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KEY=MANUALE - LIN GINA

MANUALE DI JAVA 9

PROGRAMMAZIONE ORIENTATA AGLI OGGETTI CON JAVA STANDARD EDITION 9

HOEPLI EDITORE Java non sarà mai più lo stesso! Il Manuale di Java 9 è stato strutturato per soddisfare le aspettative di: aspiranti programmatori: nulla è dato per scontato, è possibile imparare a programmare partendo da zero ed entrare nel mondo del lavoro dalla porta principale; studenti universitari: le precedenti edizioni di quest'opera sono state adottate come libro di testo per diversi corsi in tutte le maggiori università italiane; programmatori esperti: Java 9 semplifica lo sviluppo, rivoluziona il JDK, introduce nuovi formati per i file e, con i moduli, cambia per sempre il modo in cui pensiamo, progettiamo e distribuiamo il software. Informatica di base - Ambiente di sviluppo - Basi del linguaggio - Approfondimento sull'Object Orientation - Java e il mondo del lavoro - Interfacce in Java 9 - Caratteristiche avanzate del linguaggio - Stream API - Collections Framework - Tipi Generici - Date & Time API - Tipi annotazioni - Multi-threading - Espressioni Lambda - JShell - Le librerie fondamentali - Gestione delle eccezioni e delle asserzioni - Input e Output - Modularizzazione.

MANUALE DI JAVA 6. PROGRAMMAZIONE ORIENTATA AGLI OGGETTI CON JAVA STANDARD EDITION 6

HOEPLI EDITORE

MANUALE DI JAVA 7

PROGRAMMAZIONE ORIENTATA AGLI OGGETTI CON JAVA STANDARD EDITION 7

HOEPLI EDITORE Manuale di Java 7, aggiornato all'ultima versione del linguaggio (nome in codice Dolphin), fornisce tutte le informazioni necessarie per intraprendere la strada della programmazione Java nel modo più corretto possibile, ovvero in maniera Object Oriented, con un focus speciale sulla programmazione ad oggetti, in teoria e in pratica. Si tratta di un testo che soddisfa le aspettative sia dell'aspirante programmatore sia dei più esperti, senza dare per scontato nessun concetto e al contempo trattando gli argomenti con un grado di approfondimento particolarmente elevato. Con un occhio di riguardo anche alle fondamentali caratteristiche introdotte dalla versione 5 (Tiger) e dalla versione 6 (Mustang) come le annotazioni, le enumerazioni e i generics, il volume presenta con chiarezza ogni novità della nuova release. Il testo è particolarmente adatto non solo a studenti universitari o a chiunque voglia iniziare a programmare in Java, ma anche a professionisti del settore che desiderano tenersi aggiornati e avere basi solide su cui sviluppare la propria programmazione. Per i contenuti e la loro completa trattazione, questo libro è consigliato per la preparazione all'esame Oracle Certified Professional Java Programmer.

MANUALE DI JAVA 8

PROGRAMMAZIONE ORIENTATA AGLI OGGETTI CON JAVA STANDARD EDITION 8

HOEPLI EDITORE La versione 8 di Java, è probabilmente la release più rivoluzionaria di sempre! La sintassi si arricchisce di nuovi costrutti che rendono il linguaggio più potente e compatto. Persino la naturale propensione alla programmazione Object Oriented è ora stata sconvolta e potenziata dall'introduzione di nuovi strumenti tipici della programmazione procedurale moderna. Java 8 è un linguaggio molto diverso da quello usato sino ad ora. Le potenzialità sono aumentate e si candida a diventare sempre di più il leader dei linguaggi di programmazione. Manuale di Java 8 è un testo che soddisfa le aspettative sia dell'aspirante programmatore sia dello sviluppatore esperto. La prima parte - Le basi di Java - permetterà anche a chi inizia da zero, di cominciare a programmare. Nella seconda parte - Object Orientation - sono spiegati i concetti fondamentali per creare programmi da zero correttamente. Nella terza infine - Caratteristiche avanzate - saranno introdotti e approfonditi tutti gli argomenti più complessi. Sull'Object Orientation e le

caratteristiche avanzate del linguaggio, in particolare, il grado di approfondimento è molto elevato. Infine per non gravare troppo sul costo dell'opera, centinaia di pagine in pdf e numerosi esercizi sono disponibili gratuitamente online.

