamentals, Eleventh Edition, is the definitive guide to writing robust, maintainable code with the Java SE 9, 10, and 11 language and libraries. Horstmann writes for serious programmers who use Java in production projects, and need a deep, practical understanding of the language and API. Throughout, he delivers what you need most: hundreds of real (non-toy) examples revealing the most powerful, effective ways to get the job done. Updated examples reflect the new var keyword and take advantage of improvements in the Java API. You'll learn how to use JShell's new Read-Eval-Print Loop (REPL) for more rapid and exploratory development, and apply new features of the APIs for streams, input/output, processes, and concurrency. In this first of two volumes, Horstmann offers in-depth coverage of fundamental Java and UI programming, including object-oriented programming, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. If you're an experienced programmer moving to Java SE 9, 10, or 11, there's no better source for expert insight, solutions, and code. Master foundational techniques, idioms, and best practices for writing superior Java code Efficiently implement encapsulation and inheritance Use sound principles of object-oriented design Leverage the full power of objects with interfaces, lambda expressions, and inner classes Harden programs through effective exception handling and debugging Write safer, more reusable code with generic programming Improve performance and efficiency with Java's standard collections Build cross-platform GUIs with the Swing toolkit Fully utilize multicore processors with Java's improved concurrency See Core Java, Volume II—Advanced Features, Eleventh Edition (ISBN-13: 978-0-13-516631-4), for expert coverage of Java 9, 10, and 11 enterprise features, the module system, annotations, networking, security, and advanced UI programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Summary Camel in Action, Second Edition is the most complete Camel book on the market. Written by core developers of Camel and the authors of the highly acclaimed first edition, this book distills their experience and practical insights so that you can tackle integration tasks like a pro. Forewords by James Strachan and Dr. Mark Little Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Apache Camel is a Java framework that implements enterprise integration patterns (EIPs) and comes with over 200 adapters to third-party systems. A concise DSL lets you build integration logic into your app with just a few lines of Java or XML. By using Camel, you benefit from the testing and experience of a large and vibrant open source community. About the Book Camel in Action, Second Edition is the definitive guide to the Camel framework. It starts with core concepts like sending, receiving, routing, and transforming data. It then goes in depth on many topics such as how to develop, debug, test, deal with errors, secure, scale, cluster, deploy, and monitor your Camel applications. The book also discusses how to run Camel with microservices, reactive systems, containers, and in the cloud. What's Inside Coverage of all relevant EIPs Camel microservices with Spring Boot Camel on Docker and Kubernetes Error handling, testing, security, clustering, monitoring, and deployment Hundreds of examples in Java and XML About the Reader Readers should be familiar with Java. This book is accessible to beginners and invaluable to experts. About the Author Claus Ibsen is a senior principal engineer working for Red Hat specializing in cloud and integration. He has worked on Apache Camel for the last nine years where he heads the project. Claus lives in Denmark. Jonathan Anstey is an engineering manager at Red Hat and a core Camel contributor. He lives in Newfoundland, Canada. Table of Contents Part 1 - First steps Meeting Camel Routing with Camel Part 2 - Core Camel Transforming data with Camel Using beans with Camel Enterprise integration patterns Using components Part 3 - Developing and testing Microservices Developing Camel projects Testing RESTful web services Part 4 - Going further with Camel Error handling Transactions and idempotency Parallel processing Securing Camel Part 5 - Running and managing Camel Running and deploying Camel Management and monitoring Part 6 - Out in the wild Clustering Microservices with Docker and Kubernetes Camel tooling Bonus online chapters Available at <https://www.manning.com/books/camel-in-?action-second-edition> and in electronic versions of this book: Reactive Camel Camel and the IoT by Henryk Konsek

Introducing the only fully comprehensive skills text on the market, distinctly for Canadian students! Canadian Clinical Nursing Skills and Techniques helps equip you with the skills you need to successfully care for patients within the Canadian social and institutional context. Building on the strength of Clinical Nursing Skills & Techniques' comprehensive coverage of over 200 basic, intermediate and advanced skills, this textbook features nearly 1,000 full-colour photographs and drawings, a nursing process framework, step-by-step instructions with rationales, and a focus on critical thinking and evidence-informed practice. Written by the highly respected author team of Anne Griffin Perry, Patricia A. Potter, Wendy Ostendorf, and Canadian author Shelley L. Cobbett, it offers all the guidance and tools you need to perform nursing skills with complete confidence! Comprehensive coverage includes over 200 basic, intermediate, and advanced nursing skills. Streamlined theory content in each chapter features a quick, easy-to-read bullet format to help reduce repetition and emphasize the clinical focus of the book. Unique! Evidence-Informed Nursing Practice chapter covers the entire process of conducting research, including collecting, evaluating, and applying evidence from published research. Unique! Unexpected Outcomes and Related Interventions sections alert you to what might go wrong and how to appropriately intervene. Clinical Debriefs case-based review questions at the end of each chapter focus on issues such as managing conflict, care prioritization, patient safety, and decision-making to help you better prepare for the clinical setting. Nursing process framework incorporates the areas of delegation and collaboration; reporting and recording; safety guidelines; and teaching, pediatric, geriatric, and home care considerations. Basic skills presented in streamlined procedural guidelines format makes it easy learn and review basic nursing skills. Clinical Decision Points within skills address key safety issues or possible skill modifications for specific patient needs. Rationales for each skill step explain why steps are performed in a specific way, including their clinical significance and benefit, and incorporate the latest research findings. Video clip icons indicate video clips that are related to skills and procedures in the book and related lessons in Nursing Skills Online.

