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*Beginning Java 8 APIs, Extensions and Libraries* 2014-09-22 beginning java 8 apis extensions and libraries completes the apress java learning journey and is a comprehensive approach to learning the java swing javafx java scripting jdbc and network programming apis this book covers the key extensions of the java programming language such as swing javafx network programming and jdbc each topic starts with a discussion of the topic s background a step by step process with small snippets of java code provides easy to follow instructions at the end of a topic a complete and ready to run java program is provided this book contains over 130 images and diagrams to help you visualize and better understand the topics more than 130 complete programs allow you to practice and quickly learn the topics the swing chapters discuss various aspects of working with a gui from the very basic concepts of developing a swing application to the most advanced topics such as decorating a swing component with a jlayer drag and drop features synth skinnable l f etc the chapter on network programming covers the basics of network technologies first and then the advanced topics of network programming using a java class library it covers ipv4 and ipv6 addressing schemes subnetting supernetting multicasting tcp ip sockets upd sockets asynchronous socket i o etc the chapter on jdbc provides the details of connecting and working with databases such as oracle sql server mysql db2 java db apache derby sybase adaptive server anywhere etc it contains a complete discussion on processing a resultset and a rowset it discusses how to use the rowsetfactory to obtain a rowset object of a specific type working with large objects lobs such as blob clob and nclob is covered in detail with java code examples and database scripts

*Java APIs, Extensions and Libraries* 2018-04-06 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

2015-09 jon benson

*Eclipse4.5* *Java* *Eclipse4.5Mars* 2010-09 javafx awt swing gui java time api javafx android java

*Eclipse 3.6* *Java* 2021-01-28 java 1 java java java 3 java gui java 11 eclipse swing gui java 1

**Java** 3 2011-11-21 this book constitutes the refereed proceedings of the 7th conference of the workgroup human computer interaction and usability engineering of the austrian computer society usab 2011 in graz austria in november 2011 the 18 revised full papers together with 29 revised short papers and 2 posters presented were carefully reviewed and selected from 103 submissions the papers are organized in topical sections on cognitive approaches to clinical data management for decision support human computer interaction and knowledge discovery in databases hci kdd information usability and clinical workflows education and patient empowerment patient empowerment and health services information visualization knowledge analytics information usability and accessibility governmental health services clinical routine information retrieval and knowledge discovery decision making support technology acceptance information retrieval privacy clinical routine usability and accessibility methodologies information usability and knowledge discovery human centred computing and biomedical informatics in health professional education

*Information Quality in e-Health* 2017-04-03 java 2 java gui java 1

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Eclipse 4.4 Java Eclipse 4.4 Luna 2022-07-29 explore the essential concepts of programming such as object oriented functional and reactive programming by writing code and building projects using the latest lts version of java key features a step by step guide for beginners to get started with programming in java 17 explore core programming topics including gui programming concurrency and error handling write efficient code and build projects while learning the fundamentals of programming book description java is one of the most preferred languages among developers it is used in everything right from smartphones and game consoles to even supercomputers and its new features simply add to the richness of the language this book on java programming begins by helping you learn how to install the java development kit you ll then focus on understanding object oriented programming oop with exclusive insights into concepts such as abstraction encapsulation inheritance and polymorphism which will help you when programming for real world apps next you ll cover fundamental programming structures of java such as data structures and algorithms that will serve as the building blocks for your apps with the help of sample programs and practice examples you ll also delve into core programming topics that will assist you with error handling debugging and testing your apps as you progress you ll move on to advanced topics such as java libraries database management and network programming and also build a sample project to help you understand the applications of these concepts by the end of this java book you ll not only have become well versed with java 17 but also gained a perspective into the future of this language and have the skills to code efficiently with best practices what you will learn understand and apply object oriented principles in java explore java design patterns and best practices to solve everyday problems build user friendly and attractive guis with ease understand the usage of microservices with the help of practical examples discover techniques and idioms for writing high quality java code get to grips with the usage of data structures in java who this book is for this book is for those who would like to start a new career in the modern java programming profession as well as those who do it professionally already and would like to refresh their knowledge of the latest java and related technologies and ideas

Learn Java 17 Programming 2008-07 javafx java ria javafx script gui java java javafx openjfx eclipse eclipse javafx script gui

