

Read Book Introducing JavaFX 8 Programming Oracle Press

Recognizing the exaggeration ways to acquire this ebook **Introducing JavaFX 8 Programming Oracle Press** is additionally useful. You have remained in right site to begin getting this info. get the Introducing JavaFX 8 Programming Oracle Press belong to that we offer here and check out the link.

You could buy lead Introducing JavaFX 8 Programming Oracle Press or get it as soon as feasible. You could speedily download this Introducing JavaFX 8 Programming Oracle Press after getting deal. So, considering you require the books swiftly, you can straight acquire it. Its thus categorically easy and for that reason fats, isnt it? You have to favor to in this flavor

M1RV8F - KASEY HAILIE

Up-to-Date, Essential Java Programming Skills—Made Easy! Supplement for key JDK 10 new features available from book's Downloads & Resources page at OraclePressBooks.com. Fully updated for Java Platform, Standard Edition 9 (Java SE 9), Java: A Beginner's Guide, Seventh Edition, gets you started programming in Java right away. Bestselling programming author Herb Schildt begins with the basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. The book also covers some of Java's more advanced features, including multithreaded programming, generics, lambda expressions, Swing, and JavaFX. This practical Oracle Press guide features details on Java SE 9's innovative new module system, and, as an added bonus, it includes an introduction to JShell, Java's new interactive programming tool. Designed for Easy Learning: • Key Skills and Concepts—Chapter-opening lists of specific skills covered in the chapter • Ask the Expert—Q&A sections filled with bonus information and helpful tips • Try This—Hands-on exercises that show you how to apply your skills • Self Tests—End-of-chapter quizzes to reinforce your skills • Annotated Syntax—Example code with commentary that describes the programming techniques being illustrated

The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as "Doing More with Rich Internet Applications" and "Deployment in Depth," and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, "Preparing for Java Programming Language Certification," lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date.

In this exclusive eBook, preview excerpts from brand-new and forthcoming Oracle Press Java JDK 8 books. Written by leading Java experts, Oracle Press books offer the most definitive, complete, and up-to-date coverage of the latest Java release. Featuring an introduction by bestselling programming author Herb Schildt, this eBook includes chapters from the following Oracle Press books: Java: The Complete Reference, Ninth Edition by Herb Schildt Java: A Beginner's Guide, Sixth Edition by Herb Schildt Mastering Lambdas: Java Programming in a Multicore World by Maurice Naftalin Quick Start Guide to JavaFX by J.F. DiMarzio Mastering JavaFX 8 Controls: Create Custom JavaFX 8 Controls for Cross-Platform Applications by Hendrik Ebbers

Learn JavaFX 8 shows you how to start developing rich-client desktop applications using your Java skills and provides comprehensive coverage of JavaFX 8's features. Each chapter starts with an introduction to the topic at hand, followed by a step-by-step discussion of the topic with small snippets of code. The book contains numerous figures aiding readers in visualizing the GUI that is built at every step in the discussion. The book starts with an introduction to JavaFX and its history. It lists the system requirements and the steps to start developing JavaFX applications. It shows you how to create a Hello World application in JavaFX, explaining every line of code in the process. Later in the book, author Kishori Sharan discusses advanced topics such as 2D and 3D graphics, charts, FXML, advanced controls, and printing. Some of the advanced controls such as TableView, TreeTableView and WebView are covered at length in separate chapters. This book provides complete and comprehensive coverage of JavaFX 8 features; uses an incremental approach to teach JavaFX, assuming no prior GUI knowledge; includes code snippets, complete programs, and pictures; covers MVC patterns using JavaFX; and covers advanced topics such as FXML, effects, transformations, charts, images, canvas, audio and video, DnD, and more. So, after reading and using this book, you'll come away with a comprehensive introduction to the JavaFX APIs as found in the new Java 8 platform.

Full coverage of functional programming and all OCA Java Programmer exam objectives OCA, Oracle Certified Associate Java SE 8 Programmer I Study Guide, Exam 1Z0-808 is a comprehensive study guide for those taking the Oracle Certified Associate Java SE 8 Programmer I exam (1Z0-808). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to confidently take the exam. The release of Java 8 brought the language's biggest changes to date, and for the first time, candidates are required to learn functional programming to pass the exam. This study guide has you covered, with thorough functional programming explanation and information on all key topic areas Java programmers need to know. You'll cover Java inside and out, and learn how to apply it efficiently and effectively to create solutions applicable to real-world scenarios. Work confidently with operators, conditionals, and loops Understand object-oriented design principles and patterns Master functional programming fundamentals