More than ever, the web is a universal platform for all types of applications, and JavaScript is the language of the web. For anyone serious about web development, it's not enough to be a decent JavaScript coder. They need to be ninja-stealthy, efficient, and ready for anything. Secrets of the JavaScript Ninja, Second Edition dives below the surface and helps readers

understand the deceptively-complex world of JavaScript and browser-based application development. It skips the basics, and dives into core JavaScript concepts such as functions, closures, objects, prototypes, promises, and so on. With examples, illustrations, and insightful explanations, readers will benefit from the collective wisdom of seasoned experts John Resig, Bear Bibeault, and Josip Maras. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Servlets are an exciting and important technology that ties Java to the Web, allowing programmers to write Java programs that create dynamic web content. Java Servlet Programming covers everything Java developers need to know to write effective servlets. It explains the servlet lifecycle, showing how to use servlets to maintain state information effortlessly. It also describes how to serve dynamic web content, including both HTML pages and multimedia data, and explores more advanced topics like integrated session tracking, efficient database connectivity using JDBC, applet-servlet communication, interservlet communication, and internationalization. Readers can use the book's numerous real-world examples as the basis for their own servlets. The second edition has been completely updated to cover the new features of Version 2.2 of the Java Servlet API. It introduces chapters on servlet security and advanced communication, and also introduces several popular tools for easier integration of servlet technology with dynamic web pages. These tools include JavaServer Pages (JSP), Tea, XMLC, and the Element Construction Set. In addition to complete coverage of 2.2 specification, Java Servlet programming, 2nd Edition, also contains coverage of the new 2.3 final draft specification.

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Learning a complex new language is no easy task especially when it is an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study.

Introduction to Java Programming is a book for software developers to familiarize them with the concept of object-oriented programming (OOP). The book enables the reader to understand the basic features of Java. The line-by-line explanation of the source code, a unique feature of the book, enables the students to gain a thorough and practical understanding of Java. The chapters in this book are structured in a pedagogical sequence, which makes this book very effective in learning the features and capabilities of the software. Salient Features Each concept discussed in the book is exemplified by an application to clarify and facilitate better understanding. This book introduces the key ideas of object-oriented programming in an innovative way. The concepts are illustrated through best programs, covering the basic aspects of Java. Additional information is provided to the users in the form of notes. There is an extensive use of examples, schematic representation, screen captures, tables, and programming exercises. Table of Contents Chapter 1: Introduction to Java Chapter 2: Fundamental Elements in Java Chapter 3: Control Statements and Arrays Chapter 4: Classes and Objects Chapter 5: Inheritance Chapter 6: Packages, Interfaces, and Inner Classes Chapter 7: Exception Handling Chapter 8: Multithreading Chapter 9: String Handling Chapter 10: Introduction to Applets and Event Handling Chapter 11: Abstract Window Toolkit Chapter 12: The Java I/O System Index

Spring Microservices in Action, Second Edition teaches you to build microservice-based applications using Java and Spring. Summary By dividing large applications into separate self-contained units, Microservices are a great step toward reducing complexity and increasing flexibility. Spring Microservices in Action, Second Edition teaches you how to build microservice-based applications using Java and the Spring platform. This second edition is fully updated for the latest version of Spring, with expanded coverage of API routing with Spring Cloud Gateway, logging with the ELK stack, metrics with Prometheus and Grafana, security with the Hashicorp Vault, and modern deployment practices with Kubernetes and Istio. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Building and deploying microservices can be easy in Spring! Libraries like Spring Boot, Spring Cloud, and Spring Cloud Gateway reduce the boilerplate code in REST-based services. They provide an effective toolbox to get your microservices up and running on both public and private clouds. About the book Spring Microservices in Action, Second Edition teaches you to build microservice-based applications using Java and Spring. You'll start by creating basic services, then move to efficient logging and monitoring. Learn to refactor Java applications with Spring's intuitive tooling, and master API management with Spring Cloud Gateway. You'll even deploy Spring Cloud applications with AWS and Kubernetes. What's inside Microservice design principles and best practices Configuration with Spring Cloud Config and Hashicorp Vault Client-side resiliency with Resilience4j, and Spring Cloud Load Balancer Metrics monitoring with Prometheus and Grafana Distributed tracing with Spring Cloud Sleuth, Zipkin, and ELK Stack About the reader For experienced Java and Spring developers. About the author John Carnell is a senior cloud engineer with 20 years of Java experience. Illary Huaylupo Sánchez is a software engineer with over 13 years of experience. Table of Contents 1 Welcome to the cloud, Spring 2 Exploring the microservices world with Spring Cloud 3 Building microservices with Spring Boot 4 Welcome to Docker 5 Controlling your configuration with the Spring Cloud Configuration Server 6 On service discovery 7 When bad things happen: Resiliency patterns with Spring Cloud and Resilience4j 8 Service routing with Spring Cloud Gateway 9 Securing your microservices 10 Event-driven architecture with Spring Cloud Stream 11 Distributed tracing with Spring Cloud Sleuth and Zipkin 12 Deploying your microservices

