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Text Processing in Java Java Message Service Data Structures Object-Oriented Data Structures Using Java Programming for Corpus Linguistics Learn By Examples - A Quick Guide to Java Programming for Text Mining and NLP Natural Language Processing with Java Cookbook Digital Image Processing An Introduction to Programming and Object-Oriented Design Using Java Visual Information Retrieval Using Java and LIRE Modern Software Development Using Java Java Message Service Play for Java Computing Concepts with Java 2 Essentials Using Java Server Pages and Servlets Foundations of Algorithms Using Java Pseudocode Pro Java 9 Games Development Object-Oriented Data Structures Using Java The Definitive Guide to Grails Digital Image Processing Java in 21 Days, Sams Teach Yourself (Covering Java 8) Beginning Java 8 Games Development CodeNotes for Java The Definitive Guide to JSF in Java EE 8 An Introduction to Programming and Object-oriented Design Using JAVA OCP Oracle Certified Professional Java SE 17 Developer (1Z0-829) Programmer's Guide Java ELearning Kit For Dummies Using Java Java Collections Java Complete Java 2 Certification Study Guide Java 6 Programming Black Book, New Ed Sams Teach Yourself Java in 21 Days (Covers Java 11/12) Scientific Data Analysis using Jython Scripting and Java SOA Using Java Web Services AN INTRODUCTION TO PROGRAMMING AND OBJECT ORIENTED DESIGN USING JAVA (With CD) Introduction to Java Programming, 2nd Edition Java I/O Step By Step Java GUI With JDBC & MySQL : Practical approach to build database desktop application with project based examples Java Illuminated

Text Processing in Java 2014-01-01

this book teaches you how to master the subtle art of multilingual text processing and prevent text data corruption it provides an introduction to natural language processing using lucene and solr it gives you tools and techniques to manage large collections of text data whether they come from news feeds databases or legacy documents each chapter contains executable programs that can also be used for text data forensics topics covered unicode code points character encodings from ascii and big5 to utf 8 and utf 32le character normalization using international components for unicode icu java i o including working directly with zip gzip and tar files regular expressions in java transporting text data via http parsing and generating xml html and json using lucene 4 for natural language search and text classification search spelling correction and clustering with solr 4 other books on text processing presuppose much of the material covered in this book they gloss over the details of transforming text from one format to another and assume perfect input data the messy reality of raw text will have you reaching for this book again and again

Java Message Service 2000-12-04

this book is a thorough introduction to java message service jms the standard java application program interface api from sun microsystems that supports the formal communication known as messaging between computers in a network jms provides a common interface to standard messaging protocols and to special messaging services in support of java programs the messages exchange crucial data between computers rather than between users information such as event notification and service requests messaging is often used to coordinate programs in dissimilar systems or written in different programming languages using the jms interface a programmer can invoke the messaging services of ibm s mqseries progress software s sonicmq and other popular messaging product vendors in addition jms supports messages that contain serialized java objects and messages that contain extensible markup language xml pages messaging is a powerful new paradigm that makes it easier to uncouple different parts of an enterprise application messaging clients work by sending messages to a message server which is responsible for delivering the messages to their destination message delivery is asynchronous meaning that the client can continue working without waiting for the message to be delivered the contents of the message can be anything from a simple text string to a serialized java object or an xml document java message service shows how to build applications using the point to point and publish and subscribe models how to use features like transactions and durable subscriptions to make an application reliable and how to use messaging within enterprise javabeans it also introduces a new ejb type the messagedrivenbean that is part of ejb 2 0 and discusses integration of messaging into j2ee

