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the power of interfaces lambda expressions and inner classes Harden programs through effective exception handling and debugging Write safer more reusable code with generic programming Improve performance and efficiency with Java s standard collections Explore simple programs with JShell and assemble complex programs with archives and modules Build cross platform GUIs with the Swing toolkit Fully utilize multicore processors with Java s powerful concurrency model See Core Java Volume II Advanced Features Twelfth Edition coming in 2022 for expert coverage of Java 17 enterprise features the module system annotations networking security and advanced UI programming Register your book for convenient access to downloads updates and or corrections as they become available See inside book for details   **Core Java 2** Cay S. Horstmann,Gary Cornell,2000 Java 2 makes major improvements in many areas that are critical to sophisticated developers and this reference has been completely revised to reflect these enhancements with three completely new chapters and thousands of new lines of code Topics include multithreading networking database connectivity remote objects JavaBeans CORBA support and more   **Java Collections** John Zukowski,2013-06-05 The Collections Framework is supplied with all versions of the Java 2 platform and provides programmers with incredibly efficient ways to manipulate data However given the large number of methods and classes in this library using them correctly is hardly a cakewalk Well known columnist and bestselling author John Zukowski gives the Java professional exactly what he or she needs to know about this vital library in order to maximize productivity This practical book contains comprehensive coverage of the important Collections Framework from the working programmer s point of view while staying away from academic abstractions Java Collections leads you through the standard Java support for maintaining abstract groups of data from the historical collection classes available since the inception of Java time through the Collections Framework introduced with the Java 2 platform and on to third party alternative libraries for times when the standard support isn t enough If you re working with data in Java programs you need to understand the Collections Framework Let Zukowski s Java Collections be your guide Table of Contents Java Collections Framework An Overview Arrays The Vector and Stack Classes The Enumeration Interface The Dictionary Hashtable and Properties Classes The BitSet Class Collections Introduction Sets Lists Maps Sorting Special Collections Support Array Algorithm Support Custom Implementations Compatibility Issues Advanced Usages JGL Libraries util concurrent Colt

Core Java Volume I--Fundamentals Cay S. Horstmann,2012-11-27 Fully updated to reflect Java SE 7 language changes Core Java Volume I Fundamentals Ninth Edition is the definitive guide to the Java platform Designed for serious programmers this reliable unbiased no nonsense tutorial illuminates key Java language and library features with thoroughly tested code examples As in previous editions all code is easy to understand reflects modern best practices and is specifically designed to help jumpstart your projects Volume I quickly brings you up to speed on Java SE 7 core language enhancements including the diamond operator improved resource handling and catching of multiple exceptions All of the code examples have been updated to reflect these enhancements and complete descriptions of new SE 7 features are integrated with

insightful explanations of fundamental Java concepts You ll learn all you need to be productive with The Java programming environment Objects classes and inheritance Interfaces and inner classes Reflection and proxies Graphics programming Event handling and the event listener model Swing based user interface components Application and applet deployment Exceptions logging assertions and debugging Generic programming Collections Concurrency and more For detailed coverage of advanced features including the new API for file input output and enhancements to the concurrency utilities look for Core Java Volume II Advanced Features Ninth Edition ISBN 13 978 0 13 708160 8   **Design Patterns Explained** Alan Shalloway,James R. Trott,2004-10-12 One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples this has been very inspiring for a product I m working on an audio only introduction to OOP and software development Bruce Eckel I would expect that readers with a basic understanding of object oriented programming and design would find this book useful before approaching design patterns completely Design Patterns Explained complements the existing design patterns texts and may perform a very useful role fitting between introductory texts such as UML Distilled and the more advanced patterns books James Noble Leverage the quality and productivity benefits of patterns without the complexity Design Patterns Explained Second Edition is the field s simplest clearest most practical introduction to patterns Using dozens of updated Java examples it shows programmers and architects exactly how to use patterns to design develop and deliver software far more effectively You ll start with a complete overview of the fundamental principles of patterns and the role of object oriented analysis and design in contemporary software development Then using easy to understand sample code Alan Shalloway and James Trott illuminate dozens of today s most useful patterns their underlying concepts advantages tradeoffs implementation techniques and pitfalls to avoid Many patterns are accompanied by UML diagrams Building on their best selling First Edition Shalloway and Trott have thoroughly updated this book to reflect new software design trends patterns and implementation techniques Reflecting extensive reader feedback they have deepened and clarified coverage throughout and reorganized content for even greater ease of understanding New and revamped coverage in this edition includes Better ways to start thinking in patterns How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns driven development process How to use factories to instantiate and manage objects more effectively The Object Pool Pattern a new pattern not identified by the Gang of Four New study practice questions at the end of every chapter Gentle yet thorough this book assumes no patterns experience whatsoever It s the ideal first book on patterns and a perfect complement to Gamma s classic Design Patterns If you re a programmer or architect who wants the clearest possible understanding of design patterns or if you ve struggled to make them work for you read this book   *Core Java 1.2* Cay S. Horstmann,Gary Cornell,1999 Completely revised and updated Core Java 1 2 Volume I Fundamentals gives experienced programmers the firm foundation they need to