JAVA 9

GUIDA COMPLETA

Edizioni LSWR Il linguaggio di programmazione Java è attualmente uno degli strumenti più utilizzati in ambito informatico. La sua capillare diffusione è dovuta in particolare alla capacità di agire su piattaforme di ogni tipo, dai grandi server alle applicazioni desktop, dal settore mobile fino ai contesti embedded, indipendentemente dal sistema operativo. Questo libro guida il lettore lungo un percorso di apprendimento ragionato che conduce dalle basi fino alle caratteristiche più avanzate del linguaggio, in modo da poterlo sfruttare e diventarne padroni. Il testo è suddiviso in cinque parti: 1. basi del linguaggio, per imparare a programmare anche senza alcuna esperienza pregressa; 2. panoramica completa sulla Programmazione Orientata agli Oggetti (OOP), per comprenderne la sintassi ma soprattutto per sfruttarla in una corretta strutturazione dei progetti; 3. strumenti di gestione delle informazioni, per analizzare e valorizzare il patrimonio informativo, vera ricchezza di ogni software; 4. esplorazione delle vie di comunicazione e interazione, considerando sia le risorse esterne (database, file e servizi in rete) sia le interfacce utente, per una comoda fruizione delle applicazioni; 5. Le novità di Java 9.

C++. MANUALE DI PROGRAMMAZIONE ORIENTATA AGLI OGGETTI. CON CD-ROM

HOEPLI EDITORE

JAVA 7 - GUIDA COMPLETA

Apogeo Editore Java è il linguaggio di programmazione che più ha rivoluzionato il mondo dell'informatica e della tecnologia nel suo insieme. Dal 1995, anno del suo debutto ufficiale, a oggi risulta impiegato nei più svariati dispositivi elettronici come computer, smartphone, televisori, navigatori satellitari. Studiare Java permette non solo di imparare un moderno linguaggio di programmazione, ma anche di posizionarsi all'interno del mercato del lavoro nei più disparati settori tecnologici. Questo libro nasce proprio con l'obiettivo di fornire ai lettori un percorso di apprendimento pratico, immediato e attuale. Si parte dalle caratteristiche della versione 7, per poi affrontare gli argomenti basilari della programmazione in Java, fino a temi di carattere specifico come la progettazione di interfacce utente, la programmazione di rete e dei database, lo sviluppo di applicazioni web, offrendo ai lettori una panoramica a 360

gradi. Il tutto corredato da numerosi esempi e listati da studiare, compilare e provare.

ALGORITMI E BASI DELLA PROGRAMMAZIONE

HOEPLI EDITORE

HTML, CSS, XML. CREAZIONE DI PAGINE WEB. CON CD-ROM

HOEPLI EDITORE

JAVASCRIPT LA GUIDA II EDIZIONE

Apogeo Editore

JAVA POCKET

Apogeo Editore

DAL VINILE AL DIGITALE

Apogeo Editore

JAVA

AN INTRODUCTION TO COMPUTER SCIENCE & PROGRAMMING

Prentice Hall Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings,

and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.

OOP GUIDA COMPLETA

Apogeo Editore

CATALOGO DEI LIBRI IN COMMERCIO

MODERN JAVA RECIPES

SIMPLE SOLUTIONS TO DIFFICULT PROBLEMS IN JAVA 8 AND 9

"O'Reilly Media, Inc." The introduction of functional programming concepts in Java SE 8 was a drastic change for this venerable object-oriented language. Lambda expressions, method references, and streams fundamentally changed the idioms of the language, and many developers have been trying to catch up ever since. This cookbook will help. With more than 70 detailed recipes, author Ken Kousen shows you how to use the newest features of Java to solve a wide range of problems. For developers comfortable with previous Java versions, this guide covers nearly all of Java SE 8, and includes a chapter focused on changes coming in Java 9. Need to understand how functional idioms will change the way you write code? This cookbook—chock full of use cases—is for you. Recipes cover: The basics of lambda expressions and method references Interfaces in the java.util.function package Stream operations for transforming and filtering data Comparators and Collectors for sorting and converting streaming data Combining lambdas, method references, and streams Creating instances and extract values from Java's Optional type New I/O capabilities that support functional streams The Date-Time API that replaces the legacy Date and Calendar classes Mechanisms for experimenting with concurrency and parallelism