Data Structures 2013-01-31

continuing the success of the popular second edition the updated and revised object oriented data structures using java third edition is sure to be an essential resource for students learning data structures using the java programming language it presents traditional data structures and object oriented topics with an emphasis on problem solving theory and software engineering principles beginning early and continuing throughout the text the authors introduce and expand upon the use of many java features including packages interfaces abstract classes inheritance and exceptions numerous case studies provide readers with real world examples and demonstrate possible solutions to interesting problems the authors lucid writing style guides readers through the rigor of standard data structures and presents essential concepts from logical applications and implementation levels key concepts throughout the third edition have been clarified to increase student comprehension and retention and end of chapter exercises have been updated and modified new and key features to the third edition includes the use of generics throughout the text providing the dual benefits of allowing for a type safe use of data structures plus exposing students to modern approaches this text is among the first data structures textbooks to address the topic of concurrency and synchronization which are growing in the importance as computer systems move to using more cores and threads to obtain additional performance with each new generation concurrency and synchronization are introduced in the new section 5 7 where it begins with the basics of java threads provides numerous case studies and examples of the problem solving process each case study includes problem description an analysis of the problem input and required output and a discussion of the appropriate data structures to use expanded chapter exercises allow you as the instructor to reinforce topics for your students using both theoretical and practical questions chapters conclude with a chapter summary that highlights the most important topics of the chapter and ties together related topics

Object-Oriented Data Structures Using Java 2012

specialised linguistic research needs can no longer be met by available software this book enables the researcher to write programs for text and corpus processing using the popular and easy to learn java language

Programming for Corpus Linguistics 2000

this book aim to equip the reader with java programming text mining and natural language processing basics there will be many examples and explanations that are lucid and straight to the point you will be walked through various projects and develop your own text mining application this book will show you how to use stanford nlp libraries also asides we have also uploaded some of our own softwares at dstk tech content covered introductiongetting started installing ide language essentials i variables data types language essentials ii loops if else methods object essentials classes inheritance polymorphism encapsulation text mining essentials import text files text transformation lowercase stopwords text understanding stanford nlp text classification stanford classifier isbn 978 1 63535 546 8

Learn By Examples - A Quick Guide to Java Programming for Text Mining and NLP 2018-06-15

a problem solution guide to encounter various nlp tasks utilizing java open source libraries and cloud based solutions key featuresperform simple to complex nlp text processing tasks using modern java libraries extract relationships between different text complexities using a problem solution approach utilize cloud based apis to perform machine translation operationsbook description natural language processing nlp has become one of the prime technologies for processing very large amounts of unstructured data from disparate information sources this book includes a wide set of recipes and quick methods that solve challenges in text syntax semantics and speech tasks at the beginning of the book you ll learn important nlp techniques such as identifying parts of speech tagging words and analyzing word semantics you will learn how to perform lexical analysis and use machine learning techniques to speed up nlp operations with independent recipes you will explore techniques for customizing your existing nlp engines models using java libraries such as opennlp and the stanford nlp library you will also learn how to use nlp processing features from cloud based sources including google and amazon s aws you will master core tasks such as stemming lemmatization part of speech tagging and named entity recognition you will also learn about sentiment analysis semantic text similarity language identification machine translation and text summarization by the end of this book you will be ready to become a professional nlp expert using a problem solution approach to analyze any sort of text sentences or semantic words what you will learnexplore how to use tokenizers in nlp processing implement nlp techniques in machine learning and deep learning applications identify sentences within the text and learn how to train specialized ner models learn how to classify documents and perform sentiment analysis find semantic similarities between text elements and extract text from a variety of sources preprocess text from a variety of data sources learn how to identify and translate languageswho this book is for this book is for data scientists nlp engineers and machine learning developers who want to perform their work on linguistic applications faster with the use of popular libraries on jvm machines this book will help you build real world nlp applications using a recipe based approach prior knowledge of natural language processing basics and java programming is expected

Natural Language Processing with Java Cookbook 2019-04-25

nino and hosch have updated their popular introductory text that provides an objects first introduction to programming and software design using java the emphasis throughout is on problem modeling using fundamental software engineering principles and concepts java used as a vehicle for teaching these topics new constructs and features of java 5 0 such as generics are introduced the text includes optional interactive exercises using the drjava integrated development environment ide the uml is employed very informally for denoting objects object relationships and system dynamics no specific previous programming experience is assumed and the text is appropriate for first year computer science majors the text could also carry over to a second course on data structures or software oo design about drjava drjava is an ide designed primarily for students and includes an easy to use facility for interactively evaluating java code optional drjava exercises are included throughout the text if instructors want their students doing more pro gramming drjava is the ide chosen by the authors but any ide can be used for these exercises this update of the text provides java code in newly released version 5 0