Java is now well-established as one of the world's major programming languages, used in everything from desktop applications to web-hosted applications, enterprise systems and mobile devices. Java applications cover cloud-based services, the Internet of Things, self-driving cars, animation, game development, big data analysis and many more domains. The second edition of Foundational Java: Key Elements and Practical Programming presents a detailed guide to the core features of Java – and some more recent innovations – enabling the reader to build their skills and confidence through tried-and-trusted stages, supported by exercises that reinforce the key learning points. All the most useful and commonly applied Java syntax and libraries are introduced, along with many example programs that can provide the basis for more substantial applications. Use of the Eclipse Integrated Development Environment (IDE) and the JUnit testing framework is integral to the book, ensuring maximum productivity and code quality when learning Java, although to ensure that skills are not confined to one environment the fundamentals of the Java compiler and run time are also explained. Additionally, coverage of the Ant tool will equip the reader with the skills to automatically build, test and deploy applications independent of an IDE. Topics and features: • Presents the most up-to-date information on Java, including Java 14 • Examines the key theme of unit testing, introducing the JUnit 5 testing framework to emphasize the importance of unit testing in modern software development • Describes the Eclipse IDE, the most popular open source Java IDE and explains how Java can be run from the command line • Includes coverage of the Ant build tool • Contains numerous code exam-

ples and exercises throughout • Provides downloadable source code, self-test questions, PowerPoint slides and other supplementary material at the website <http://www.foundjava.com> This hands-on, classroom-tested textbook/reference is ideal for undergraduate students on introductory and intermediate courses on programming with Java. Professional software developers will also find this an excellent self-study guide/refreshing on the topic. Dr. David Parsons is National Postgraduate Director at The Mind Lab, Auckland, New Zealand. He has been teaching programming in both academia and industry since the 1980s and writing about it since the 1990s.

Java continues to grow and evolve, and this cookbook continues to evolve in tandem. With this guide, you'll get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from string handling and functional programming to network communication. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you're familiar with Java basics, this cookbook will bolster your knowledge of the language and its many recent changes, including how to apply them in your day-to-day development. This updated edition covers changes through Java 12 and parts of 13 and 14. Recipes include: Blade, Laravel's powerful custom templating tool Methods for compiling, running, and debugging Packaging Java classes and building applications Manipulating, comparing, and rearranging text Regular expressions for string and pattern matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Input/output, directory, and filesystem operations Network programming on both client and server Processing JSON for data interchange Multithreading and concurrency Using Java in big data applications Interfacing Java with other languages For nearly five years, one book has served as the definitive reference to Java for all serious developers: The Java Language Specification, by James Gosling, Bill Joy, and Guy Steele. Now, these world-renowned Java authorities (along with new co-author Gilad Bracha) have delivered a monumental update. This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision, offering the invaluable insights of Java's creators to every developer. There is no better source for learning everything about the Syntax and Semantics of the Java programming language. Developers will turn to this book again and again.

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.

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.

This book is a comprehensive, step-by-step and one-stop guide for the Java SE 8 Programmer II exam (1Z0-809). Salient features of this book include: 100% coverage of the exam topics, a full-length mock exam, practice exam questions, exam notes and tips. Oracle Certified Professional Java SE 8 Programmer II Guide (Exam 1Z0-809) is a comprehensive guide for the OCPJP 8 exam. The book starts by answering frequently asked questions about the OCPJP 8 exam (Chapter 1). The book maps each exam topic into a chapter and covers 100% of the exam topics (next 12 Chapters). Exam topics are discussed using numerous programming and real-world examples. Each chapter ends with practice exam questions and a quick summary that revises key concepts covered in the chapter from exam perspective. After reading the main chapters, you can take the full-length mock exam to ensure that you have enough practice before actually taking the exam (Chapter 14). If you are an OCPJP 8 exam aspirant, this book is certainly for you. This book assumes that you are already familiar with Java fundamentals (that is in line with the prerequisite of having a OCAJP 8 certification before you take up the OCPJP 8 exam). This book will be a delectable read to you because of its simple language, example driven approach, easy-to-read style, and complete focus towards the exam. Salient Features • In-depth and 100% coverage of all 12 exam topics for the certification • Numerous illustrative programming and real-world examples • Hundreds of practice exam questions (including a full-length mock exam) What you will learn: • Have the necessary knowledge to clear the exam since 100% of the exam topics are covered to the required depth • clearly understand the scope and objectives of the exam, the technical topics covered in the exam, and type and level-of-difficulty of the exam questions (in short, you will clearly know what's exactly required for passing the exam) • get into an "exam mindset" by trying out hundreds of practice exam questions.

