Java Programming

Daniel Lorig

Fundamentals of Java Programming Mitsunori Ogihara,2018-07-13 Making extensive use of examples, this textbook on Java programming teaches the fundamental skills for getting started in a command-line environment. Meant to be used for a one-semester course to build solid foundations in Java, Fundamentals of Java Programming eschews second-semester content to concentrate on over 180 code examples and 250 exercises. Key object classes (String, Scanner, PrintStream, Arrays, and File) are included to get started in Java programming. The programs are explained with almost line-by-line descriptions, also with chapter-by-chapter coding exercises. Teaching resources include solutions to the exercises, as well as digital lecture slides.

Teach Yourself Java for Macintosh in 21 Days Laura Lemay,Charles L. Perkins,Tim Webster,1996-01-01 Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

The Java Programming Language Ken Arnold,James Gosling,David Holmes,2000 Restructured to deliver in-depth coverage of Java's critical new features, this guide contains code examples to help developers make the most of new Java features. It offers a creator's eye view of the rationale behind Java's design, and its latest enhancements, all designed to help developers make the most of Java's power, portability, and flexibility.

Java Programming for Beginners Mark Lassoff,2017-10-31 Java Programming for Beginners is an introduction to Java programming, taking you through the Java syntax and the fundamentals of object-oriented programming. About This Book Learn the basics of Java programming in a step-by-step manner Simple, yet thorough steps that beginners can follow Teaches you transferable skills, such as flow control and object-oriented programming Who This Book Is For This book is for anyone wanting to start learning the Java language, whether you're a student, casual learner, or existing programmer looking to add a new language to your skillset. No previous experience of Java or programming in general is required. What You Will Learn Learn the core Java language for both Java 8 and Java 9 Set up your Java programming environment in the most efficient way Get to know the basic syntax of Java Understand object-oriented programming and the benefits that it can bring Familiarize yourself with the workings of some of Java's core classes Design and develop a basic GUI Use industry-standard XML for passing data between applications In Detail Java is an object-oriented programming language, and is one of the most widely accepted languages because of its design and programming features, particularly in its promise that you can write a program once and run it anywhere. Java Programming for Beginners is an excellent introduction to the world of Java programming, taking you through the basics of Java syntax and the complexities of object-oriented programming. You'll gain a full understanding of Java SE programming and will be able to write Java programs with graphical user interfaces that run on PC, Mac, or Linux machines. This book is full of informative and entertaining content, challenging exercises, and dozens of code examples you can run and learn from. By reading this book, you'll move from understanding the data types in Java, through loops and conditionals, and on to functions, classes, and file handling. The book finishes with a look at GUI development and training on how to work with XML. The book takes an efficient route through the Java landscape, covering all of the core topics that a Java developer needs. Whether you're an absolute beginner to programming, or a seasoned programmer approaching an object-oriented language for the first time, Java Programming for Beginners delivers the focused training you need to become a Java developer. Style and approach This book takes a very hands-on approach, carefully building on lessons learned with snippets and tutorials to build real projects.

Java Programming Yakov Fain,2015-04-27 Quick and painless Java programming with expert multimedia instruction Java Programming 24-Hour Trainer, 2nd Edition is your complete beginner's guide to the Java programming language, with easy-to-follow lessons and supplemental exercises that help you get up and running quickly. Step-by-step instruction walks you through the basics of object-oriented programming, syntax, interfaces, and more, before building upon your skills to develop games, web apps, networks, and automations. This second edition has been updated to align with Java SE 8 and Java EE 7, and includes new information on GUI basics, lambda expressions, streaming API, WebSockets, and Gradle. Even if you have no programming experience at all, the more than six hours of Java programming screencasts will demonstrate major concepts and procedures in a way that facilitates learning and promotes a better understanding of the development process. This is your quick and painless guide to mastering Java, whether you're starting from scratch or just looking to expand your skill set. Master the building blocks that go into any Java project Make writing code easier with the Eclipse tools Learn to connect Java applications to databases Design and build graphical user interfaces and web applications Learn to develop GUIs with JavaFX If you want to start programming quickly, Java Programming 24-Hour Trainer, 2nd Edition is your ideal solution.

Practical Java Peter Haggar,2000 Índice abreviado: General techniques -- Objects and equality -- Exception handling -- Performance -- Multithreading -- Classes and interfaces -- Appendix: learning Java.