Digital Image Processing 2011

visual information retrieval vir is an active and vibrant research area which attempts at providing means for organizing indexing annotating and retrieving visual information images and videos from large unstructured repositories the goal of vir is to retrieve matches ranked by their relevance to a given query which is often expressed as an example image and or a series of keywords during its early years 1995 2000 the research efforts were dominated by content based approaches contributed primarily by the image and video processing community during the past decade it was widely recognized that the challenges imposed by the lack of

coincidence between an image's visual contents and its semantic interpretation also known as semantic gap required a clever use of textual metadata in addition to information extracted from the image's pixel contents to make image and video retrieval solutions efficient and effective the need to bridge or at least narrow the semantic gap has been one of the driving forces behind current research additionally other related research problems and market opportunities have started to emerge offering a broad range of exciting problems for computer scientists and engineers to work on in this introductory book we focus on a subset of research problems where the media consists of images and the indexing and retrieval methods are based on the pixel contents of those images an approach known as content based image retrieval (CBIR) we present an implementation oriented overview of CBIR concepts techniques algorithms and figures of merit most chapters are supported by examples written in Java using Lucene an open source Java based indexing and search implementation and LIRE Lucene Image Retrieval an open source Java based library for CBIR table of contents introduction information retrieval selected concepts and techniques visual features indexing visual features LIRE an extensible Java CBIR library concluding remarks

An Introduction to Programming and Object-Oriented Design Using Java 2004-10-28

revolutionizing the second course in computer science this text teaches Java programming concepts and techniques essential for working in a modern software development environment

Visual Information Retrieval Using Java and LIRE 2022-05-31

summary play for Java shows you how to build Java based web applications using the Play 2 framework the book starts by introducing Play through a comprehensive overview example then you'll look at each facet of a typical Play application both by exploring simple code snippets and by adding to a larger running example along the way you'll contrast Play and JEE patterns and learn how a stateless web application can fit seamlessly in an enterprise environment about the book for a Java developer the Play web application framework is a breath of fresh air with Play you get the power of Scala's strong type system and functional programming model and a rock solid Java API that makes it a snap to create stateless event driven browser based applications ready to deploy against your existing infrastructure Play for Java teaches you to build Java based web applications using Play 2 this book starts with an overview example and then explores each facet of a typical application by discussing simple snippets as they are added to a larger example along the way you'll contrast Play and JEE patterns and learn how a stateless web application can fit seamlessly in an enterprise Java environment you'll also learn how to develop asynchronous and reactive web applications the book requires a background in Java no knowledge of Play or of Scala is assumed purchase of the print book includes a free ebook in PDF Kindle and EPUB formats from Manning Publications what's inside build Play 2 applications using Java leverage your JEE skills work in an asynchronous way secure and test your Play application about the authors Nicolas Leroux is a core developer of the Play framework Sietse de Kaper develops and deploys Java based Play applications table of contents part 1 introduction and first steps an introduction to Play the parts of an application a basic CRUD application part 2 core functionality an enterprise app Play style controllers handling HTTP requests handling user input models and persistence producing output with view templates part 3 advanced topics asynchronous data security modules and deployment testing your application

Modern Software Development Using Java 2004

this text uses Java to describe programming concepts taking full advantage of Java's simpler and more consistent syntax its traditional approach uses modern CS tools including a strategic subset of Java and a simple object oriented graphics library

Java Message Service 2000

special edition using JSP and Servlets starts by detailing the evolution of web servers that led to the creation of ASP and JSP it explains both the limitations of previous technologies and the benefits that JSP provides including platform independence includes coverage of organizing applications with multiple files and client side objects generating well formed XML using JSP storing data in cookies and sessions interacting with enterprise Java Beans displaying dynamic graphics with Java 2D and using RMI and CORBA to enhance JSP applications the final chapters demonstrate advanced JSP Servlet techniques including using JSP to create wireless XML based applications appendices provide an overview of popular JSP Servlet runtime environments including JRun Tomcat and ServletExec