PRO JPA 2 IN JAVA EE 8

AN IN-DEPTH GUIDE TO JAVA PERSISTENCE APIS

Apress Learn to use the Java Persistence API (JPA) and other related APIs as found in the Java EE 8 platform from the perspective of one of the specification creators. A one-of-a-kind resource, this in-depth book provides both theoretical and practical coverage of JPA usage for experienced Java developers. Authors Mike Keith, Merrick Schincariol and Massimo Nardone take a hands-on approach,

based on their wealth of experience and expertise, by giving examples to illustrate each concept of the API and showing how it is used in practice. The examples use a common model from an overarching sample application, giving you a context from which to start and helping you to understand the examples within an already familiar domain. After completing Pro JPA 2 in Java EE 8, you will have a full understanding of JPA and be able to successfully code applications using its annotations and APIs. The book also serves as an excellent reference guide. What You Will Learn Use the JPA in the context of enterprise applications Work with object relational mappings (ORMs), collection mappings and more Build complex enterprise Java applications that persist data long after the process terminates Connect to and persist data with a variety of databases, file formats, and more Use queries, including the Java Persistence Query Language (JPQL) Carry out advanced ORM, queries and XML mappings Package, deploy and test your Java persistence-enabled enterprise applications Who This Book Is For Experienced Java programmers and developers with at least some prior experience with J2EE or Java EE platform APIs.

GETTING STARTED WITH PROCESSING.PY

MAKING INTERACTIVE GRAPHICS WITH PROCESSING'S PYTHON MODE

Maker Media, Inc. Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.

LEARN JAVAFX 8

BUILDING USER EXPERIENCE AND INTERFACES WITH JAVA 8

Apress *Learn JavaFX 8* shows you how to start developing rich-client desktop applications using your Java skills and provides comprehensive coverage of JavaFX 8's features. Each chapter starts with an introduction to the topic at hand, followed by a step-by-step discussion of the topic with small snippets of code. The book contains numerous figures aiding readers in visualizing the GUI that is built at every step in the discussion. The book starts with an introduction to JavaFX and its history. It lists the system requirements and the steps to start developing JavaFX applications. It shows you how to create a Hello World application in JavaFX, explaining every line of code in the process. Later in the book, author Kishori Sharan discusses advanced topics such as 2D and 3D graphics, charts, FXML, advanced controls, and printing. Some of the advanced controls such as TableView, TreeTableView and WebView are covered

at length in separate chapters. This book provides complete and comprehensive coverage of JavaFX 8 features; uses an incremental approach to teach JavaFX, assuming no prior GUI knowledge; includes code snippets, complete programs, and pictures; covers MVC patterns using JavaFX; and covers advanced topics such as FXML, effects, transformations, charts, images, canvas, audio and video, DnD, and more. So, after reading and using this book, you'll come away with a comprehensive introduction to the JavaFX APIs as found in the new Java 8 platform.

CORE JAVA SE 9 FOR THE IMPATIENT

Addison-Wesley Professional An Accessible Guide to the Java Language and Libraries 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. Core Java® SE 9 for the Impatient, Second Edition, is a complete yet concise guide that includes all the latest changes up to Java SE 9. Written by Cay S. Horstmann—author of the classic two-volume Core Java—this indispensable tutorial offers a faster, easier pathway for learning modern Java. Given Java SE 9's size and the scope of its enhancements, there's plenty to cover, but it's presented in small chunks organized for quick access and easy understanding. 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. Use modules to simplify the development of well-performing complex systems Migrate applications to work with the modularized Java API and third-party modules Test code as you create it with the new JShell Read-Eval-Print Loop (REPL) Use lambda expressions to express actions more concisely Streamline and optimize data management with today's Streams API Leverage modern concurrent programming based on cooperating tasks Take advantage of a multitude of API improvements for working with collections, input/output, regular expressions, and processes Whether you're just getting started with modern Java or you're an experienced developer, this guide will help you write tomorrow's most robust, efficient, and secure Java code. Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

LEARNING PHP & MYSQL

STEP-BY-STEP GUIDE TO CREATING DATABASE-DRIVEN WEB SITES

"O'Reilly Media, Inc." PHP and MySQL are quickly becoming the de facto standard for rapid development of dynamic, database-driven web sites. This book is perfect for newcomers to programming as well as hobbyists who are intimidated by harder-to-follow books.

