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introduction object oriented programming programming methods control statement looping statements scanning methods program method arrays string operation object

based programming object oriented programming exception handling threading file operation simple gui event handling methods advanced gui java graphics two dimensional drawing transformations three dimensional viewing transformations computer aided design animation javadatabase connectivity networking e commerce advanced software technology projects in java subjective questions bibliography index

even after 25 years of its birth java is still on the top of all programming languages the reason is its platform independence and architectural neutrality this is the reason why every curriculum of computer science and engineering have a subject of java programming the authors of this book have vast experience in teaching java at undergraduate and post graduate level this book is the nectar of their experience and it has been written looking at the all perspective of education and understanding the concepts and applications the focus is moreover on the fundamental aspects of the java programming the authors have tried to cover all the latest developments in the language which is happening from time to time

c shanthi assistant professor department of computer science government arts college rajaji nagar post ariyalur tamil nadu india dr r brendha associate professor department of computer applications cauvery college for women autonomous annamalai nagar trichy tamil nadu india ms r kayalvizhi assistant professor department of computer science thanthai hans roever college autonomous perambalur tamil nadu india m g saravanan assistant professor department of computer science thanthai hans roever college autonomous perambalur tamil nadu india

book programming in java has been written strictly according to the new syllabus of various technical universities across the india basic view of oop conditional statements and loops classes objects fundamental concept of java programming etc

this book is designed to introduce fundamental programming techniques and problem solving methods to novice programming learners using the java programming language it is organized into seven chapters which include an introduction to computer and programming language problem solving concepts numerical computation and expression selection control structures repetition control structures modularity using methods and arrays in addition the knowledge of java programming language is gained by learning its syntax and standard coding conventions at the end of each chapter the learners are provided with hands on case studies to assist them in understanding and applying the concepts introduced in the chapter a set of questions is also included in each chapter to test their understanding and encourage them to practice developing their programming skills learners need to keep in mind that programming is best acquired by understanding and doing practices it is hoped that the learners will enjoy reading and get benefit from this book this book can be used as a starting point of

reference in their journey to become expert programmers

summary functional programming in java teaches java developers how to incorporate the most powerful benefits of functional programming into new and existing java code you'll learn to think functionally about coding tasks in java and use fp to make your applications easier to understand optimize maintain and scale purchase of the print book includes a free ebook in pdf kindle and epub formats from manning publications about the technology here's a bold statement learn functional programming and you'll be a better java developer fortunately you don't have to master every aspect of fp to get a big payoff if you take in a few core principles you'll see an immediate boost in the scalability readability and maintainability of your code and did we mention that you'll have fewer bugs let's get started about the book functional programming in java teaches you how to incorporate the powerful benefits of functional programming into new and existing java code this book uses easy to grasp examples exercises and illustrations to teach core fp principles such as referential transparency immutability persistence and laziness along the way you'll discover which of the new functionally inspired features of java 8 will help you most what's inside writing code that's easier to read and reason about safer concurrent and parallel programming handling errors without exceptions java 8 features like lambdas method references and functional interfaces about the reader written for java developers with no previous fp experience about the author pierre yves saumont is a seasoned java developer with three decades of experience designing and building enterprise software he is an r&d engineer at alcatel lucent submarine networks table of contents what is functional programming using functions in java making java more functional recursion corecursion and memoization data handling with lists dealing with optional data handling errors and exceptions advanced list handling working with laziness more data handling with trees solving real problems with advanced trees handling state mutation in a functional way functional input output sharing mutable state with actors solving common problems functionally

although the number of commercial java games is still small compared to those written in c or c the market is expanding rapidly recent updates to java make it faster and easier to create powerful gaming applications particularly java 3d is fueling an explosive growth in java games java games like puzzle pirates chrome star wars galaxies runescape alien flux kingdom of wars law and order ii roboforge tom clancy's politika and scores of others have earned awards and become bestsellers java developers new to graphics and game programming as well as game developers new to java 3d will find killer game programming in java invaluable this new book is a practical introduction to the latest java graphics and game programming technologies and techniques it is the first book to thoroughly cover java's 3d capabilities for all types of graphics and game development projects killer game programming in java is a comprehensive guide to everything you