Play for Java 2014-02-28

intro computer science cs0

Computing Concepts with Java 2 Essentials 2000

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 9 module system who this book is for experienced java developers who may have some prior game development experience this book can be for experienced game developers new to java programming

Using Java Server Pages and Servlets 2000

object oriented data structures using java fourth edition presents traditional data structures and object oriented topics with an emphasis on problem solving theory and software engineering principles

Foundations of Algorithms Using Java Pseudocode 2004

the rise of ruby on rails has signified a huge shift in how we build web applications today it is a fantastic framework with a growing community there is however space for another such framework that integrates seamlessly with java thousands of companies have invested in java and these same companies are losing out on the benefits of a rails like framework enter grails grails is not just a rails clone it aims to provide a rails like environment that is more familiar to java developers and employs idioms that java developers are comfortable using making the adjustment in mentality to a dynamic framework less of a jump the concepts within grails like interceptors tag libs and groovy server pages gsp make those in the java community feel right at home grails foundation is on solid open source technologies such as spring hibernate and sitemesh which gives it even more potential in the java space spring provides powerful inversion of control and mvc hibernate brings a stable mature object relational mapping technology with the ability to integrate with legacy systems and sitemesh handles flexible layout control and page decoration grails complements these with additional features that take advantage of the coding by convention paradigm such as dynamic tag libraries grails object relational mapping groovy server pages and scaffolding graeme rocher grails lead and founder and jeff brown bring you completely up to date with their authoritative and fully comprehensive guide to the grails framework you ll get to know all the core features services and grails extensions via plug ins and understand the roles that groovy and grails are playing in the changing

Pro Java 9 Games Development 2017-11-14

written as an introduction for undergraduate students this textbook covers the most important methods in digital image processing formal and mathematical aspects are discussed at a fundamental level and various practical examples and exercises supplement the text the book uses the image processing environment imagej freely distributed by the national institute of health a comprehensive website supports the book and contains full source code for all examples in the book a question and answer forum slides for instructors etc digital image processing in java is the definitive textbook for computer science students studying image processing and digital processing

Object-Oriented Data Structures Using Java 2016-09

in just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on android phones and tablets with this complete tutorial you ll quickly master the basics and then move on to more advanced features and concepts

completely updated for java 8 this book teaches you about the java language and how to use it to create applications for any computing environment and android apps by the time you have finished the book you ll have well rounded knowledge of java and the java class libraries using your new skills you will be able to develop your own programs for tasks such as web services database connectivity xml processing and mobile programming no previous programming experience required by following the 21 carefully organized lessons in this book anyone can learn the basics of java programming learn at your own pace you can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies or you can focus on specific lessons to learn the techniques that interest you most test your knowledge each chapter ends with a workshop section filled with questions answers and exercises for further study there are even certification practice questions completely revised updated and expanded to cover the latest features of java 8 learn to develop java applications and android apps using netbeans and google s new android studio two excellent and free programming platforms covers new features of java 8 such as closures the most eagerly anticipated language feature in years easy to understand practical examples clearly illustrate the fundamentals of java programming discover how swing can help you quickly develop programs with a graphical user interface find out about jdbc 4 2 programming with the derby database and xml parsing with the open source xom class library learn how to use streams to write programs that communicate with the internet including socket programming buffers channels and url handling contents at a glance week 1 the java language day 1 getting started with java day 2 the abcs of programming day 3 working with objects day 4 lists logic and loops day 5 creating classes and methods day 6 packages interfaces and other class features day 7 exceptions and threads week 2 the java class library day 8 data structures day 9 working with swing day 10 building a swing interface day 11 arranging components on a user interface day 12 responding to user input day 13 creating java2d graphics day 14 developing swing applications week 3 java programming day 15 working with input and output day 16 using inner classes and closures day 17 communicating across the internet day 18 accessing databases with jdbc 4 2 and derby day 19 reading and writing rss feeds day 20 xml services day 21 writing android apps for java appendix a using the netbeans ide appendix b this book s website appendix c fixing a problem with the android studio emulator appendix d using the java development kit appendix e programming with the java development kit