Programming with Java Radhika S. Grover,2013 This 14-chapter introduction to programming with Java at the CS-1 level, uses multimedia-based programs as a means of instruction. Multimedia is a combination of various media such as text, audio, video, images, graphics and animation. With this book, students will learn Java using programs that draw graphics and images, perform animation, read and play music files, display video, and more.

This text uses clear explanations and illustrations, and does not require prior programming experience, knowledge of graphics, or other media API's.Progamming with Java: A Multimedia Approach covers topics such as variables, data types, literals, operators, creating objects, Java 2D classes, user-defined classes, inheritance, interfaces, exception handling, GUI programming, generics and collections, and multithreaded programming. It also provides introductions to arrays and the scanner class.TuringsCraft CodeLab access is available for adopting professors. Custom CodeLab: CodeLab is a web-based interactive programming exercise service that has been customized to accompany this text. It provides numerous short exercises, each focused on a particular programming idea or language construct. The student types in code and the system immediately judges its correctness, offering hints when the submission is incorrect.

Beginning Java Programming Bart Baesens,Aimee Backiel,Seppe vanden Broucke,2015-02-11 A comprehensive Java guide, with samples, exercises, casestudies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approachis a straightforward resource for getting started with one of theworld's most enduringly popular programming languages. Based onclasses taught by the authors, the book starts with the basics andgradually builds into more advanced concepts. The approach utilizesan integrated development environment that allows readers toimmediately apply what they learn, and includes step-by-stepinstruction with plenty of sample programs. Each chapter containsexercises based on real-world business and educational scenarios,and the final chapter uses case studies to combine several conceptsand put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approachprovides both the information and the tools beginners need todevelop Java skills, from the general concepts of object-orientedprogramming. Learn to: Understand the Java language and object-oriented conceptimplementation 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 appliedenvironment while learning at the same time. Useful as either acourse text or a stand-alone self-study program, Beginning JavaProgramming is a thorough, comprehensive guide.

Java Programming Gary B. Shelly,Thomas J. Cashman,Joy L. Starks,Joy Starks,2001 Part of the highly successful Shelly Cashman Series, this text provides introductory coverage of Java Programming. Emphasizes important object-oriented programming concepts, and uses real-world examples throughout.

Java Programming: A Comprehensive Introduction Dale Skrien,Herbert Schildt,2012-01-20 Java Programming: A Comprehensive Introduction is designed for an introductory programming course using Java. This text takes a logical approach to the presentation of core topics, moving step-by-step from the basics to more advanced material, with objects being introduced at the appropriate time. The book is divided into three parts: Part One covers the elements of the Java language and the fundamentals of programming. An introduction to object-oriented design is also included. Part Two introduces GUI (Graphical User Interface) programming using Swing. Part Three explores key aspects of Java's API (Application Programming Interface) library, including the Collections Framework and the concurrency API. Herb Schildt has written many successful programming books in Java, C++, C, and C#. His books have sold more than three million copies. Dale Skrien is a professor at Colby College with degrees from the University of Illinois-Champaign, the University of Washington, and St. Olaf College. He's also authored two books and is very active in SIGCSE.

JAVA Programming K. Rajkumar, JAVA Programming introduces the subject in a simple and lucid style. This book explains programming concepts and software development practices for solving problems in a clear and precise manner. Every chapter of the book is supported with a wide variety of solved examples and end-of-chapter exercises to help students master this subject.

Beginning Programming with Java For Dummies Barry Burd,2014-06-03 A practical introduction to programming with Java Beginning Programming with Java For Dummies, 4th Edition is a comprehensive guide to learning one of the most popular programming languages worldwide. This book covers basic development concepts and techniques through a Java lens. You'll learn what goes into a program, how to put the pieces together, how to deal with challenges, and how to make it work. The new Fourth Edition has been updated to align with Java 8, and includes new options for the latest tools and techniques. Java is the predominant language used to program Android and cloud apps, and its popularity is surging as app demand rises. Whether you're just tooling around, or embarking on a career, Beginning Programming with Java For Dummies, 4th Edition is a great place to start. Step-by-step instruction, easy-to-read language, and quick navigation make this book the perfect resource for new programmers. You'll begin with the basics before moving into code, with simple, yet detailed explanations every step of the way. Topics include: Learn the language with sample programs and the Java toolkit Familiarize yourself with decisions, conditions, statements, and information overload Differentiate between loops and arrays, objects and classes, methods and variables The book also contains links to additional resources, other programming languages, and guidance as to the most useful classes in the Java API. If you're new to programming languages, Beginning Programming with Java For Dummies, 4th Edition provides the instruction and practice you need to become a confident Java programmer.