need to know to program cool testosterone drenched java games it will give you reusable techniques to create everything from fast full screen action games to multiplayer 3d games in addition to the most thorough coverage of java 3d available killer game programming in java also clearly details the older better known 2d apis 3d sprites animated 3d sprites first person shooter programming sound fractals and networked games killer game programming in java is a must have for anyone who wants to create adrenaline fueled games in java

discover object oriented programming with java in this unique tutorial this book uses java and eclipse to write and generate output for examples in topics such as classes interfaces overloading and overriding interactive object oriented programming in java uniquely presents its material in a dialogue with the reader to encourage thinking and experimentation later chapters cover further java programming concepts such as abstract classes packages and exception handling at each stage you'll be challenged by the author to help you absorb the information and become a proficient java programmer additionally each chapter contains simple assignments to encourage you and boost your confidence level what you will learn become proficient in object oriented programming test your skills in the basics of java develop as a java programmer use the eclipse ide to write your code who this book is for software developers and software testers

software programming languages

kick start your modular programming journey and gear up for the future of java development about this book master design patterns and best practices to build truly modular applications in java 9 upgrade your old java code to java 9 with ease build and run a smooth functioning multi module application who this book is for this book is written for java developers who are interested in learning and understanding the techniques and best practices to build modular applications in java the book assumes some previous programming experience in java 8 or earlier familiarity with the basic java types such as classes and interfaces as well as experience in compiling and executing java programs what you will learn get introduced to the concept of modules and modular programming by working on a fully modular java application build and configure your own java 9 modules work with multiple modules and establish inter module dependencies understand and use the principles of encapsulation readability and accessibility use jlink to generate fully loaded custom runtime images like a pro discover the best practices to help you write awesome modules that are a joy to use and maintain upgrade your old java code to use the new java 9 module system in detail the java 9 module system is an important addition to the language that affects the way we design write and organize code and libraries in java it provides a new way to achieve maintainable code by the encapsulation of java types as well as a way to write better

libraries that have clear interfaces effectively using the module system requires an understanding of how modules work and what the best practices of creating modules are this book will give you step by step instructions to create new modules as well as migrate code from earlier versions of java to the java 9 module system you'll be working on a fully modular sample application and add features to it as you learn about java modules you'll learn how to create module definitions setup inter module dependencies and use the built in modules from the modular jdk you will also learn about module resolution and how to use jlink to generate custom runtime images we will end our journey by taking a look at the road ahead you will learn some powerful best practices that will help you as you start building modular applications you will also learn how to upgrade an existing java 8 codebase to java 9 handle issues with libraries and how to test java 9 applications style and approach the book is a step by step guide to understanding modularity and building a complete application using a modular design

unlock the full potential of your java development skills with mastering advanced object oriented programming in java unlock the secrets of expert level skills this comprehensive guide takes experienced programmers beyond the basics diving deep into the nuanced aspects of object oriented programming to empower the creation of robust efficient and scalable software solutions whether enhancing existing applications or innovating new ones this book equips you with the expertise to master complex java programming challenges with confidence delving into advanced topics like effective class design sophisticated inheritance structures and the strategic use of interfaces and abstract classes this book provides a thorough understanding that transforms how developers architect solutions with chapters dedicated to generics collections concurrency and modern paradigms like lambdas and the stream api every page offers practical insights needed to build cutting edge software that performs efficiently and reliably even under real world constraints moreover this expertly curated resource addresses crucial aspects such as performance optimization testing debugging and leveraging java's reflection and dynamic proxy capabilities through clear explanations best practices and real world examples mastering advanced object oriented programming in java is an invaluable tool for professionals aiming to elevate their programming prowess ensuring their java applications not only meet industry standards but set them