The Definitive Guide to Grails 2009-02-19

beginning java 8 games development written by java expert and author wallace jackson teaches you the fundamentals of building a highly illustrative game using the java 8 programming language in this book you ll employ open source software as tools to help you quickly and efficiently build your java game applications you ll learn how to utilize vector and bit wise graphics create sprites and sprite animations handle events process inputs create and insert multimedia and audio files and more furthermore you ll learn about javafx 8 now integrated into java 8 and which gives you additional apis that will make your game application more fun and dynamic as well as give it a smaller foot print so your game application can run on your pc mobile and embedded devices after reading and using this tutorial you ll come away with a cool java based 2d game application template that you can re use and apply to your own game making ambitions or for fun

Digital Image Processing 2009-11-14

codenotes provides the most succinct accurate and speedy way for a developer to ramp up on a new technology or language unlike other programming books codenotes drills down to the core aspects of a technology focusing on the key elements needed in order to understand it quickly and implement it immediately it is a unique resource for developers filling the gap between comprehensive manuals and pocket references codenotes for java intermediate and advanced language features will introduce the reader with a grasp of basic java to advanced object oriented design techniques collections i o multi threaded applications internationalization and more experienced java programmers will also benefit from the numerous examples tips and tricks and design notes that explain why these java features are fundamentally important to every development effort this edition of codenotes includes a global overview of a technology and explanation of what problems it can be used to solve real world examples how and why and bugs and caveats sections that provide hints tricks workarounds and tips on what should be taken advantage of or avoided design notes illustrating many of the common use patterns for java programs instructions and classroom style tutorials throughout from expert trainers and software developers visit codenotes com for updates source code templates access to message boards and discussion of specific problems with codenotes authors and other developers every codenotes title is written and reviewed by a team of commercial software developers and technology experts see about the authors at the beginning of the book for more information

Java in 21 Days, Sams Teach Yourself (Covering Java 8)

2015-12-22

learn and master the new features in the jsf 2 3 mvc web framework in this definitive guide written by two of the javaserver faces jsf specification leads the authors take you through real world examples that demonstrate how these new features are used with other apis in java ee 8 you ll see the new and exciting ways jsf applications can use to communicate between a client and a server such as using websockets invoking bean methods directly from ajax executing client side javascript when ajax calls complete and more along the way you ll broaden your knowledge of jsf components and web apis best practices and learn a great deal about the internals of jsf and the design decisions that have been made when building the jsf api for example you ll see what artefacts are now cdi injectable how cdi changed jsf internally and what some of the caveats are when working with the cdi versions of a jsf artefact furthermore you ll build an example application from scratch after reading the definitive guide to jsf in java ee 8 you ll be ready to build your own efficient and secure web applications what you will learn leverage the new features in jsf 2 3 in your existing applications integrate jsf and cdi use the brand new component search expression framework which enables you to more easily locate components from your template extend the component search expression framework with your own search operators work with the different ways of mapping requests to jsf make your application use extensionless urls and programmatically inspect which resources are present in your application master the best practices for web application development and see which are obsolete who this book is for existing jsf or java developers who need to create a web ui no prior knowledge of jsf is required but the book does skew towards the more experienced developer concepts such as dependency injection and mvc are assumed to be known as is a general knowledge about html http and other web standards

Beginning Java 8 Games Development 2014-12-04

publisher description nino and hosch have updated their popular introductory text that provides an objects first introduction to programming and software design using java the emphasis throughout is on problem modeling using fundamental software engineering principles and concepts java used as a vehicle for teaching these topics new constructs and features of java 5 0 such as generics are introduced the text includes optional interactive exercises using the drjava integrated development environment ide the uml is employed very informally for denoting objects object relationships and system dynamics no specific previous programming experience is assumed and the text is appropriate for first year computer science majors the text could also carry over to a second course on data structures or software oo design about drjava drjava is an ide designed primarily for students and includes an easy to use facility for interactively evaluating java code optional drjava exercises are included throughout the text if instructors want their students doing more programming drjava is the ide chosen by the authors but any ide can be used for these exercises

