

Beginning Java Objects

From Concepts to Code

Successful Java programmers know the "whys" of object orientation as well as the mechanics of the language. With this book, you'll learn both!

SECOND EDITION

Jacquie Barker

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powerfully into other ISP topics variables scope flow control and code reuse for productive time management Finally the book shows you how you can use JSP with XML and gives you a taste of some advanced topics including using Struts and the Model View Controller This book s step by step examples explain the techniques behind the code The authors include realistic scenarios wherever possible to build your knowledge and confidence in JSP After reading this book you ll have the knowledge and skills to enter the web development and Java development industries All you need to begin this journey is a basic understanding of HTML and Java **BEGINNING JAVA OBJECTS** JACQUIE BARKER,2002-01-10 2008 Objects Grant Palmer, Ken Barker, 2008-11-23 Updated with the changes to C Beginning C 2008 Objects From Concepts to Code introduces complete beginners to C coding practice with a solid methodological foundation written by two critically acclaimed experts in the field already authors of the best selling Beginning C Objects By building from first principles in object oriented terminology then advancing through application design with Unified Modeling Language UML into practical examples Beginning C 2008 Objects From Concepts to Code provides a foundational guide written from the perspective of two experienced working authorities on C Working coders will benefit from the object oriented cast of the book and its section on use case modeling This is the book to read if you want to deepen and advance your existing professional development in C with an eye towards advancing out of pure coding work For the reader wishing to simply learn C this book will provide exactly that In addition to listing code and syntax Beginning C 2008 Objects From Concepts to Code also walks you through the design and architecting of a functioning C application showing the why and the how of the development decisions that go into professional C coding The Definitive Guide to db4o Jim Paterson, Stefan Edlich, 2006-11-24 To satisfy the demand for 24 7 information access applications available in airport and conference kiosks and in the mobile gaming and medical industries provide consumers data access wherever they are But it s essential that fast availability not be traded for quality performance A prominent solution for managing the data in these applications and devices is db4othe open source object database native to the Java and NET platforms Highly reliable and scalable db4o cuts down on development time by smoothly integrating into the system cutting out the otherwise costly object relational mapping typical of larger applications The Definitive Guide to db4o is the first book to comprehensively cover this project in detail You will learn about all relevant topics including installing and configuring db4o querying and managing objects performing transactions and replicating data To aid newcomers to the topic early chapters cover object database fundamentals as well as technical considerations and migration strategies The book is complete with numerous C and Java examples so you ll be able to follow along regardless of your chosen language Beginning Java 9 Fundamentals Kishori Sharan, 2017-11-01 Learn the basics of Java 9 including basic programming concepts and the object oriented fundamentals necessary at all levels of Java development Author Kishori Sharan walks you through writing your first Java program step by step Armed with that practical experience you ll be ready to learn the core of the Java language Beginning Java 9 Fundamentals provides over 90 diagrams

and 240 complete programs to help you learn the topics faster The book continues with a series of foundation topics including using data types working with operators and writing statements in Java These basics lead onto the heart of the Java language object oriented programming By learning topics such as classes objects interfaces and inheritance you ll have a good understanding of ava s object oriented model The final collection of topics takes what you ve learned and turns you into a real Java programmer You ll see how to take the power of object oriented programming and write programs that can handle errors and exceptions process strings and dates format data and work with arrays to manipulate data This book is a companion to two other books also by Sharan focusing on APIs and advanced Java topics What You ll Learn Write your first Java programs with an emphasis on learning object oriented programming in Java Work with data types operators statements classes and objects Handle exceptions assertions strings and dates and object formatting Use regular expressions Work with arrays interfaces enums and inheritance Take advantage of the new JShell REPL tool Who This Book Is For Those who are new to Java programming who may have some or even no prior programming experience Beginning Java SE 6 **Platform** Jeff Friesen, 2007-12-22 Beginning Java SE 6 Platform From Novice to Professional steers you through the maze of Java Standard Edition SE 6 features The first chapter sets the stage by introducing Java SE 6 in terms of its name change themes an overview and a sampling of new features It also briefly discusses the first two Java SE 6 updates The remaining nine chapters organize features into the following categories core libraries GUI toolkits AWT GUI toolkits Swing internationalization Java Database Connectivity monitoring and management networking scripting and security and web services While exploring these chapters you will encounter a variety of useful and interesting topics introducing a new locale with its own currency creating a new JConsole plug in creating a scripted JEditorPane component invoking and communicating with JavaFX Script and JRuby scripts from a Java application that interacts with the Scripting API signing an arbitrary XML document and validating a signed document s XML signature and accessing an existing web service are examples With a few exceptions each of chapters 2 through 10 alphabetically organizes its topics for convenient access Furthermore all 10 chapters end with a Test Your Understanding section that provides questions and exercises to help you reinforce your understanding of what you have read Additional features are covered in the first three appendices The first appendix introduces you to annotation types for annotation processors Common Annotations 1 0 and several tables that conveniently organize additional annotation types that are new to Java SE 6 The second appendix explores changes made to various Java tools For example the Java compiler tool now supports annotation processing you ll learn how to take advantage of this capability by writing your own annotation processor Another example you ll learn how to interact with the command line script shell The third appendix looks at a variety of performance enhancements ranging from a fix for the gray rect problem to single threaded rendering The second to last appendix provides answers and code to all of the questions and exercises in the various Test Your Understanding sections The final appendix anticipates Java SE 7 by looking at features

most likely to make the cut including closures the Java Module System and the Swing Application Framework By the time you finish this book you will have mastered most of what s new and improved in Java SE 6 Although a few features such as multiple gradient paints and an in depth look at StAX are not covered you will find a growing list of articles devoted to these additional topics on the author s website JavaJeff mb ca Follow the links at the bottom of the website s Articles page

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