This concise introduction to Oracle SQL is ideal for students in a database course that requires programming SQL. This book covers the basics of Oracle and includes new topics associated with web server programming. This v.8 edition includes new material on Pro*C++ and a new chapter on SQLJ (a new Java interface to Oracle and other databases). Oracle 8 Object features have also been added, and all of the book's examples are updated to reflect Oracle 8. The final chapter is composed of a number of sample projects and programming applications that implement these basic concepts.* Introduces a new database (Investment Portfolio Database) in Ch. 1. * Includes new material on Pro*C++ and a new chapter on SQLJ. * Devotes separate chapters to JDBC (in the context of Oracle)

and embedded-SQL (PRO*C). * Includes an extensive selection of problems and project suggestions, all updated to reflect Oracle 8. * Contains new exercises at the end of each chapter and new projects added to Chapter 7.

If you're a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to "lambdify" your existing codebase or library code Learn practical solutions for lambda expression unit testing and debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O

Sams Teach Yourself Java in 24 Hours, Seventh Edition Covers Java 8 and Android Development In just 24 lessons of one hour or less, you can learn the fundamentals of Java programming. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. Learn how to... Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures, the powerful new capability introduced in Java 8 Contents at a Glance PART I: Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work PART II: Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops PART III: Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object Is Like 12 Making the Most of Existing Objects PART IV: Programming a Graphical User Interface 13 Building a Simple User Interface 14 Laying Out a User Interface 15 Responding to User Input 16 Building a Complex User Interface PART V: Moving into Advanced Topics 17 Storing Objects in Data Structures 18 Handling Errors in a Program 19 Creating a Threaded Program 20 Using Inner Classes and Closures 21 Reading and Writing Files 22 Creating Web Services with JAX-WS 23 Creating Java2D Graphics 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here: Java Resources C This Book's Website D Setting Up an Android Development Environment

Complete, trusted preparation for the Java Programmer II exam OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide is your comprehensive companion for preparing for Exam 1Z0-809 as well as upgrade Exam 1Z0-810 and Exam 1Z0-813. With full coverage of 100% of exam objectives, this invaluable guide reinforces what you know, teaches you what you don't know, and gives you the hands-on practice you need to boost your skills. Written by expert Java developers, this book goes beyond mere exam prep with the insight, explanations and perspectives that come from years of experience. You'll review the basics of object-oriented programming, understand functional programming, apply your knowledge to database work, and much more. From the basic to the advanced, this guide walks you through everything you need to know to confidently take the OCP 1Z0-809 Exam and upgrade exams 1Z0-810 and 1Z0-813. Java 8 represents the biggest changes to the language to date, and the latest exam now requires that you demonstrate functional programming competence in order to pass. This guide has you covered, with clear explanations and expert advice. Understand abstract classes, interfaces, and class design Learn object-oriented design principles and patterns Delve into functional programming, advanced strings, and localization Master IO, NIO, and JDBC with expert-led database practice If you're ready to take the next step in your IT career, OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide is your ideal companion on the road to certification.

Quickly find solutions to dozens of common programming problems encountered while building Java applications. Content is presented in the popular problem-solution format. Look up the programming problem that you want to resolve. Read the solution. Apply the solution directly in your own code. Problem solved! This revised edition covers important new features such as Java 9's JShell and the new modularity features enabling you to separate code into independent modules that perform discrete tasks. Also covered are the new garbage collection algorithm and completely revamped process API. Enhanced JSON coverage is provided as well as a new chapter on JavaServer Faces development for web applications. What You'll Learn Develop Java SE applications using the latest in Java SE technology Exploit advanced features like modularity and lambdas Use JShell to quickly develop solutions Build dynamic web applications with JavaScript and Project Nashorn Create great-looking web interfaces with JavaServer Faces Generate graphics and work with media such as sound and video Add internationalization support to your Java applications Who This Book Is For Both beginning Java programmers and advanced Java developers

This accessible and engaging textbook/guide provides a concise introduction to data structures and associated algorithms. Emphasis is placed on the fundamentals of data structures, enabling the reader to quickly learn the key concepts, and providing a strong foundation for later studies of more complex topics. The coverage includes discussions on stacks, queues, lists, (using both arrays and links), sorting, and elementary binary trees, heaps, and hashing. This content is also a natural continuation from the material provided in the separate Springer title Guide to Java by the same authors. Topics and features: reviews the preliminary concepts, and introduces stacks and queues using arrays, along with a discussion of array-based lists; examines linked lists, the implementation of stacks and queues using references, binary trees, a range of varied sorting techniques, heaps, and hashing; presents both primitive and generic data types in each chapter, and makes use of contour diagrams to illustrate object-oriented concepts; includes chapter summaries, and asks the reader questions to help them interact with the material; contains numerous examples and illustrations, and one or more complete program in every chapter; provides exercises at the end of each chapter, as well as solutions to selected exercises, and a glossary of important terms. This clearly-written work is an ideal classroom text for a second semester course in programming using the Java programming language, in preparation for a subsequent advanced course in data structures and algorithms. The book is also eminently suitable as a self-study guide in either academe or industry.