CodeNotes for Java 2002-01-23

ocp oracle certified professional java se 17 developer exam 1z0 829 programmer s guide is a unique guide that combines a rigorous introduction to programming in java with meticulous coverage of the java se 17 and java se 11 developer exam objectives fully updated to reflect changes in the latest exams it features an increased focus on analyzing code scenarios not just individual language constructs each objective is thoroughly addressed reflecting the latest features and apis as well as best practices for taking the exam the only book anyone needs to study for java se 17 developer or java se 11 developer certification features include easy to find coverage of key topics relevant to each exam objective an introduction to essential concepts in object oriented programming oop and functional style programming in depth coverage of declarations access control operators flow control oop techniques lambda expressions streams modules concurrency java i o key api classes and much more program output demonstrating expected results from complete java programs unique diagrams to illustrate important concepts such as java i o modules and streams extensive use of unified modeling language uml to illustrate program design dozens of review questions with annotated answers to help prepare for the exam and a complete mock exam register your book for convenient access to downloads updates and or corrections as they become available see inside book for details

The Definitive Guide to JSF in Java EE 8 2018-05-29

explains how to use the programming language to create interactive applications

An Introduction to Programming and Object-oriented Design Using JAVA 2005

assuming that the reader has a basic understanding of c this book describes the importance and origins of the world wide as well as the existing browsers available for the today minimal object oriented concepts are reviewed to provide a bridge into the rich development

environment of java for hotjava the cd contains all the source code for java applets and applications plus html samples communications networking

OCF Oracle Certified Professional Java SE 17 Developer (1Z0-829) Programmer's Guide 2023-02-23

a unique practical approach to working with collection classes in java 2 software developers new to java will find the practical software engineering based approach taken by this book extremely refreshing with an emphasis more on software design and less on theory java collections explores in detail java 2 collection classes helping programmers choose the best collection classes for each application they work on watt and brown explore abstract data types adts that turn up again and again in software design using them to provide context for the data structures required for their implementation and the algorithms associated with the data structures numerous worked examples several large case studies and end of chapter exercises are also provided

Java ELearning Kit For Dummies 2014-04-21

webtomcat jdom jason hunter web william crawford 200

Using Java 1996

here s the book you need to prepare for the java 2 programmer scjp and developer scjd exams this study guide was developed to meet the exacting requirements of today s certification candidates in addition to the consistent and accessible instructional approach that has earned sybex the reputation as the leading publisher for certification self study guides this book provides in depth coverage of every exam objective for the revised scjp exam hundreds of challenging practice questions leading edge exam preparation software including a test engine and the entire book on pdf authoritative instruction on all revised programmer exam objectives including declarations initialization and scoping flow control api contents concurrency object oriented concepts collections and generics language fundamentals detailed discussion of the key topics included in the developer exam including swing components and events layout managers enhancing and extending the database writing the network protocol building the database server connecting the client and server

Java Collections 2001-03-30

this book is a one time reference and a solid introduction written from the programmer s point of view that contains hundreds of examples covering every aspect of java 6 it helps you master the entire spectrum of java 6 from generics to security enhancements from new applet deployment enhancements to networking from servlets to xml from sound and animation to database handling from java naming from internationalization to dynamic scripting and groovy and much more

Java 2002

in just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer web servers and mobile devices with this complete tutorial you ll quickly master the basics and then move on to more advanced features and concepts completely updated for java 11 and 12 this book teaches you about the java language and how to use it to create applications for any computing environment by the time you have finished the book you ll have well rounded knowledge of java and the java class libraries no previous programming experience required by following the 21 carefully organized lessons in this book anyone can learn the basics of java programming learn at your own pace you can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies or you can focus on specific lessons to learn the techniques that interest you most test your knowledge each chapter ends with a workshop section filled with questions answers and exercises for further study there are even certification practice questions completely revised updated and expanded to cover the latest features of java 11 and 12 learn to develop java applications using netbeans an excellent programming platform easy to understand practical examples clearly illustrate the fundamentals of java programming discover how to quickly develop programs with a graphical user interface find out about jdbc programming with the derby database learn how to use inner classes and lambda expressions learn rapid application development with apache netbeans create a game using java