this book is designed to introduce object oriented programming oop in c and java and is divided into four areas of coverage preliminaries explains the basic features of c c and java such as data types operators control structures storage classes and array structures part i covers classes objects data abstraction function overloading information hiding memory management inheritance binding polymorphism class template using working illustrations based on simple concepts part ii discusses all the

paradigms of java programming with ready to use programs part iii contains eight java packages with their full structures the book offers straightforward explanations of the concepts of oop and discusses the use of c and java in oop through small but effective illustrations it is ideally suited for undergraduate postgraduate courses in computer science the it professionals should also find the book useful

this book will surely change your approach to java functional programming this is one of the simplest book for java functional programming on the planet before scripting any feature i used to ask 4 questions to myself what is this feature all about why am i going for it where can i use it in realtime and finally how can i implement it i have tried to simplify the concept of streams and lambda with help of sketch images in order to make it self explanatory in this book i have covered industry trending concepts like streams lambda method reference functional interfaces and other most commonly used java features from java 8 to java 20 this book is an insightful and practical guide that takes readers on a journey into the world of functional programming exploring key concepts such as functional programming paradigms streams lambda expressions and method references this book is an essential resource for both beginners and experienced programmers looking to unlock the full potential of functional programming in their software development projects the book begins by demystifying functional programming providing a clear understanding of its principles and benefits it emphasizes the use of pure functions immutability and higher order functions to write clean maintainable and efficient code why this book stands out drawing on over a decade of core software development experience the author provides an insightful and practical guide that simplifies complex concepts using sketches and images this book is not just for reading but for understanding and implementing functional programming in real world scenarios key concepts covered functional programming paradigms gain a clear understanding of the principles and benefits of functional programming including pure functions immutability and higher order functions streams learn to manipulate data with streams using operations like map filter and reduce discover the power of lazy evaluation for performance improvements lambda expressions explore how to create and use lambda functions to write flexible and concise code method references leverage method references to simplify your code enhancing readability and maintainability functional interfaces dive deep into functional interfaces and their practical applications why you should buy this book comprehensive coverage from foundational principles to advanced features this book covers all you need to know about java functional programming practical examples real world examples and industry best practices make the concepts easy to understand and apply clear and simple the use of sketches and images makes even the most complex concepts self explanatory expert insight benefit from the author s 10 years of software development experience and deep knowledge of java industry relevant stay up to date with the latest trends and features from java 8 to

java 20

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bull provides a key overview and introduction to j2me and two vital j2me technologies mobile information device profile midp 2 0 and connected limited device configuration cdlc bull shows how to build develop and code j2me applications how to understand the game profile api and the latest j2me security enhancements bull written by the architects of the java 2 micro edition platform

this book offers contemporary comprehensive and in depth coverage of all the concepts of object oriented technologies with an emphasis on problem solving approaches as applied to c and java programming paradigms

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

learning a new programming language can be both challenging and rewarding and java with its versatility and widespread use is an excellent choice whether you are a beginner or have some programming experience i believe you will find java to be a powerful and enjoyable language to work with as you dive into your java learning journey java has a strong foundation in the principles of object oriented programming oop take the time to understand the basics of classes objects inheritance and polymorphism these concepts form the backbone of java programming and will empower you to create efficient and well organized code

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mca btech be and undergraduate learners or java starters no prior experience is required just curiosity and a willingness to code table of contents 1 introduction to java programming 2 variables data types operators and control structures 3 object oriented programming oop basics 4 methods and functions 5 file and exception handling 6 input output streams 7 gui programming 8 concurrency and mutli threading 9 working with collections and data structures 10 networking in java 11 database connectivity with jdbc 12 java performance tuning and optimization 13 security testing and debugging 14 exploring popular java frameworks 15 java for development 16 advanced java features 17 mobile development with java 18 design patterns in java 19 using ai with java programming 20 final project and next steps index

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