Introduction: Java 8 Interview Questions Updated 2018 version!! Java 8 is one of the major release

from Java with features like Streams, Lambdas etc. A lot of companies are looking for a software developers proficient in Java 8 features. This book contains basic to expert level Java 8 interview questions that an interviewer asks. Each question is accompanied with an answer so that you can prepare for job interview in short time. We have compiled this list after attending dozens of technical interviews in top-notch companies like- Google, Facebook, Netflix, Amazon etc. Often, these questions and concepts are used in our daily programming work. But these are most helpful when an interviewer is trying to test your deep knowledge of Java 8 features. How will this book help me? By reading this book, you do not have to spend time searching the Internet for Python interview questions. We have already compiled the list of the most popular and the latest Java 8 Interview questions. Are there answers in this book? Yes, in this book each question is followed by an answer. So you can save time in interview preparation. What is the best way of reading this book? You have to first do a slow reading of all the questions in this book. Once you go through them in the first pass, mark the questions that you could not answer by yourself. Then, in second pass go through only the difficult questions. After going through this book 2-3 times, you will be well prepared to face a technical interview for Software Engineer position in Java 8 version. What is the level of questions in this book? This book contains questions that are good for a Associate Software engineer to a Senior Software engineer. The difficulty level of question varies in the book from a Fresher to an Experienced professional. What are the sample questions in this book? How does Internal Iteration work in Java 8? Can we provide implementation of a method in a Java Interface? What are the main differences between an interface with default method and an abstract class in Java 8? Is it mandatory to use @FunctionalInterface annotation to define a Functional interface in Java 8? How can we get duration between two dates or time in Java 8? What is the new method family introduced in Java 8 for processing of Arrays on multi core machines? What are the differences between Collection and Stream API in Java 8? What are the new features released in Java 8? What are the main benefits of new features introduced in Java 8? What is a Lambda expression in Java 8? What are the three main parts of a Lambda expression in Java? What is the data type of a Lambda expression? Why did Oracle release a new version of Java like Java 8? What are the advantages of a lambda expression? What is a Functional interface in Java 8? What is a Single Abstract Method (SAM) interface in Java 8? How can we define a Functional interface in Java 8? Why do we need Functional interface in Java? What are the main uses of Stream API in Java 8? What are the differences between Iterator and Spliterator in Java 8? How can we get current time by using Date/Time API of Java 8? What is Type Inference in Java 8? Does Java 7 support Type Inference? What are the main differences between Internal and External Iterator? What are the main advantages of Internal Iterator over External Iterator in Java 8? What are the applications in which we should use Internal Iteration? <http://www.knowledgepowerhouse.com>

This highly accessible textbook teaches programming from first principles. In common with many programming courses, it uses Python as the introductory programming language before going on to use Java as the vehicle for more advanced programming concepts. The first part, which teaches Python, covers fundamental programming concepts, such as data types and control structures and functions. It introduces more complex data types such as lists and dictionaries and also deals with file handling. It introduces object-oriented concepts and ends with a case study bringing together all the topics of the first semester. The second part uses Java to teach advanced concepts and centres around object-oriented programming, teaching key object-oriented concepts such as inheritance and polymorphism. The semester again ends with an advanced case study bringing together all the topics of the second semester. Topics and features: Assumes no prior knowledge, and makes the transition from Python to Java a smooth process Features numerous exercises and also an illustrative case study for each language Examines procedural and object-oriented methodologies, as well as design principles Covers such advanced topics as interfaces and lambda expressions, exceptions and Collections Includes a chapter on graphics programming in Python using Tkinter Introduces the latest Java technology for graphical interfaces, JavaFX Explains design concepts using UML notation Offering a gentle introduction to the field and assuming no prerequisite background, Programming in Two Semesters is the ideal companion to undergraduate modules in software development or programming. In addition, it will serve as a strong primer for professionals looking to strengthen their knowledge of programming with these languages.

JavaFX 8: Introduction by Example shows you how to use your existing Java skills to create graphically exciting client applications with the JavaFX 8 platform. The book is a new and much improved edition of JavaFX 2.0: Introduction by Example, taking you through a series of engaging, fun-to-work examples that bring you up to speed on the major facets of the platform. It will help you to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. Entirely example-based, JavaFX 8: Introduction by Example begins with the fundamentals of installing the software and creating a simple interface. From there, you'll move in progressive steps through the process of developing applications using JavaFX's standard drawing primitives. You'll then explore images, animations, media, and web. This new edition incorporates the changes resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Entirely example-based Filled with fun and practical code examples Covers all that's new in Java 8 relating to JavaFX such as Lambda expressions and Streams Covers gesture devices, 3D display, embedded systems, and other advanced topics