Complete Java 2 Certification Study Guide 2006-02-20

scientific data analysis using jython scripting and java presents practical approaches for data analysis using java scripting based on jython a java implementation of the python language the chapters essentially cover all aspects of data analysis from arrays and histograms to clustering analysis curve fitting metadata and neural networks a comprehensive coverage of data visualisation tools implemented in java is also included written by the primary developer of the jhepwork data analysis framework the book provides a reliable and complete reference source laying the foundation for data analysis applications using java scripting more than 250 code snippets of around 10 20 lines each written in jython and java plus several real life examples help the reader develop a genuine feeling for data analysis techniques and their programming implementation this is the first data analysis and data mining book which is completely based on the jython language and opens doors to scripting using a fully multi platform and multi threaded approach graduate students and researchers will benefit from the information presented in this book

Java 6 Programming Black Book, New Ed 2007-06-28

expert solutions and state of the art code examples soa using java services is a hands on guide to implementing services and service oriented architecture soa with today s java ee 5 and java se 6 platforms author mark hansen presents in explicit detail the information that enterprise developers and architects need to succeed from best practice design techniques to state of the art code samples hansen covers creating deploying and invoking services that can be composed into loosely coupled soa applications he begins by reviewing the big picture including the challenges of java based soa development and the limitations of traditional approaches next he systematically introduces the latest java services jws apis and walks through creating services that integrate into a comprehensive soa solution finally he shows how application frameworks based on jws can streamline the entire soa development process and introduces one such framework soa j the book introduces practical techniques for managing the complexity of services and soa including best practice design examples offers hard won insights into building effective soa applications with java services illuminates recent major jws improvements including two full chapters on jax ws 2 0 thoroughly explains soa integration using wsdl soap java xml mapping and jaxb 2 0 data binding walks step by step through packaging and deploying services components on java ee 5 with jsr 181 ws metadata 2 0 and jsr 109 includes specific code solutions for many development issues from publishing rest endpoints to consuming soap services with wsdl presents a complete case study using the jws apis together with an ajax front end to build a soa application integrating amazon yahoo shopping and ebay contains hundreds of code samples all tested with the glassfish java ee 5 reference implementation that are downloadable from the companion site soabook com foreword preface acknowledgments about the author chapter 1 service oriented architecture with java services chapter 2 an overview of java services chapter 3 basic soa using rest chapter 4 the role of wsdl soap and java xml mapping in soa chapter 5 the jaxb 2 0 data binding chapter 6 jax ws client side development chapter 7 jax ws 2 0 server side development chapter 8 packaging and deployment of soa components jsr 181 and jsr 109 chapter 9 soashopper integrating ebay amazon and yahoo shopping chapter 10 ajax and java services chapter 11 wsdl centric java services with soa j appendix a java xml and services standards used in this book appendix b software configuration guide appendix c namespace prefixes glossary references index

Sams Teach Yourself Java in 21 Days (Covers Java 11/12) 2019-12-09

market desc programmers software engineers special features emphasis on distinction between specification and implementation use of programming by contract emphasis on developing components that are conceptual parts of a larger system rather than on building small self contained programs established design patterns introduced informally throughout the text about the book this text is an introduction to software design and construction using the programming language java the approach is entirely object oriented sometimes called object first the emphasis throughout is on problem modeling using fundamental software engineering principles and concepts though java is introduced and used throughout the text this is not primarily a text about java