You've never seen a C book like this before: packed with useful information and examples, yet highly readable. Everyone from beginner to expert can profit from reading C Programming: A Modern Approach.

Give your students a strong foundation in Java programming and the confidence to build successful mobile applications. ANDROID BOOT CAMP FOR DEVELOPERS USING JAVA: A GUIDE TO CREATING YOUR FIRST ANDROID APPS, by award-winning technology author Corinne Hoisington, helps prepare students with a thorough introduction to

Java and the keys to creating effective mobile applications. Designed for a first-semester course in programming, the book can be used by students with no prior Java experience. The book offers an intensive, hands-on tutorial approach with clear, step-by-step instruction and numerous screen shots to guide readers efficiently through tasks with real-life app examples. Practical callouts and industry tips, exercises that extend learning beyond the book, and a variety of leveled cases and assignments help reinforce students' understanding of programming logic and Java tools for Android. Effectively prepare student programmers to meet growing business demand for mobile apps with this engaging text. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Authoritative but accessible information on Java programming fundamentals As one of the most popular programming languages in the world, Java is widely used in everything from application software to web applications. This helpful book escorts you through the fundamentals and concepts of Java programming using a first/late objects approach. Packed with extensive opportunities for programming practice, Java For Everyone is an ideal resource for learning all there is to know about Java programming. Serves as an authoritative guide on the fundamentals of Java programming Features accessible coverage compatible with Java 5, 6, 7 Uses first/late objects approach and provides a variety of opportunities for programming practice If you're interested in learning the basics of Java programming, then this is the book you need.

Your get-in, get-out resource for passing the GRE Are you getting panicky about taking the GRE? You're not alone! Offering proven strategies and tips to help you score your highest on exam day, GRE For Dummies, Quick Prep Edition sticks to the basics, leaving flowery, dispensable information at the door. Covering just what you need to know to prepare for the GRE, this no-nonsense guide gets down to the nitty gritty of the verbal reasoning, quantitative reasoning, and analytical writing skills you need to master in order to get into the graduate school of your dreams. The Graduate Record Examinations (GRE) is a standardized test that is an admissions requirement for most graduate schools in the United States. If you're one of the more than 800,000 people prepping for the GRE this year and want to increase your chances of scoring higher—without spending months pouring through yet another tedious text—GRE For Dummies, Quick Prep Edition has you covered. Includes one full-length practice GRE test, complete with answers and explanations Competitively priced at \$12.99 Helps you master verbal reasoning, quantitative reasoning, and analytical writing Prepares you for the big day by providing ample practice of GRE questions So, what are you waiting for? Grab a pen, gauge your readiness, and practice your way to test-taking perfection with GRE For Dummies, Quick Prep Edition.

Take your photos from "meh" to "wow!" with Photoshop Elements 13 and this expert guide Photoshop Elements 13 For Dummies is your guide to picture perfection using Adobe's Photoshop Elements. This full-color manual walks you through the process of photo editing, from basic color corrections to advanced filter effects, drawing, and more. Work through from beginning to end for a complete lesson, or keep it handy as a quick reference for unfamiliar tools and techniques. Designed for beginner and intermediate Photoshop Elements users, this book provides straightforward instruction in a fun, richly illustrated, easy-to-read style that makes learning feel like play. Combining powerful tools with a user-friendly interface has made Photoshop Elements the number-one selling photo editing software. Photoshop Elements 13 For Dummies shows you how to take advantage of everything the software has to offer, helping you create high-quality images for print, e-mail, and the web. Even with no digital image editing experience at all, you'll learn how to take your photos from bland to beautiful and have a blast along the way. Adjust resolutions, color modes, and file formats to best suit the project Work with layers, filters, effects, styles, type, and more Correct color, contrast and clarity for a simple photo makeover Optimize for print, or share on Facebook, Flickr, and other social networks The power and simplicity of Photoshop Elements makes it the perfect solution for amateurs seeking an affordable digital editing platform. The quicker you learn the tools, the sooner you'll be turning out photos to brag about – and Photoshop Elements 13 For Dummies will get you there in a flash.