Eclipse3 JavaFX 2015-05-25 unlock the secrets of coding mastery with master in programming are you eager to become a coding maestro and revolutionize the tech world look no further this comprehensive book will be your ultimate guide to mastering the art of programming and unleashing your full potential as a developer embark on a transformative journey that covers everything from the fundamentals to advanced techniques in the world of programming whether you re a beginner or an experienced coder master in programming caters to all levels providing a step by step roadmap to elevate your skills explore various programming languages including python javascript java c and more dive into real world projects and hands on exercises that will sharpen your problem solving abilities and build your coding confidence discover the industry s best practices and insider tips from seasoned programmers who have achieved remarkable success in their careers their practical insights will empower you to overcome challenges and excel in any coding endeavor gain the expertise to create stunning websites design powerful applications and delve into the exciting world of artificial intelligence and data science master in programming equips you with the knowledge and skills to tackle cutting edge technologies and stay ahead of the rapidly evolving tech landscape join a community of passionate programmers and network with like minded individuals fostering valuable connections that can lead to new opportunities and collaborations whether you dream of launching your startup joining a leading tech company or pursuing a freelance career master in programming is your key to success don t let your coding potential go untapped unlock the world of endless possibilities with this empowering guide invest in your future as a coding master and let master in programming be your compass on this exciting coding journey get ready to conquer the world of programming and create a lasting impact in the digital realm take the first step towards coding excellence today

4 2019-04-30 a comprehensive guide to get started with java and gain insights into major concepts such as object oriented functional and reactive programming key featuresstrengthen your knowledge of important programming concepts and the latest features in javaexplore core programming topics including gui programming concurrency and error handlinglearn the idioms and best practices for writing high quality java codebook description java is one of the preferred languages among developers used in everything right from smartphones and game consoles to even supercomputers and its new features simply add to the richness of the language this book on java programming begins by helping you learn how to install the java development kit you will then focus on understanding object oriented programming oop with exclusive insights into concepts like abstraction encapsulation inheritance and polymorphism which will help you when programming for real world apps next you ll cover fundamental programming

structures of java such as data structures and algorithms that will serve as the building blocks for your apps you will also delve into core programming topics that will assist you with error handling debugging and testing your apps as you progress you ll move on to advanced topics such as java libraries database management and network programming which will hone your skills in building professional grade apps further on you ll understand how to create a graphic user interface using javafx and learn to build scalable apps by taking advantage of reactive and functional programming by the end of this book you ll not only be well versed with java 10 11 and 12 but also gain a perspective into the future of this language and software development in general what you will learnlearn and apply object oriented principlesgain insights into data structures and understand how they are used in javaexplore multithreaded asynchronous functional and reactive programmingadd a user friendly graphic interface to your applicationfind out what streams are and how they can help in data processingdiscover the importance of microservices and use them to make your apps robust and scalableexplore java design patterns and best practices to solve everyday problemslearn techniques and idioms for writing high quality java codewho this book is for students software developers or anyone looking to learn new skills or even a language will find this book useful although this book is for beginners professional programmers can benefit from it too previous knowledge of java or any programming language is not required

**MASTER IN PROGRAMMING** 2023-04-28 develop your java coding skills by exploring object oriented methodologies functional programming software design patterns and more purchase of the print or kindle book includes a free pdf ebook key features get started with programming in java with this step by step guide for experienced programmers re enforce your knowledge of object oriented methodologies applied in java develop the range of skills necessary for you to become a successful java developer book description this comprehensive guide will help non java developers already using different languages transition from their current language to all things java the chapters are designed in a way that re enforces a developer s existing knowledge of object oriented methodologies as they apply to java this book has been divided into four sections with each section touching upon different aspects that ll enable your effective transition the first section helps you get to grips with the java development environment and the maven build tool for modern java applications in the second section you ll learn about java language fundamentals along with exploring object oriented programming oop methodologies and functional programming and discovering how to implement software design patterns in java the third section shows you how to code in java on different platforms and helps you get familiar with the challenges faced on these platforms in the fourth section you ll find out how you can manage and package your java code by the end of this java programming book you ll have learned the core concepts of java that ll help you successfully transition from a different language to java what you will learn gain a solid understanding of the syntax in java explore the object oriented programming basics of the java language discover how to implement functions in java understand which java frameworks would be best for solving various problems explore creational structural and behavioral patterns in java get to grips with server side coding in java who this book is for this book is for anyone who is currently working with other programming languages and wishes to add java to their skillset prior working experience as a developer using languages other than java is expected although no prior knowledge of java is required