Scientific Data Analysis using Jython Scripting and Java 2010-08-05

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

SOA Using Java Web Services 2007-05-09

all of java s input output i o facilities are based on streams which provide simple ways to read and write data of different types java provides many different kinds of streams each with its own application the universe of streams is divided into four large categories input streams and output streams for reading and writing binary data and readers and writers for reading and writing textual character data you re almost certainly familiar with the basic kinds of streams but did you know that there s a cipherinputstream for reading encrypted data and a zipoutputstream for automatically compressing data do you know how to use buffered streams effectively to make your i o operations more efficient java i o 2nd edition has been updated for java 5 0 apis and tells you all you ever need to know about streams and probably more a discussion of i o wouldn t be complete without treatment of character sets and formatting java supports the unicode standard which provides definitions for the character sets of most written languages consequently java is the first programming language that lets you do i o in virtually any language java also provides a sophisticated model for formatting textual and numeric data java i o 2nd edition shows you how to control number formatting use characters aside from the standard but outdated ascii character set and get a head start on writing truly multilingual software java i o 2nd edition includes coverage of all i o classes and related classes in depth coverage of java s number formatting facilities and its support for international character sets

AN INTRODUCTION TO PROGRAMMING AND OBJECT ORIENTED DESIGN USING JAVA (With CD) 2009-01-01

this book comes as an answer for students lecturers or the general public who want to learn java gui programming starting from scratch this book is suitable for beginner learners who want to learn java gui programming from the basic to the database level this book is also present for java learners who want to increase their level of making gui based database applications for small medium or corporate businesses level the discussion in this book is not wordy and not theoretical each discussion in this book is presented in a concise and clear brief and directly to the example that implements the discussion beginner learners who want to learn through this book should not be afraid of losing understanding of the programming concepts because this book in detail discusses the concepts of java programming from the basic to the advanced level by applying the concept of learning by doing this book will guide you step by step to start java gui programming from the basics until you are able to create database applications using jdbc and mysql here are the material that you will learn in this book chapter 1 this chapter will give you brief and clear introduction about how to create desktop application using java gui starting from how to setup your environments create your first project understand various control for your form and understand how to interact with your form using event handling chapter 2 this chapter will discuss clearly about the concept and the implementation of data types and variables in java gui chapter 3 this chapter will discuss in detail about how to make decisions or deal with a condition in the program this chapter is the first step to deeper understanding of logics in programming this chapter specifically discusses relational operators and logical operators if statements if else statements and switch case statements and how to implement all of these conditional statements using java gui chapter 4 this chapter will discuss in detail the looping statements in java including for statement while statement do while statement break statement and continue statement all of these looping statements will be implemented using java gui chapter 5 this chapter will discuss how to use methods to group codes based on their functionality this discussion will also be the first step for programmers to learn how to create efficient program code this chapter will discuss in detail the basics of methods methods with return values how to pass parameters to methods how to overload your methods and how to make recursive methods chapter 6 this chapter will discuss in detail how to create and use arrays read and write file operations and how to display data stored in arrays or files in graphical form chapter 7 this chapter will discuss in detail the basics of mysql how to access databases using jdbc and mysql and how to perform crud operations using jdbc and mysql chapter 8 in this chapter we will discuss more about java gui programming this chapter will discuss in detail about how to make a program that consists of multi forms how to create mdi application and how to create report using ireport with data stored in a database

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with a variety of interactive learning features and user friendly pedagogy the third edition provides a comprehensive introduction to programming using the most current version of java throughout the text the authors incorporate an active learning approach which asks students to take an active role in their understanding of the language through the use of numerous interactive examples exercises and projects object oriented programming concepts are developed progressively and reinforced through numerous programming activities allowing students to fully understand and implement both basic and sophisticated techniques in response to students growing interest in animation and visualization the text includes techniques for producing graphical output and animations beginning in chapter 4 with applets and continuing throughout the text you will find java illuminated third edition comprehensive and user friendly students will find it exciting to delve into the world of programming with hands on real world applications new to the third edition includes new examples and projects throughout every new copy of the text includes a cd rom with the following programming activity framework code full example code from each chapter browser based modules with visual step by step demonstrations of code execution links to popular integrated development environments and the java standard edition jdk every new copy includes full student access to turingscraft custome codelab customized to match the organization of this textbook codelab provides over 300 short hands on programming exercises with immediate feedback instructor resources test bank powerpoint lecture outlines solutions to programming activities in text and answers to the chapter exercisesalso available java illuminated brief edition third edition isbn 13 978 1 4496 3202 1 this brief edition is suitable for the one term introductory course

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