Learn Java the Easy Way Bryson Payne,2017-11-14 Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps

right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to: -Perform calculations, manipulate text strings, and generate random colors -Use conditions, loops, and methods to make your programs responsive and concise -Create functions to reuse code and save time -Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders -Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

Guide to Java James T. Streib,Takako Soma,2023-03-12 This textbook presents a focused and accessible primer on the fundamentals of Java programming, with extensive use of illustrative examples and hands-on exercises. Addressing the need to acquire a good working model of objects in order to avoid possible misconceptions, the text introduces the core concepts of object-oriented programming at any stage, supported by the use of contour diagrams. Each chapter has one or more complete programs to illustrate the various ideas presented, and to help readers learn how to write programs on their own. Chapter summaries and practical exercises also are included to help the reader to review their progress and practice their skills. This substantially updated second edition has been expanded with additional exercises, and includes new material on bit manipulation and parallel processing. Topics and features: Introduces computing concepts in Chapter 0 for new programmers Adds new chapters on bit-manipulation and parallel processing Contains exercises at the end of each chapter with selected answers Supports both text-based and GUI-based Input/Output Objects can be introduced first, last, or intermixed with other material Uses contour diagrams to illustrate objects and recursion Discusses OOP concepts such as overloading, class methods, and inheritance Introduces string variables and illustrates arrays and array processing Discusses files, elementary exception processing, and the basics of Javadoc This concise and easy-to-follow textbook/guide is ideal for students in an introductory programming course. It is also suitable as a self-study guide for both practitioners and academics.

Teach Yourself Java Programming in 31 Days : Harry. H. Chaudhary.,2014-08-15 Essential Java Skills--Made Easy! What Special – In this book I covered and explained several topics of latest Java 8 Features in detail for Developers & Fresher's, Topics Like– Lambdas. || Java 8 Functional interface, || Stream and Time API in Java 8. This Java book doesn't require previous programming experience. However, if you come from a C or C++ programming background, then you will be able to learn faster. Learn the all basics and advanced features of Java programming in no time from Bestseller Java Programming Author Harry. H. Chaudhary (More than 1,67,000 Books Sold !). This Java Guide, starts with the basics and Leads to Advance features of Java in detail with thousands of Java Codes and new features of Java 8 like Lambdas. Java 8 Functional interface, || Stream and Time API in Java 8. , I promise this book will make you expert level champion of java. Anyone can learn java through this book at expert level. The main objective of this java book is not to give you just Java Programming Knowledge, I have followed a pattern of improving the question solution of thousands of Codes with clear theory explanations with different Java complexities for each java topic problem, and you will find multiple solutions for complex java problems. Engineering Students and fresh developers can also use this book. This book covers common core syllabus for all Computer Science Professional Degrees If you are really serious then go ahead and make your day with this ultimate java book. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Learning a new language is no easy task especially when it's an oop's programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1. (Overview of Java) 2.(Java Language) 3.(Control Statements) 4.(Scanner class, Arrays & Command Line Args) 5.(Class & Objects in Java) 6.(Inheritance in Java) 7.(Object oriented programming) 8.(Packages in Java) 9.(Interface in Java) 10.(String and StringBuffer) 11.(Exception Handling) 12.(Multi-Threaded Programming) 13.(Modifiers/Visibility modes) 14.(Wrapper Class) 15.(Input/Output in Java) 16.(Applet Fundamentals) 17.(Abstract Windows Toolkit)(AWT) 18.(Introduction To AWT Events) 19.(Painting in AWT) 20.(java.lang.Object Class) 21.(Collection Framework) PART - II (Java 8 Features for Developers) 22. Java 8 Features for Developers – Lambdas. 23. Java 8 Functional interface,Stream & Time API. 24. Key Features that Make Java More Secure than Other Languages.