build their Java careers It thoroughly covers the fundamentals of the JDK 1 2 including the new Swing user interface components The new edition is filled with even more of the robust non toy programs that previous versions were famous for and now they are updated to take advantage of the Swing classes where appropriate Volume I includes a thorough explanation of object oriented programming Java inner classes and exception handling as well as debugging the current Java event model and a thorough coverage of both Input Output and File Management **WEB TECHNOLOGY** Dr. Jyoti Singh,Prof. Sanjay Purohit ,2025-04-26 MCA SECOND SEMESTER According to the New Syllabus of Dr A P J Abdul Kalam Technical University Lucknow as per NEP 2020 **OBJECT ORIENTED PROGRAMMING** Sumit Kumar Srivastava ,2025-04-26 MCA SECOND SEMESTER According to the New Syllabus of Dr A P J Abdul Kalam Technical University Lucknow NEP 2020 *Trends in Software Engineering* Marvin Zelkowitz,2001-07-04 Volume 54 presents six chapters on the changing face of software engineering the process by which we build reliable software systems We are constantly building faster and less expensive processors which allow us to use different processes to try and conquer the bug problem facing all developments how to build reliable systems with few errors at low or at least manageable cost The first three chapters of this volume emphasize components and the impact that object oriented design is having on the program development process a current hot topic The final three chapters present additional aspects of the software development process including maintenance purchasing strategies and secure outsourcing of scientific computations **Dr. Dobb's Journal** ,2001 **An Introduction to Programming and Object-Oriented Design Using JAVA** Jaime Nino,Frederick A. Hosch,2002 Covers I O applets Java syntax design patterns and distinction between specification and implementation **Fundamental Approaches to Software Engineering** Ralf-Detlef Kutsche,Herbert Weber,2003-08-01 ETAPS 2002 was the fth instance of the European Joint Conferences on Theory and Practice of Software ETAPS is an annual federated conference that was established in 1998by combining a number of existing and new conferences This year it comprised 5 conferences FOSSACS FASE ESOP CC TACAS 13 satellite workshops ACL2 AGT CMCS COCV DCC INT LDTA SC SFEDL SLAP SPIN TPTS and VISS 8invited lectures not including those speci c to the satellite events and several tutorials The events that comprise ETAPS address various aspects of the system velopment process including speci cation design implementation analysis and improvement The languages methodologies and tools which support these tivities are all well within its scope Di erent blends of theory and practice are represented with an inclination towards theory with a practical motivation on one hand and soundly based practice on the other Many of the issues involved in software design apply to systems in general including hardware systems and the emphasis on software is not intended to be exclusive Core Java #8482 2, Volume I--Fundamentals Cay S. Horstmann,Gary Cornell,2003-02 **Core Java 2** Cay S. Horstmann,Gary Cornell,2003 Java 2 0 makes major improvements in areas that are critical to sophisticated developers This book includes expert guidance on the basics of Java 2 multithreading networking database connectivity remote objects JavaBeans and

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