*Learn Java 12 Programming* 2019-07-02 learn practical uses for some of the hottest tech applications trending among technology professionals we are living in an era of digital revolution on the horizon many emerging digital technologies are being developed at a breathtaking speed whether we like it or not whether we are ready or not digital technologies are going to penetrate more and more deeper and deeper into every aspect of our lives this is going to fundamentally change how we live how we work and how we socialize java as a modern high level programming language is an excellent tool for helping us to learn these digital technologies as well as to develop digital applications such as iot ai cybersecurity blockchain and more practical java programming uses java as a tool to help you learn these new digital technologies and to be better prepared for the future changes gives you a brief overview for getting started with java programming dives into how you can apply your new knowledge to some of the biggest trending applications today helps you understand how to program java to interact with operating systems networking and mobile applications shows you how java can be used in trending tech applications such as iot internet of things ai artificial intelligence cybersecurity and blockchain get ready to find out firsthand how java can be used for connected home devices healthcare the cloud and all the hottest tech applications

**Transitioning to Java** 2020-09-21 java is now well established as one of the world s major programming languages used in everything from desktop applications to web hosted applications enterprise systems and mobile devices java applications cover cloud based services the internet of things self driving cars animation game development big data analysis and many more domains the second edition of foundational java key elements and practical programming presents a detailed guide to the core features of java and some more recent innovations enabling the reader to build their skills and confidence through tried and trusted stages supported by exercises that reinforce the key learning points all the most useful and commonly applied java syntax and libraries are introduced along with many example programs that can provide the basis for more substantial applications use of the eclipse integrated development environment ide and the junit testing framework is integral to the book ensuring maximum productivity and code quality when learning java

although to ensure that skills are not confined to one environment the fundamentals of the java compiler and run time are also explained additionally coverage of the ant tool will equip the reader with the skills to automatically build test and deploy applications independent of an ide topics and features presents the most up to date information on java including java 14 examines the key theme of unit testing introducing the junit 5 testing framework to emphasize the importance of unit testing in modern software development describes the eclipse ide the most popular open source java ide and explains how java can be run from the command line includes coverage of the ant build tool contains numerous code examples and exercises throughout provides downloadable source code self test questions powerpoint slides and other supplementary material at the website foundjava.com this hands on classroom tested textbook reference is ideal for undergraduate students on introductory and intermediate courses on programming with java professional software developers will also find this an excellent self study guide refresher on the topic dr david parsons is national postgraduate director at the mind lab auckland new zealand he has been teaching programming in both academia and industry since the 1980s and writing about it since the 1990s

**Practical Java Programming for IoT, AI, and Blockchain** 2015-04-13  
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*Foundational Java* 2015-01-24  
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*BP Next ICT* 2018-06-01 description java language is very popularly used for creating applications for pc laptop tablet and mobile world learning a language that can work on so many different platforms can be a challenge this is where you would find this book immediately useful it follows simple and easy narration style it doesn't assume any programming background it begins with the basics and steadily builds the pace so that the reader finds it easy to handle complex topics towards the end each chapter has been designed to create a deep and lasting impression on reader's mind object oriented programming has been covered in detail to give a strong foundation for java programming well thought out and fully working example programs and carefully crafted exercises of this book cover every aspect of java programming well through out and finally working examples and carefully crafted exercises of this book covers every aspect of java programming some of the highlighting features of this book are a data types control instructionsa object oriented programminga classes objectsa arrays stringsa inheritance polymorphisma interfacesa packagesa exception handlinga effective ioa multithreading synchronizationa genericsa collection classesa gui using swinga database connectivity usingjdbc table of contents an overview of java getting started more about data types decision control instruction loop control instruction case control instruction functions advanced features of functions introduction to oop classes and objects arrays strings and enums inheritance polymorphism exception handling effective input output multithreading in java generics collection classes user interfaces jdbc index