The comprehensive study aide for those preparing for the new Oracle Certified Professional Java SE Programmer I Exam 1Z0-815 Used primarily in mobile and desktop application development, Java is a platform-independent, object-oriented programming language. It is the principal language used in Android application development as well as a popular language for client-side cloud applications. Oracle has updated its Java Programmer certification tracks for Oracle Certified Professional. OCP Oracle Certified Professional Java SE 11 Programmer I Study Guide covers 100% of the exam objectives, ensuring that you are thoroughly prepared for this challenging certification exam. This comprehensive, in-depth study guide helps you develop the functional-programming knowledge required to pass the exam and earn certification. All vital topics are covered, including Java building blocks, operators and loops, String and StringBuilder, Array and ArrayList, and more. Included is access to Sybex's superior online interactive learning environment and test bank—containing self-assessment tests, chapter tests, bonus practice exam questions, electronic flashcards, and a searchable glossary of important terms. This indispensable guide: Clarifies complex material and strengthens your comprehension and retention of key topics Covers all exam objectives such as methods and encapsulation, exceptions, inheriting abstract classes and interfaces, and Java 8 Dates and Lambda Expressions Explains object-oriented design principles and patterns Helps you master the fundamentals of functional programming Enables you to create Java solutions applicable to real-world scenarios There are over 9 millions developers using Java around the world, yet hiring managers face challenges filling open positions with qualified candidates. The OCP Oracle Certified Professional Java SE 11 Programmer I Study Guide will help you take the next step in your career.

The deep descriptions are provided for Lambdas and Lambda expressions. A good starting point especially for those who are still new to lambdas and functional programming as a whole. All the complicated concepts have been explained in details, from type inference, target types to functional interfaces and how and where should we use Lambda expressions.

JDBC is the key Java technology for relational database access. Oracle is arguably the most widely used relational database platform in the world. In this book, Donald Bales brings these two technologies together, and shows you how to leverage the full power of Oracle's implementation of JDBC. You begin by learning the all-important mysteries of establishing database connections. This can be one of the most frustrating areas for programmers new to JDBC, and Donald covers it well with detailed information and examples showing how to make database connections from applications, applets, Servlets, and even from Java programs running within the database itself. Next comes thorough coverage of JDBC's relational SQL features. You'll learn how to issue SQL statements and get results back from the database, how to read and write data from large, streaming data types such as BLOBs, CLOBs, and BFILEs, and you'll learn how to interface with Oracle's other built-in programming language, PL/SQL. If you're taking advantage of the Oracle's relatively new ability to create object tables and column objects based on user-defined datatypes, you'll be pleased with Don's thorough treatment of this subject. Don shows you how to use JPublisher and JDBC to work seamlessly with Oracle database objects from within Java programs. You'll also learn how to access nested tables and arrays using JDBC. Donald concludes the book with a discussion of transaction management, locking, concurrency, and performance--topics that every professional JDBC programmer must be familiar with. If you write Java programs to run against an Oracle database, this book is a must-have.

This book will help you learn the basics of Java programming in an easy way. This Edition is a comprehensive guide for beginners to learn the most popular programming languages worldwide. It will familiarize you with various JAVA coding concepts like decisions, loops, arrays, methods, variables, lambda expressions, etc. As well as a brief introduction to various framework it supports like Java SE8, Java Swing, Java Oracle, Java Eclipse, etc. The book explains thoroughly on how to encounter the programming challenges and how to align different code together to make it work. The book also links to additional resources, guidance, and tutorials for further reference. Each chapter in the book comprised of several "items" presented in the form of a short, standalone essay for Java Web Development. It provides specific insight into Java platform subtleties, like Java Virtual Machines, servlets, applets, JavaBeans, etc. It also involves comprehensive libraries and tools that can help you in developing your own programs. The detailed descriptions and explanations for each item illuminate what to do, what not to do, and why. Getting proficient in these areas will help you to become an expert in Java programming. After reading this book, you will have mid-level skills and a basic understanding of Java programming. The new edition has been updated to align with Java 8, and includes new options for the latest tools and techniques. Bear in mind that reading this book is just the beginning of your journey towards learning Java

Table of Contents

Introduction: Chapter 1: Introduction

1. What is Java Platform ?

2. Working of Java Virtual Machine(JVM) & its Architecture

3. How to install Java JDK 8 and Java 8 download

4. Creating Your First Java Program

Chapter 2: OOPS

1. Easily understand concept of Object Oriented Programming(OOP's)

2. What is Abstraction in OOPS ?

3. Learn Java Encapsulation in 10 Minutes

4. Java Inheritance & Polymorphism

Chapter 3 Data Type

1. Java Variables and Data Types

2. Objects and Classes in Java

3. Java Array

4. Java String Tutorial

5. How to Split a String in Java

6. How to convert a Java String to Integer?

7. Working with HashMap in Java

8. How to use Java ArrayList

Chapter 4 Must Know Stuff!