With concepts explained in plain English, the new edition starts with the basics of the PHP language, and explains how to work with MySQL, the popular open source database. You then learn how to put the two together to generate dynamic content. If you come from a web design or graphics design background and know your way around HTML, Learning PHP & MySQL is the book you've been looking for. The content includes: PHP basics such as strings and arrays, and pattern matching A detailed discussion of the variances in different PHP versions MySQL data fundamentals like tables and statements Information on SQL data access for language A new chapter on XHTML Error handling, security, HTTP authentication, and more Learning PHP & MySQL explains everything from fundamental concepts to the nuts and bolts of performing specific tasks. As part of O'Reilly's bestselling Learning series, the book is an easy-to-use resource designed specifically for beginners. It's a launching pad for future learning, providing you with a solid foundation for more advanced development.

JAVA

HOW TO PROGRAM

Completely revised and updated to cover the new features in the 1.2 release of Java, this book is a comprehensive look at learning how to program in Java. The book covers all facets of the Java language, including object-orientation, multithreading, exception-handling, the new event model, the graphics capabilities of the new Abstract Windows Toolkit, and the new APIs.

ENGLISH FOR BUSINESS STUDIES STUDENT'S BOOK

A COURSE FOR BUSINESS STUDIES AND ECONOMICS STUDENTS

Cambridge University Press English for Business Studies is a course for upper-intermediate and advanced level students who need to understand and discuss business and economic concepts.

THE SUPERCOLLIDER BOOK

MIT Press The essential reference to SuperCollider, a powerful, flexible, open-source, cross-platform audio programming language. SuperCollider is one of the most important domain-specific audio programming languages, with potential applications that include real-time interaction, installations, electroacoustic pieces, generative music, and audiovisuals. The SuperCollider Book is the essential reference to this powerful and flexible language, offering students and professionals a collection of tutorials, essays, and projects. With contributions from top academics, artists, and technologists that cover topics at levels from the introductory to the specialized, it

will be a valuable sourcebook both for beginners and for advanced users. SuperCollider, first developed by James McCartney, is an accessible blend of Smalltalk, C, and further ideas from a number of programming languages. Free, open-source, cross-platform, and with a diverse and supportive developer community, it is often the first programming language sound artists and computer musicians learn. The SuperCollider Book is the long-awaited guide to the design, syntax, and use of the SuperCollider language. The first chapters offer an introduction to the basics, including a friendly tutorial for absolute beginners, providing the reader with skills that can serve as a foundation for further learning. Later chapters cover more advanced topics and particular topics in computer music, including programming, sonification, spatialization, microsound, GUIs, machine listening, alternative tunings, and non-real-time synthesis; practical applications and philosophical insights from the composer's and artist's perspectives; and "under the hood," developer's-eye views of SuperCollider's inner workings. A Web site accompanying the book offers code, links to the application itself and its source code, and a variety of third-party extras, extensions, libraries, and examples.

SAMS TEACH YOURSELF JAVA IN 21 DAYS

COVERING JAVA 7 AND ANDROID

Pearson Education A new edition of a best-selling Java tutorial covers the latest developments in Java--with special emphasis on Android programming--as well as core Java programming topics for those familiar with the basics of programming but new to Java. Original.

THE C++ PROGRAMMING LANGUAGE

Pearson Education Offers information on using the C++ programming language using the new C++11 standard, covering such topics as concurrency, facilities, standard libraries, and design techniques.

MANAGEMENT INFORMATION SYSTEMS FOR THE INFORMATION AGE

INTRODUCTION TO PROGRAMMING WITH GREENFOOT

OBJECT-ORIENTED PROGRAMMING IN JAVA WITH GAMES AND SIMULATIONS

Prentice Hall Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with games and Simulations is ideal for introductory courses in Java Programming or Introduction to Computer Science. The only textbook to teach Java programming

using Greenfoot—this is “Serious Fun.” Programming doesn't have to be dry and boring. This book teaches Java programming in an interactive and engaging way that is technically relevant, pedagogically sound, and highly motivational for students. Using the Greenfoot environment, and an extensive collection of compelling example projects, students are given a unique, graphical framework in which to learn programming.

C# 10 AND .NET 6 - MODERN CROSS-PLATFORM DEVELOPMENT

BUILD APPS, WEBSITES, AND SERVICES WITH ASP.NET CORE 6, BLAZOR, AND EF CORE 6 USING VISUAL STUDIO 2022 AND VISUAL STUDIO CODE

Packt Publishing Ltd A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description Extensively revised to accommodate all the latest features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using XAML Who this book is for Designed for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.