*2015 03* [ ] 2015-02-11 a comprehensive java guide with samples exercises casestudies and step by step instruction beginning java programming the object oriented approachis a straightforward resource for getting started with one of theworld's most enduringly popular programming languages based onclasses taught by the authors the book starts with the basics andgradually builds into more advanced concepts the approach utilizesan integrated development environment that allows readers toimmediately apply what they learn and includes step by stepinstruction with plenty of sample programs each chapter containsexercises based on real world business and educational scenarios and the final chapter uses case studies to combine several conceptsand put readers new skills to the test beginning java programming the object oriented approachprovides both the information and the tools beginners need todevelop java skills from the general concepts of object orientedprogramming learn to understand the java language and object oriented conceptimplementation use java to access and manipulate external data make applications accessible to users with guis streamline workflow with object oriented patterns the book is geared for those who want to use java in an appliedenvironment while learning at the same time useful as either acourse text or a stand alone self study program beginning javaprogramming is a thorough comprehensive guide

*LET US JAVA-3rd EDITION* 2014-09-15 javafx is a state of the art graphics toolkit that is now built into java and can be easily integrated with the netbeans platform with javafx you can create advanced user interfaces manipulate media generate graphical effects and animations and much more the netbeans platform provides a framework for building robust modular applications with long life expectancies together javafx and the netbeans platform provide the basis for creating visually appealing industrial strength applications focusing on javafx as the front end for rich client applications this guide's examples cover javafx 8 with the netbeans platform netbeans ide and java 8 gail and paul anderson fully explain javafx and its relationship with the netbeans platform architecture and systematically show java developers how to use them together effectively each concept and technique is supported by clearly written code examples proven through extensive classroom teaching coverage includes background basics with java javafx and ui events building loosely coupled applications netbeans platform modules and lookup netbeans platform nodes explorer views and actions building crud based applications integrating javafx with a swing

based framework using javafx charts with the netbeans platform using the netbeans platform file system and data system keeping the ui responsive

**Beginning Java Programming** 2018-05-31 javafx 10 is used to create media rich client applications if you are a java developer and want to create graphical applications and skill up to become a pro at java gui programming then this is the right choice for you you will be guided through the different components of the javafx application to master and combine them

JavaFX Rich Client Programming on the NetBeans Platform 2019-11-12 build enhanced visual experiences and design and deploy modern easy to maintain client applications across a variety of platforms this book will show you how these applications can take advantage of the latest user interface components 3d technology and cloud services to create immersive visualizations and allow high value data manipulation the definitive guide to modern java clients with javafx is a professional reference for building java applications for desktop mobile and embedded in the cloud age it offers end to end coverage of the latest features in javafx and java 13 after reading this book you will be equipped to upgrade legacy client applications develop cross platform applications in java and build enhanced desktop and mobile native clients what you will learn create modern client applications in java using the latest javafx and java 13 build enterprise clients that will enable integration with existing cloud services use advanced visualization and 3d features deploy on desktop mobile and embedded devices who this book is for professional java developers who are interested in learning the latest client java development techniques to fill out their skillset

**Mastering JavaFX 10** 2018-06-15 get a solid understanding of java fundamentals to master programming through a series of practical steps key features enjoy your first step into the world of programming understand what a language is and use its features to build applications learn about a wide variety of programming applications book description have you ever thought about making your computer do what you want it to do do you want to learn to program but just don't know where to start instead of guiding you in the right direction have other learning resources got you confused with over explanations don't worry look no further introduction to programming is here to help written by an industry expert who understands the challenges faced by those from a non programming background this book takes a gentle hand holding approach to introducing you to the world of programming beginning with an introduction to what programming is you'll go on to learn about languages their syntax and development environments with plenty of examples for you to code alongside reading the book's practical approach will help you to grasp everything it has to offer more importantly you'll understand several aspects of application development as a result you'll have your very own application running by the end of the book to help you comprehensively understand java programming there are exercises at the end of each chapter to keep things interesting and encourage you to add your own personal touch to the code and ultimately your application what you will learn understand what java is install java and learn how to run it write and execute a java program write and execute the test for your program install components and configure your development environment learn and use java language fundamentals learn object oriented design principles master the frequently used java constructs who this book is for introduction to programming is for anybody who wants to learn programming all you'll need is a computer internet connection and a cup of coffee

**The Definitive Guide to Modern Java Clients with JavaFX** 2017-08-28 any time you need quick answers for developing or debugging java programs this pocket guide is the ideal reference to standard features of the java programming language and its platform you'll find helpful programming examples tables figures and lists fast including java 9 features such as modular source code and the new jshell interactive command line repl it's a handy companion whether you're in the office in the lab or on the road this book also provides material to help you prepare for the oracle certified associate java programmer exam quickly find java language details such as naming conventions types statements and blocks and object oriented programming get details on the java se platform including development basics memory management concurrency and generics use new features in java 9 including modular source code and jshell browse through information on basic input output nio 2.0 the java collections framework and the java scripting api get supplemental references to fluent apis third party tools and basics of the unified modeling language uml