1. Java "THIS" Keyword

2. Java Command Line Arguments

Chapter 5 Java Inheritance

1. Java Abstract Class and Methods

2. Concept of Inheritance Java and Java Polymorphism

Chapter 6 Memory

1. Java Stack and Heap

2. Java Static Methods and Variables

3. How "Garbage Collection" Works in Java?

Chapter 7 Conditional Loops

1. How to Loop/Iterate an array in Java

2. Java Switch Case Tutorial

Chapter 8 Exception Handling

1. Java Exception Handling

2. Guide to Java Exception Hierarchy

3. Create User Defined Exception in Java

4. How to use "throws" keyword in Java Exception

Chapter 9 Math

1. Java Math Class Tutorial

2. Chapter 10 Important Stuff

3. Multithreading in Java

4. How to use Date in Java

5. How to use Java Timer and Example

Last Updated: 1st April 2020 Full coverage of all OCA Java Programmer 8 Certification Exam objectives with focus on fundamental concepts. OCA, Oracle Certified Associate Java SE 8 Programmer Fundamentals, Exam 1Z0-808 is a comprehensive study guide for those taking the Oracle Certified Associate Java SE 8 Programmer I exam (1Z0-808). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to confidently take the exam. Written by expert with more than 15 years of industry experience, the book also helps you ace technical interviews by making you aware of things that technical managers focus on. The Java 8 exam requires you to learn new features of the language including functional programming. This book covers all such topics thoroughly. The also book includes coding exercises that will get you moving on "write a lot of code" front. It perfectly complements Enthware mock exams. The book makes it easy to get your doubts cleared by including links to existing discussion on a particular topic. If the existing discussion doesn't address your doubt, you can see more clarification from the Author. **IMPORTANT** - The book DOES NOT include mock exams and should be used as a study guide before or while attempting Enthware Mock Exams.

Pro Java 8 Programming covers the core Java development kit. It takes advantage of the finer points of the core standard edition (SE) and development kit version 8. You'll discover the particulars of working with the Java language and APIs to develop applications in many different contexts. You will also delve into more advanced topics like lambda expressions, closures, new i/o (NIO.2), enums, generics, XML, metadata and the Swing APIs for GUI design and development. By the end of the book, you'll be fully prepared to take advantage of Java's ease of development, and able to create powerful, sophisticated Java applications.

Java 8 Recipes offers solutions to common programming problems encountered while developing Java-based applications. Fully updated with the newest features and techniques available, Java 8 Recipes provides code examples involving Lambdas, embedded scripting with Nashorn, the new date-time API, stream support, functional interfaces, and much more. Especial emphasis is given to features such as lambdas that are newly introduced in Java 8. Content is presented in the popular problem-solution format: Look up the programming problem that you want to solve. Read the solution. Apply the solution directly in your own code. Problem solved! The problem-solution approach sets Java 8 Recipes apart. Java 8 Recipes is focused less on the language itself and more on what you can do with it that is useful. The book respects your time by always focusing on a task that you might want to perform using the language. Solutions come first. Explanations come later. You are free to crib from the book and apply the code examples directly to your own projects. Covers the newly-released Java 8, including a brand new chapter on lambdas Focuses especially on up-and-coming technologies such as Project Nashorn and Java FX 2.0 Respects your time by focusing on practical solutions you can implement in your own code

This updated edition of the Nutshell guide not only helps experienced Java programmers get the most out of versions through Java 17, it also serves as a learning path for new developers. Chock-full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices, this thoroughly revised book includes new material on recent enhancements to the Java object model that every developer should know about. The first section provides a fast-paced, no-fluff introduction to the Java programming language and the core runtime aspects of the Java platform. The second section is a reference to core concepts and APIs that explains how to perform real programming work in the Java environment. Get up to speed on language details through Java 17 Learn object-oriented programming using basic Java syntax Explore generics, enumerations, annotations, and lambda expressions Understand techniques used in object-oriented design Ex-

amine how concurrency and memory are intertwined Work with Java collections and handle common data formats Delve into Java's latest I/O APIs including asynchronous channels Become familiar with development tools in OpenJDK

Web development is still one of today's most popular, active, and important programming and development activities. From a single web page to an e-commerce-enabled web site to a fully-fledged web application, the Java programming language and its frameworks allow you great flexibility and productivity for your web application development. Learn Java for Web Development teaches web developers who are new to Java key skills, Java-based languages, and frameworks to build simple or complex web sites and applications. As soon as you pick up this book, Vishal Layka's experience guides you on a very practical learning and building journey. You will learn the Java nuts and bolts necessary to build a simple "HelloWorld" Java (native) application, as well as a "HelloWorld" Java-based web application example that utilizes servlets and Java Server Pages (JSPs). Over the course of the book, you'll learn more about servlets and JSPs and delve into Java Server Faces (JSFs) and the expression language found in each of these by applying them in a real-world case study—a book store e-commerce application. Then you'll build your web application using Apache Struts2 and the Spring MVC framework. The book concludes by exploring the web application that you've built and examining industry best practices and how these might fit with your application, as well as covering alternative Java Web frameworks like Groovy/Grails and Scala/Play 2. You also can explore the basics of Java, Groovy, and Scala in the book's appendices. While reading this book, you'll see all this in action and you can use it as a starting point for further Java web development. Study and experiment with the many source code examples, and later apply them to your own web application building endeavors and 2:00 AM challenges.