ADVANCED BASH SCRIPTING GUIDE

Рипол Классик

BEGINNING COBOL FOR PROGRAMMERS

Apress Beginning COBOL for Programmers is a comprehensive, sophisticated tutorial and modular skills reference on the COBOL programming language for established programmers. This book is for you if you are a developer who would like to—or must—add COBOL to your repertoire. Perhaps you recognize the opportunities presented by the current COBOL skills crisis, or are working in a mission critical enterprise which retains legacy COBOL applications. Whatever your situation, *Beginning COBOL for Programmers* meets your needs as an established programmer moving to COBOL. *Beginning COBOL for Programmers* includes comprehensive coverage of ANS 85 COBOL features and techniques, including control structures, condition names, sequential and direct access files, data redefinition, string handling, decimal arithmetic, subprograms, and the report writer. The final chapter includes a substantial introduction to object-oriented COBOL. Benefiting from over one hundred example programs, you'll receive an extensive introduction to the core and advanced features of the COBOL language and will learn to apply these through comprehensive and varied exercises. If you've inherited some legacy COBOL, you'll be able to grasp the COBOL idioms, understand the constructs, and recognize what's happening in the code you're working with. Today's enterprise application developers will find that COBOL skills open new—or old—doors, and this extensive COBOL reference is the book to help you acquire and develop your COBOL skills.

OBJECT DESIGN

ROLES, RESPONSIBILITIES, AND COLLABORATIONS

Addison-Wesley Professional Object technology pioneer Wirfs-Brock teams with expert McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done.

C++ PRIMER

Addison-Wesley Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to use

both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today's best coding styles and program design techniques Understand the "rationale behind the rules": why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned Access the source code for the extended examples from informit.com/title/0321714113 C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

SCIENTIFIC PROGRAMMING

C-LANGUAGE, ALGORITHMS AND MODELS IN SCIENCE

World Scientific The book teaches students to model a scientific problem and write a computer program in C language to solve that problem. It introduces the basics of C language, and then describes and discusses algorithms commonly used in scientific applications (e.g. searching, graphs, statistics, equation solving, Monte Carlo methods etc.).

CORE JAVA

FUNDAMENTALS

Prentice Hall 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

PROGRAMMING LANGUAGES: PRINCIPLES AND PARADIGMS

Springer Science & Business Media This excellent addition to the UTiCS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms, namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide a context for most of the constructs in use today. The book concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div

PYTHON FOR SOFTWARE DESIGN

HOW TO THINK LIKE A COMPUTER SCIENTIST

Cambridge University Press A no-nonsense introduction to software design using the Python programming language. Written for people with no programming experience, this book starts with the most basic concepts and gradually adds new material. Some of the ideas students find most challenging, like recursion and object-oriented programming, are divided into a sequence of smaller steps and introduced over the course of several chapters. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practise each new concept. Exercise solutions and code examples are available from thinkpython.com, along with Swampy, a suite of Python programs that is used in some of the exercises.

JAVA FOR ABSOLUTE BEGINNERS

LEARN TO PROGRAM THE FUNDAMENTALS THE JAVA 9+ WAY

Apress Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

HANDS-ON MICROSERVICES - MONITORING AND TESTING

A PERFORMANCE ENGINEER'S GUIDE TO THE CONTINUOUS TESTING AND MONITORING OF MICROSERVICES

Packt Publishing Ltd Learn and implement various techniques related to testing, monitoring and optimization for microservices architecture. Key Features Learn different approaches for testing microservices to design and implement, robust and secure applications Become more efficient while working with microservices Explore Testing and Monitoring tools such as JMeter, Ready API, and AppDynamics Book Description Microservices are the latest "right" way of developing web applications. Microservices architecture has been gaining momentum over the past few years, but once you've started down the microservices path, you need to test and optimize the services. This book focuses on exploring various testing, monitoring, and optimization techniques for

microservices. The book starts with the evolution of software architecture style, from monolithic to virtualized, to microservices architecture. Then you will explore methods to deploy microservices and various implementation patterns. With the help of a real-world example, you will understand how external APIs help product developers to focus on core competencies. After that, you will learn tes