**Introduction to Programming** 2014-11-04 use java 9 and javafx 9 to write 3d games for the latest consumer electronics devices written by open source gaming expert wallace jackson this book uses java 9 and netbeans 9 to add leading edge features such as 3d textures animation digital audio and digital image compositing to your games along the way you'll learn about game design including game design concepts genres engines and ui design techniques to completely master java 3d game creation you will combine this knowledge with a number of javafx 9 topics such as scene graph hierarchy 3d scene configuration 3d model design and primitives model shader creation and 3d game animation creation with these skills you will be able to take your 3d java games to the next level the final section of pro java 9 games development puts the final polish on your abilities you'll see how to add ai logic for random content selection methods harness a professional scoring engine and player proof your event handling after reading pro java 9 games development you will come away with enough 3d expertise to design develop and build your own professional java 9 games using javafx 9 and the latest new media assets what you'll learn design and build professional 3d java 9 games using netbeans 9 java 9 and javafx 9 integrate new media assets such as digital imagery and digital audio integrate the new javafx 9 multimedia engine api create an interactive 3d board game modeled textured and animated using javafx optimize game assets for distribution and learn how to use the java



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**JavaFX 1.2 Application Development Cookbook** 2015-09-11 building modern applications with java key features recap your understanding of fundamental java programming including new features of java 21 explore how to use java to interact with relational and nosql databases learn how to build full stack web applications with java description code with java 21 is a practical journey through one of the world s most prolific computer programming languages it is meant to help readers build up their knowledge of common java programming constructs data structures and engineering paradigms filled with real world examples this book aims to build the reader s understanding of building software applications with java seasoned java developers should buckle in as this book takes a hands on approach to leveraging popular java frameworks like spring and vaadin to build rich feature filled web applications it also covers building powerful data driven applications on enterprise grade databases like postgresql and apache cassandra this book will also show how to use java to animate with colorful graphics and even build a simple arcade game around the world java runs on billions of devices after its inception nearly 30 years ago it remains one of the most popular and sought after programming languages whether you are an aspiring computer hobbyist or want to gain a valuable skill en route to a lucrative career as a software developer code with java 21 should be every developer s go to reference for building java applications what you will learn learn fundamental programming structures with java explore the new features of java 21 build java applications with databases like postgresql and apache cassandra learn how to build graphics and simple animations with java leverage frameworks like spring boot and spring data build fully featured web guis with vaadin who this book is for this book is for current and aspiring software developers who wish to learn or expand their current knowledge base of the java programming language while the new features of java 21 are certainly a focus this book also shows how to build real world applications table of contents 1 getting to know java 2 fundamental programming structures 3 strings characters and regular expressions 4 arrays collections and records 5 arithmetic operations 6 common data structures 7 working with databases 8 applications 9 graphics in java 10 final java project appendix a references appendix b utf conversion chart appendix c database command reference appendix d common http response codes appendix e common color codes appendix f garbage collection

Java in 21 Days, Sams Teach Yourself (Covering Java 8) 2024-01-11 [] [] [] []jsp servlet javafx wtp [] [] []eclipse3 3 europa []java [] []

*OCA Java SE 8 Programmer I Study Guide (Exam 1Z0-808)* 2007-11 cuts through the hype golding s compelling offers visionary but practical insights a must have reference treatment for all practitioners in the mobile innovation space jag minhas telefónica o2 europe second edition of this best selling guide to wireless applications fully revised updated and with brand new material in next generation wireless applications second edition the author establishes a picture of the entire mobile application ecosystem and explains how it all fits together this edition builds upon the successes of the first edition by offering an up to date holistic guide to mobile application development including an assessment of the applicability of new mobile applications and an exploration into the developments in a number of areas such as 2 0 3g mobile tv j2me java 2 micro edition and many more key features of this second edition include new introductory chapters on trends in mobile application and on becoming an operator two new chapters on mobile 2 0 and ims and mobilizing media and tv extra material on convergence 2 0 ajax asynchronous javascript and xml hsdpa high speed downlink packet access and mbms multimedia broadcast multicast service wimax worldwide interoperability for microwave access and wifi best practice on how to present to sell to and work with operators more insights anecdotes and sidebars reflecting the author s extensive experience in the industry next generation wireless applications will prove essential reading for professionals in mobile operator and mobile application developing companies web developers and developer community managers media companies general managers business analysts students business consultants and java developers will also find this book captivating if you want to understand the future of mobile applications and services their potential impact and the growth opportunities this is the perfect starting point martin smith head of content innovation applications t mobile