A practical introduction to Java programming—fully revised for long-term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time. •Clearly explains all of the new Java SE 11 features •Features self-tests, exercises, and downloadable code samples •Written by bestselling author and leading Java authority Herbert Schildt

The Java® Tutorial, Sixth Edition, is based on the Java Platform, Standard Edition (Java SE) 8. This revised and updated edition introduces the new features added to the platform, including lambda expressions, default methods, aggregate operations, and more. An accessible and practical guide for programmers of any level, this book focuses on how to use the rich environment provided by Java to build applications, applets, and components. Expanded coverage includes a chapter on the Date-Time API and a new chapter on annotations, with sections on type annotations and pluggable type systems as well as repeating annotations. In addition, the updated sections "Security in Rich Internet Applications" and "Guidelines for Securing Rich Internet Applications" address key security topics. The latest deployment best practices are described in the chapter "Deployment in Depth." If you plan to take one of the Java SE 8 certification exams, this book can help. A special appendix, "Preparing for Java Programming Language Certification," details the items covered on the available exams. Check online for updates. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date. This book is based on the online tutorial hosted on Oracle Corporation's website at <http://docs.oracle.com/javase/tutorial>.

EBOOK: INTRODUCTION TO PROGRAMMING W/JAVA

Beginning Java 8 APIs, Extensions and Libraries completes the Apress Java learning journey and is a comprehensive approach to learning the Java Swing, JavaFX, Java Scripting, JDBC and network programming APIs. This book covers the key extensions of the Java programming language such as Swing, JavaFX, network programming, and JDBC. Each topic starts with a discussion of the topic's background. A step-by-step process, with small snippets of Java code, provides easy-to-follow instructions. At the end of a topic, a complete and ready-to-run Java program is provided. This book contains over 130 images and diagrams to help you visualize and better understand the topics. More than 130 complete programs allow you to practice and quickly learn the topics. The Swing chapters discuss various aspects of working with a GUI, from the very basic concepts of developing a Swing application, to the most advanced topics, such as decorating a Swing component with a JLayer, drag-and-drop features, Synth Skinnable L&F, etc. The chapter on network programming covers the basics of network technologies first, and then, the advanced topics of network programming, using a Java class library. It covers IPv4 and IPv6, addressing schemes, subnetting, supernetting, multicasting, TCP/IP sockets, UDP sockets, asynchronous socket I/O, etc. The chapter on JDBC provides the details of connecting and working with databases such as Oracle, SQL Server, MySQL, DB2, Java DB (Apache Derby), Sybase, Adaptive Server Anywhere, etc. It contains a complete discussion on processing a ResultSet and a RowSet. It discusses how to use the RowSetFactory, to obtain a RowSet object of a specific type. Working with Large Objects (LOBs), such as Blob, Clob, and NClob, is covered in detail with Java code examples and database scripts.

Learn practical uses for some of the hottest tech applications trending among technology professionals We are living in an era of digital revolution. On the horizon, many emerging digital technologies are being developed at a breathtaking speed. Whether we like it or not, whether we are ready or not, digital technologies are going to penetrate more and more, deeper and deeper, into every aspect of our lives. This is going to fundamentally change how we live, how we work, and how we socialize. Java, as a modern high-level programming language, is an excellent tool for helping us to learn these digital technologies, as well as to develop digital applications, such as IoT, AI, Cybersecurity, Blockchain and more. Practical Java Programming uses Java as a tool to help you learn these new digital technologies and to be better prepared for the future changes. Gives you a brief overview for getting started with Java Programming Dives into how you can apply your new knowledge to some of the biggest trending applications today Helps you understand how to program Java to interact with operating systems, networking, and mobile applications Shows you how Java can be used in trending tech applications such as IoT (Internet of Things), AI (Artificial Intelligence), Cybersecurity, and Blockchain Get ready to find out firsthand how Java can be used for connected home devices, healthcare, the cloud, and all the hottest tech applications.