Designed to be easy to read and understand although the topic itself is complicated, this book explains that algorithms are the procedures that software programs use to manipulate data structures. Besides clear and simple example programs, Lafore includes a workshop as a small demonstration program executable on a Web browser. 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 PART 1 - JUNIT 1 JUnit jump-start 2 Exploring core JUnit 3 JUnit architecture 4 Migrating from JUnit 4 to JUnit 5 5 Software testing principles PART 2 - DIFFERENT TESTING STRATEGIES 6 Test quality 7 Coarse-grained testing with stubs 8 Testing with mock objects 9 In-container testing PART 3 - WORKING WITH JUNIT 5 AND OTHER TOOLS 10 Running JUnit tests from Maven 3 11 Running JUnit tests from Gradle 6 12 JUnit 5 IDE support 13 Continuous integration with JUnit 5 PART 4 - WORKING WITH MODERN FRAMEWORKS AND JUNIT 5 14 JUnit 5 extension model 15 Presentation-layer testing 16 Testing Spring applications 17 Testing Spring Boot applications 18 Testing a REST API 19 Testing database applications PART 5 - DEVELOPING APPLICATIONS WITH JUNIT 5 20 Test-driven development with JUnit 5 21 Behavior-driven development in JUnit 5 22 Implementing a test pyramid strategy with JUnit 5

This book is the most complete and up-to-date resource on Java from programming guru, Herb Schildt -- a must-have desk reference for every Java programmer.

The third edition of Java Precisely provides a concise description of the Java programming language, version 8.0. It offers a quick reference for the reader who has already learned (or is learning) Java from a standard textbook and who wants to know the language in more detail. The book presents the entire Java programming language and essential parts of the class libraries: the collection classes, the input-output classes, the stream libraries and Java 8's facilities for parallel programming, and the functional interfaces used for that. Written informally, the book describes the language in detail and offers many examples. For clarity, most of the general rules appear on left-hand pages with the relevant examples directly opposite on the right-hand pages. All examples are fragments of legal Java programs. The complete ready-to-run example programs are available on the book's website. This third edition adds material about functional parallel processing of arrays; default and static methods on interfaces; a brief description of the memory model and visibility across concurrent threads; lambda expressions, method reference expressions, and the related functional interfaces; and stream processing, including parallel programming and collectors. -- Provided by publisher.

Lewis's Medical-Surgical Nursing ANZ 5th edition continues as the most comprehensive, go-to reference for developing the core aspects of professional nursing care in Australia and New Zealand. With a clear framework of person-centred care, critical thinking, clinical reasoning and evidence-based practice underpinning the assessment and management of adults with complex, acute and chronic healthcare issues, the 5th edition provides nursing students with the foundations for developing expert clinical practice. Thoroughly revised, the new edition responds to key health priorities, providing an innovative approach to addressing Indigenous health in Australia and New Zealand. Greater emphasis is also given to the issues of: self-care; examination of the nurse's role within an interprofessional team; and management of the deteriorating patient, to reflect the changing nature of nursing practice in the contemporary healthcare environment. Additional resources on Evolve eBook on VitalSource Student and Instructor Resources Review Questions Conceptual Care Map creator Student Case studies Fluids and Electrolytes tutorial Nursing Care Plans Instructor Resources Test Bank PowerPoint slides Image bank Now available in either hard cover or 2-volume set paperback formats New chapters: Chapter 3: Stress and coping. This chapter explores theoretical models of stress, the impact of stress on human functioning, and strategies for coping with stress in the context of nursing practice and healthcare delivery Chapter 5: Working with Indigenous peoples of Australia and New Zealand. Co-authored by highly respected Indigenous and non-Indigenous academics from Australia and New Zealand, the chapter role-models Indigenous and non-Indigenous health professionals working alongside each other to improve health outcomes, and the practical role that nurses can play to improve the healthcare experiences of Indigenous people. Chapter 69: Recognising and responding to the deteriorating patient. Authored by one of Australia's leaders in emergency response education, this chapter is designed to develop capability in relation to the National Safety and Quality Health Service Standards 2017, specifically Standard 8: Recognising and responding to acute deterioration. Chapter 70: Cardiopulmonary resuscitation: basic and advanced life support. Based on the Australian and New Zealand Committee on Resuscitation (ANZCOR) guidelines, this chapter promotes a problem-solving approach to the management of a patient in cardiac arrest by providing the science behind the techniques and interventions used to treat a patient in cardiac arrest.

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.

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