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Beginning NetBeans IDE

For Java Developers

Geertjan Wielenga

Foreword by Jaroslav Tulach, Founder of NetBeans IDE

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**Bart Baesens,Aimee Backiel,Seppe
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Beginning Java Programming Bart Baesens, Aimee Backiel, Seppe vanden Broucke, 2015-02-11 A comprehensive Java guide with samples exercises case studies and step by step instruction Beginning Java Programming The Object Oriented Approach is a straightforward resource for getting started with one of the world s most enduringly popular programming languages Based on classes taught by the authors the book starts with the basics and gradually builds into more advanced concepts The approach utilizes an integrated development environment that allows readers to immediately apply what they learn and includes step by step instruction with plenty of sample programs Each chapter contains exercises based on real world business and educational scenarios and the final chapter uses case studies to combine several concepts and put readers new skills to the test Beginning Java Programming The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills from the general concepts of object oriented programming Learn to Understand the Java language and object oriented concept implementation 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 applied environment while learning at the same time Useful as either a course text or a stand alone self study program Beginning Java Programming is a thorough comprehensive guide

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Beginning Java 8 Games Development Wallace Jackson,2014-12-04 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

Beginning Database-Driven Application Development in Java EE Yuli

Vasiliev,2009-04-21 Beginning Database Driven Application Development in Java™ EE Using GlassFish™ focuses on the open source GlassFish persistence engine This book shows Java programmers how to develop applications utilizing relational database technologies with examples using Oracle and MySQL and the GlassFish application development framework and deployment platform all based on Java EE The book explains in detail how you can organize your Java EE solution into a multilayer architecture placing most emphasis on how to implement the persistence and database tiers of an application Through many examples this book shows how you can efficiently use the Java Persistence features available in the Java EE platform Find out how you can greatly simplify the task of building the persistence layer of your Java EE application by moving some application logic into the underlying database utilizing database views stored programs and triggers The book also explains how to deploy Java EE applications to GlassFish a free open source Java EE 5 compliant application server

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