Develop cross-platform, feature-rich JavaFX GUI applications with expert instruction from Java guru Herb Schildt Introducing JavaFX 8 Programming provides a fast-paced introduction to JavaFX, Java's next-generation GUI programming tool In this easy-to-read guide from Oracle Press, Java guru Herb Schildt presents the key topics and concepts that all Java developers will need to begin developing modern, dynamic JavaFX GUI applications. Of course, it's written in the cohesive, yet concise format that has made Schildt an international best-selling programming author. Designed expressly for Java programmers, the book's focus is on the new JavaFX API. As a result, all examples are written entirely in Java. The book begins with the fundamentals, including the general form of a JavaFX program. Readers then advance to event handling, controls, images, fonts, layers, effects, transforms, anima-

tions (including 3D animations), menus, and more. Numerous complete examples are included that put key topics and techniques into action. Presents a cohesive, fast-paced overview of key facets of JavaFX 8 programming. Sample code used in the text is available for download from the McGraw-Hill/Oracle Press Web site. Written in Herb Schildt's clear, crisp, uncompromising style that has made him the choice of millions worldwide.

The official study guide for the entry-level Oracle Certified Associate exam for Java Programmers—fully updated for Java SE 8. Confidently prepare for the OCA Java SE 8 Programmer I exam with this thoroughly revised, up-to-date guide from Oracle Press. Featuring step-by-step exercises, comprehensive chapter self-tests, and two complete downloadable practice exams, this volume provides an integrated, easy-to-follow study system based on a proven methodology. OCA Java SE 8 Programmer I Study Guide (Exam 1Z0-808) offers the most complete and in-depth coverage of all of the exam objectives, and also serves as an essential on-the-job reference for Java developers. You'll have access to a total of more than 250 challenging practice questions that precisely mirror the content of the live exam—no other guide on the market provides the same level of accuracy and detail. Questions accurately simulate the type and style of questions found on the actual test. Includes special “Exam Watch,” “Inside the Exam,” and “On the Job” sections. Downloadable MAC and PC compatible test engine includes two complete practice exams.

Unique among Java tutorials, *A Programmer's Guide to Java® SE 8 Oracle Certified Associate (OCA): A Comprehensive Primer* combines an integrated, expert introduction to Java SE 8 with comprehensive coverage of Oracle's new Java SE 8 OCA exam 1Z0-808. Based on Mughal and Rasmussen's highly regarded guide to the original SCJP Certification, this streamlined volume has been thoroughly revised to reflect major changes in the new Java SE 8 OCA exam. It features an increased focus on analyzing code scenarios and not just individual language constructs, and each exam objective is thoroughly addressed, reflecting the latest Java SE 8 features, API classes, and best practices for effective programming. Other features include Summaries that clearly state what topics to read for each objective of the Java SE 8 OCA exam. Dozens of exam-relevant review questions with annotated answers. Programming exercises and solutions to put theory into practice. A mock exam with realistic questions to find out if you are ready to take the official exam. An introduction to essential concepts in object-oriented programming (OOP) and functional-style programming. In-depth coverage of decla-

rations, access control, operators, flow control, OOP techniques, lambda expressions, key API classes, and more. Program output demonstrating expected results from complete Java programs. Advice on avoiding common pitfalls in writing Java code and on taking the certification exam. Extensive use of UML (Unified Modeling Language) for illustration purposes.

Get up and running fast with the basics of programming using Java as an example language. This short book gets you thinking like a programmer in an easy and entertaining way. *Modern Programming Made Easy* teaches you basic coding principles, including working with lists, sets, arrays, and maps; coding in the object-oriented style; and writing a web application. This book is largely language agnostic, but mainly covers the latest appropriate and relevant release of Java, with some updated references to Groovy, Scala, and JavaScript to give you a broad range of examples to consider. You will get a taste of what modern programming has to offer and set yourself up for further study and growth in your chosen language. *What You'll Learn* Write code using the functional programming style. Build your code using the latest releases of Java, Groovy, and more. Test your code. Read and write from files. Design user interfaces. Deploy your app in the cloud. Who This Book Is For Anyone who wants to learn how to code. Whether you're a student, a teacher, looking for a career change, or just a hobbyist, this book is made for you.

This updated edition of *Java in a Nutshell* not only helps experienced Java programmers get the most out of Java versions 9 through 11, it's also a learning path for new developers. Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices, this thoroughly revised book includes new material on Java Concurrency Utilities. The book's first section provides a fast-paced, no-fluff introduction to the Java programming language and the core runtime aspects of the Java platform. The second section is a reference to core concepts and APIs that explains how to perform real programming work in the Java environment. Get up to speed on language details, including Java 9-11 changes. Learn object-oriented programming, using basic Java syntax. Explore generics, enumerations, annotations, and lambda expressions. Understand basic techniques used in object-oriented design. Examine concurrency and memory, and how they're intertwined. Work with Java collections and handle common data formats. Delve into Java's latest I/O APIs, including asynchronous channels. Use Nashorn to execute JavaScript on the Java Virtual Machine. Become familiar with development tools in OpenJDK.