

Let's start with the basics. This book is a comprehensive guide to the Java language and the Java API. It covers everything you need to know to get started with Java, from the basics of the language to the more advanced topics of the Java API.

Whether you are a beginner or an experienced programmer, this book is a must-read. It provides a clear and concise introduction to the Java language and the Java API, and it includes many examples and exercises to help you learn.

After reading this book, you will be able to write Java programs that use the Java API. You will also be able to understand the Java API and use it to write more complex programs.



Beginning Java 2 SDK 1.4 Edition



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Beginning J2EE 1.4 James Weaver, Kevin Mukhar, James Crume, 2008-01-01 The Java 2 Enterprise Edition J2EE is an extremely powerful platform for developing enterprise level Java based applications primarily for the server. This book shows you how to harness that power guiding you through the details of how the pieces of the J2EE platform fit together. This book goes further than just showing you how to code a JSP or an EJB. It explains when and where to use these APIs, what their strengths and weaknesses are, and perhaps most important, how to employ the best practices for using them. This book also contains hands-on tutorials, clear explanations, and working code examples that will take you to the next step, from writing client-side desktop applications to writing enterprise applications. You will learn how to use the individual APIs and tools in the J2EE platform and how to bring these together to create your own enterprise applications. *Beginning Java™ 2* Ivor Horton, 2004-08-18 What is this book about? The Java language has been growing from strength to strength since its inception in 1995. It has since proved to be both powerful and extraordinarily easy to learn and use. This is what makes it ideal for the beginner. With dramatic changes to the handling of files and the introduction of native support for XML, Java has been updated to work faster and to be current with the incredible rise of XML as a medium for communicating data. This edition of the *Beginning Java* books outlines everything the beginning programmer needs to know to program with the Java programming language and the 1.4 Java Developer Kit (JDK). With the release of JDK 1.4, programmers can look forward to the most stable edition yet and even better performance than was available previously. Over the course of the book, you will build an example application called Sketcher, a simple drawing tool that teaches you how to build an interactive user interface with Java, how to save and open files, how to use color, and how to respond to user input. What does this book cover? Teaches the Java language from scratch. Object-oriented Programming in Java. Handling errors and exceptions in applications. Manipulating data and files. Concurrent programming and threads. A comprehensive introduction to Swing, the graphical user interface API for Java. Printing in Java. An introduction to XML. Who is this book for? Ivor's inimitable style has proved to be a hit with nearly half a million people with its easy-to-learn approach and the many useful examples. Regularly voted the most popular Java programming book, this book teaches Java from scratch and assumes no previous knowledge. It is also suitable for those who have got some programming experience, especially C or C++ which will make learning easier. **Beginning Programming** Adrian Kingsley-Hughes, Kathie Kingsley-Hughes, 2005-03-25 Programming allows developers to create a sequence of instructions that enable computers to perform certain functions and tasks. Offering the basic best practices and skills for novice programmers, this book helps readers gain new skills for writing programs and developing applications. Teaches programming using C and explores scripting with JavaScript and VBScript, which are all free and don't require the reader to purchase any software. Includes programming projects and real-world code examples that can be modified and expanded upon. **Beginning Dreamweaver MX 2004** Charles E. Brown, Imar Spaanjaars, Todd Marks, 2004-01-30 What is

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HWM ,2002-10 Singapore s leading tech magazine gives its readers the power to decide with its informative articles and in depth reviews *Pro J2EE 1.4: From Professional to Expert* Sue Spielman,Meeraj Kunnumpurath,2004-06-28 This chapter has covered a lot of ground After reading it you should have a thorough understanding of the new features available in the JSP 2 0 specification We covered what you need to know to write your own custom actions regardless of which imple mentation you choose Custom actions are useful for creating reusable JSP compo nents New in the JSP 2 0 specification are the notions of tag files and JSP fragments These are simple ways to create custom actions without having to know how to write Java They provide a mechanism for page authors to create their own custom tag libraries without the worry of having to write complicated Java code Using tag files provides a mechanism for eliminating writing TLD files since the JSP container gener ates implicit TLD files for them There s also a flexible mechanism in place for packag ing and deploying tag libraries in JSP 2 0 It s also possible to write classic actions using the various interfaces available These include the following Tag BodyTag IterationTag Another feature introduced in this chapter was the new JSP 2 0 Simple Tag interface which has a much simpler life cycle defined than the classic tag interfaces Simple Tag allows for all of the power of cooperating and iteration tags with less hassle in the coding Other new features include using dynamic attributes in actions that allow tag handlers to accept attributes that haven t been declared in a TLD

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The Java Cookbook presents hundreds of tried and true Java recipes covering all of the major APIs as well as some APIs that aren't as well documented in other Java books. The book provides quick solutions to particular problems that can be incorporated into other programs but that aren't usually programs in and of themselves. *Developing Software for Symbian OS* Steve Babin, 2008-02-28 Many problems encountered by engineers developing code for specialized Symbian subsystems boil down to a lack of understanding of the core Symbian programming concepts. *Developing Software for Symbian OS* remedies this problem as it provides a comprehensive coverage of all the key concepts. Numerous examples and descriptions are also included which focus on the concepts the author has seen developers struggle with the most. The book covers development ranging from low level system programming to end user GUI applications. It also covers the development and packaging tools as well as providing some detailed reference and examples for key APIs. The new edition includes a completely new chapter on platform security. The overall goal of the book is to provide introductory coverage of Symbian OS v9 and help developers with little or no knowledge of Symbian OS to develop as quickly as possible. There are few people with long Symbian development experience compared to demand due to the rapid growth of Symbian in recent years and developing software for new generation wireless devices requires knowledge and experience of OS concepts. This book will use many comparisons between Symbian OS and other OSes to help in that transition. Get yourself ahead with the perfect introduction to developing software for Symbian OS. **Scrivener For Dummies** Gwen Hernandez, 2012-08-13 No matter what you want to write, Scrivener makes it easier. Whether you're a planner, a seat of the pants writer, or something in between, Scrivener provides tools for every stage of the writing process. *Scrivener For Dummies* walks you step by step through this popular writing software's best features. This friendly *For Dummies* guide starts with the basics but even experienced scriveners will benefit from the helpful tips for getting more from their favourite writing software. Walks you through customizing project templates for your project needs. Offers useful advice on compiling your project for print and e-book formats. Helps you set up project and document targets and minimize distractions to keep you on track and on deadline. Explains how to storyboard with the corkboard, create collections and understand their value. Shows you how to use automated backups to protect your hard work along the way. From idea inception to manuscript submission, *Scrivener for Dummies* makes it easier than ever to plan, write, organize and revise your masterpiece in Scrivener.

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