



Beginning **Java®** **Programming**

The Object-Oriented Approach

Bart Baesens, Aimée Backiel, Seppe vanden Broucke

Beginning Java Programming Peter Paul

J Rink



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Java Programming Fundamentals Premchand S. Nair, 2008-11-20 While Java texts are plentiful it is difficult to find one that takes a real world approach and encourages novice programmers to build on their Java skills through practical exercise Written by an expert with 19 experience teaching computer programming *Java Programming Fundamentals* presents object oriented programming by employing examples taken EJB 2.1 Kick Start Peter Thaggard, 2002 A detailed workbook that includes coverage of the latest specifications for XHTML CSS and JavaScript as well as a comprehensive overview of server side Web programming technologies this edition was written by a team of experienced Web development practitioners led by the author of *JavaScript Unleashed* and *Pure JavaScript* **The Database Hacker's Handbook** **Defending Database** David Litchfield Chris Anley John Heasman Bill Gri, **Software Takes Command** Lev Manovich, 2013-07-04 Software has replaced a diverse array of physical mechanical and electronic technologies used before 21st century to create store distribute and interact with cultural artifacts It has become our interface to the world to others to our memory and our imagination a universal language through which the world speaks and a universal engine on which the world runs What electricity and combustion engine were to the early 20th century software is to the early 21st century Offering the the first theoretical and historical account of software for media authoring and its effects on the practice and the very concept of media the author of *The Language of New Media* 2001 develops his own theory for this rapidly growing always changing field What was the thinking and motivations of people who in the 1960 and 1970s created concepts and practical techniques that underlie contemporary media software such as Photoshop Illustrator Maya Final Cut and After Effects How do their interfaces and tools shape the visual aesthetics of contemporary media and design What happens to the idea of a medium after previously media specific tools have been simulated and extended in software Is it still meaningful to talk about different mediums at all Lev Manovich answers these questions and supports his theoretical arguments by detailed analysis of key media applications such as Photoshop and After Effects popular web services such as Google Earth and the projects in motion graphics interactive environments graphic design and architecture *Software Takes Command* is a must for all practicing designers and media artists and scholars concerned with contemporary media **Books in Print** ,1991 Billboard ,1964-02-01 In its 114th year Billboard remains the world's premier weekly music publication and a diverse digital events brand content and data licensing platform Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music video gaming media digital and mobile entertainment issues and trends **American Book Publishing Record** ,2004 **The British National Bibliography** Arthur James Wells, 2007 **The New York Times Magazine** ,1985 *Forthcoming Books* Rose Arny, 2002-04

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