Code with Java 21 2008-04-30 java ee 7 recipes takes an example based approach in showing how to program enterprise java applications in many different scenarios be it a small business web application or an enterprise database application java ee 7 recipes provides effective and proven solutions to accomplish just about any task that you may encounter you can feel confident using the reliable solutions that are demonstrated in this book in your personal or corporate environment the solutions in java ee 7 recipes are built using the most current java enterprise specifications including ejb 3 2 jsf 2 2 expression language 3 0 servlet 3 1 and jms 2 0 while older technologies and frameworks exist it is important to be forward looking and take advantage of all that the latest technologies offer rejuvenate your java expertise to use the freshest capabilities or perhaps learn java enterprise development for the first time and discover one of the most widely used and most powerful platforms available for application development today let java ee 7 recipes show you the way by showing how to build streamlined and reliable applications much faster and easier than ever before by making effective use of the latest frameworks and features on offer in the java ee 7 release shows off the most current java enterprise edition technologies provides solutions to creating sophisticated user interfaces demonstrates proven solutions for effective database access table of contentsintroduction to servlets javaserver pages the basics of javaserver faces facelets javaserver faces standard components advanced



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[Eclipse3Java](#) 2013-05-21 praise for the first edition the well written comprehensive book is aiming to become a de facto reference for the language and its features and capabilities the pace is appropriate for beginners programming concepts are introduced progressively through a range of examples and then used as tools for building applications in various domains including sophisticated data structures and algorithms highly recommended students of all levels faculty and professionals practitioners d papamichail university of miami in choice magazine mark lewis introduction to the art of programming using scala was the first textbook to use scala for introductory cs courses fully revised and expanded the new edition of this popular text has been divided into two books object orientation abstraction and data structures using scala second edition is intended to be used as a textbook for a second or third semester course in computer science the scala programming language provides powerful constructs for expressing both object orientation and abstraction this book provides students with these tools of object orientation to help them structure solutions to larger more complex problems and to expand on their knowledge of abstraction so that they can make their code more powerful and flexible the book also illustrates key concepts through the creation of data structures showing how data structures can be written and the strengths and weaknesses of each one libraries that provide the functionality needed to do real programming are also explored in the text including guis multithreading and networking the book is filled with end of chapter projects and exercises and the authors have also posted a number of different supplements on the book website video lectures for each chapter in the book are also available on youtube the videos show construction of code from the ground up and this type of live coding is invaluable for learning to program as it allows students into the mind of a more experienced programmer where they can see the thought processes associated with the development of the code about the authors mark lewis is an associate professor at trinity university he teaches a number of different courses spanning from first semester introductory courses to advanced seminars his research interests included simulations and modeling programming languages and numerical modeling of rings around planets with nearby moons lisa lacher is an assistant professor at the university of houston clear lake with over 25 years of professional software development experience she teaches a number of different courses spanning from first semester introductory courses to graduate level courses her research interests include computer science education agile software development human computer interaction and usability engineering as well as measurement and empirical software engineering

**Next Generation Wireless Applications** 2017-01-06 updated for javafx 1.3 the javafx platform makes it possible to write applications that can be deployed across devices ranging from cell phones to desktops with little or no change required javafx applications are written using javafx script a new and easy to use scripting language kim topley s javafx developer s guide thoroughly covers the javafx language and its core libraries and shows you step by step how to develop and deliver javafx applications for the desktop and for mobile devices it provides complete coverage of all aspects of the language including language syntax tools you can use to develop debug and deploy javafx applications user interface classes animation how to play audio and video how to use restful services and databases to retrieve the data for your application how to create custom components transformations user interface basics attributes events and controls javafx and networking javafx development with netbeans and eclipse packaging and deployment topley highlights critical topics that other books gloss over presents detailed examples that stretch javafx to its limits and shows you exactly how to build on the skills you already have whether you ve been focused on html xml css development or java swing this book will help you get outstanding results with javafx

**Java EE 7 Recipes** 2010-09-24

**Object-Oriented, Abstraction, and Data Structures Using Scala**

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