Java Programming for Beginners Daniel Lorig,2016-10-27 Java is currently among the most widely used programming languages. It is particularly

popular among programming beginners, because the language is both powerful and free of error-prone concepts, such as pointer arithmetic. This book is especially written for absolute programming beginners who have no previous knowledge of Java or other programming languages. It explains important programming concepts in an easy and comprehensive way, allowing programming beginners to familiarize themselves with the language very quickly. There are programming examples for every topic to reinforce the lessons. Furthermore, the book recommends more than sixty-five webpages that can help readers improve their coding skills. The book includes advanced topics such as network programming, concurrency, and graphical user interfaces; the basics of these and other topics are presented in a beginner-friendly way. Learning by doing is a reliable method for learning programming languages. In keeping with this method, the book offers exercises for all topics covered. You can apply your learning directly and intensify your knowledge of the Java programming language. The book covers the following topics: Basics of the Language (Compiler, Eclipse) Core Components of the Java Programming Language Control Flow: Conditions and Loops Object Orientation: A Brief Overview Primitive Data Types Expressions and Operators Arrays Strings Classes and Objects References, Parameters, and Null Inheritance Exceptions Generics Collections File Management Concurrency Network Programming Graphical User Interfaces (GUIs) Additional Web Resources Example Code Downloads

Java Programming Interviews Exposed Noel Markham,2014-01-30 If you are a skilled Java programmer but are concerned about theJava coding interview process, this real-world guide can help youland your next position Java is a popular and powerful language that is a virtualrequirement for businesses making use of IT in their dailyoperations. For Java programmers, this reality offers job securityand a wealth of employment opportunities. But that perfect Javacoding job won't be available if you can't ace the interview. Ifyou are a Java programmer concerned about interviewing, JavaProgramming Interviews Exposed is a great resource to preparefor your next opportunity. Author Noel Markham is both anexperienced Java developer and interviewer, and has loaded his bookwith real examples from interviews he has conducted. Review over 150 real-world Java interview questions you arelikely to encounter Prepare for personality-based interviews as well as highlytechnical interviews Explore related topics, such as middleware frameworks andserver technologies Make use of chapters individually for topic-specific help Use the appendix for tips on Scala and Groovy, two otherlanguages that run on JVMs Veterans of the IT employment space know that interviewing for aJava programming position isn't as simple as sitting down andanswering questions. The technical coding portion of the interviewcan be akin to a difficult puzzle or an interrogation. With JavaProgramming Interviews Exposed, skilled Java coders can preparethemselves for this daunting process and better arm themselves withthe knowledge and interviewing skills necessary to succeed.

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Beginning Java Programming Bart Baesens,Aimee Backiel,Seppe vanden Broucke,2015-02-17 A comprehensive Java guide, with samples, exercises, casestudies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approachis a straightforward resource for getting started with one of theworld's most enduringly popular programming languages. Based onclasses taught by the authors, the book starts with the basics andgradually builds into more advanced concepts. The approach utilizesan integrated development environment that allows readers toimmediately apply what they learn, and includes step-by-stepinstruction with plenty of sample programs. Each chapter containsexercises based on real-world business and educational scenarios,and the final chapter uses case studies to combine several conceptsand put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approachprovides both the information and the tools beginners need todevelop Java skills, from the general concepts of object-orientedprogramming. Learn to: Understand the Java language and object-oriented conceptimplementation 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 appliedenvironment while learning at the same time. Useful as either acourse text or a stand-alone self-study program, Beginning JavaProgramming is a thorough, comprehensive guide.

Java Programming for Dummies Donald J. Koosis,David Koosis,1997 A must-have book that shows Web users how to implement rich interactive content and design their own applets for the Internet!-- Covers the programming basics of using Java including hardware and software requirements-- Describes why Java is a significant programming language and explains some of its capabilities-- Shows users how to make the jump from HTML to programming in Java easily-- Outlines the basics of object-oriented programming-- Takes users step-by-step through implementing real-time updates on Web pages-- Leads users to the spot where they can get their own Java Developers Kit-- Focuses on designing and creating original applets rather than using pre-existing ones-- Provides plenty of examples on how to find, download, and extract archives for JDK-- Describes how to execute interactive tutorials on Web pages-- Find out how to add games and animation to Web pagesJava language is hot, and developers want to take advantage of all the new capabilities offered by Java. This book describes how to create Java enhanced Web pages by including animation, games, and other interactive conten

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