Java Edition

From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you 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 debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging 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 Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

This Festschrift volume, published in honor of Jean-Jaques Quisquater on the occasion of his 65th Birthday, contains 33 papers from colleagues all over the world and deals with all the fields to which Jean-Jaques dedicated his work during his academic career. Focusing on personal tributes and re-visits of Jean-Jaques Quisquater's legacy, the volume addresses the following central topics: symmetric and asymmetric cryptography, side-channels attacks, hardware and implementations, smart cards, and information security. In addition there are four more contributions just "as diverse as Jean-Jacques' scientific interests".

Have you ever felt frustrated working with someone else's code? Difficult-to-maintain source code is a big problem in software development today, leading to costly delays and defects. Be part of the solution. With this practical book, you'll learn 10 easy-to-follow guidelines for delivering C# software that's easy to maintain and adapt. These guidelines have been derived from analyzing hundreds of real-world systems. Written by consultants from the Software Improvement Group (SIG), this book provides clear and concise explanations, with advice for turning the guidelines into practice. Examples for this edition are written in C#, while our companion Java book provides clear examples in that language. Write short units of code: limit the length of methods and constructors Write simple units of code: limit the number of branch points per method Write code once, rather than risk copying buggy code Keep unit interfaces small by extracting parameters into objects Separate concerns to avoid building large classes Couple architecture components loosely Balance the number and size of top-level components in your code Keep your codebase as small as possible Automate tests for your codebase Write clean code, avoiding "code smells" that indicate deeper problems

Explains how to use Java's portable platforms to program and use threads effectively and efficiently while avoiding common mistakes

From operating systems to the cloud, Oracle's products and services are everywhere, and it has the market share to prove it. Given the share diversity of the Oracle product line, and the level of complexity of integration, management can be quite a daunting task. The CIO's Guide to Oracle Products and Solutions is the go-to guide for all things Oracle. It provides management-level guidance on how to successfully navigate and manage the full range of Oracle products. The book presents management best practices and user/developer lessons learned in the use of Oracle products and services. Supplying both conceptual and technical views, the text focuses on what CIOs need to do to orient, or reorient, their organization toward the use of Oracle products and services. It describes how to develop a strategic framework for the use of these products and services rather than the specific product or service itself. This strategic framework will help you to prepare, educate, keep up with change, mitigate risk, and implement with the confidence needed to succeed. Providing an overview of the suite of Oracle technologies and solutions, the book covers the heart of the Oracle products set, including Oracle analytics, enterprise performance management, Oracle cloud, data management, application development, social business, and fusion. It examines compliance and security issues and includes metrics to help you evaluate potential solutions. The book also provides readers with access to a set of helpful resources on the book's page at www.crcpress.com, including cloud procurement best practices, cloud migration tips, a sample project procurement plan template, and various glossaries.

This book uses an illustrative approach to explain J2EE architectural concepts and application design to developers and designers. Learn how to build prototypes and deploy enterprise solution with ease! The companion CD ROM consists of a multi-media based audio-video guide that provides a stimulating understanding of the fascinating world of J2EE. It not only covers the concepts, but also helps the readers in building the proof of concept to enable them develop and deploy prototypes.

100 Top Seeds for Minecraft! Minecraft is a game of adventure, danger, excitement, and more. You can build structures as tall as you want, traps as lethal as you want, and battle mobs for days. With this guide, you will have complete access to the top seeds on Minecraft. Take your game to the next level. Start now! Please remember that we are not associated with the creators of the game Minecraft. Minecraft (r)/TM & (c) 2009-2013 Mojang / Notch

This IBM® Redbooks® publication provides a technical overview of the features, functions, and enhancements available in IBM i 7.1, including all the Technology Refresh (TR) levels from TR1 to TR7. It provides a summary and brief explanation of the many capabilities and functions in the operating system. It also describes many of the licensed programs and application development tools that are associated with IBM i. The information provided in this book is useful for clients, IBM Business Partners, and IBM service professionals who are involved with planning, supporting, upgrading, and implementing IBM i 7.1 solutions.

Written by Oracle insiders, this indispensable guide distills an enormous amount of information about the Oracle Database into one compact volume. Ideal for novice and experienced DBAs, developers, managers, and users, Oracle Essentials walks you through technologies and features in Oracle's product line, including its architecture, data structures, networking, concurrency, and tuning. Complete with illustrations and helpful hints, this fifth edition provides a valuable one-stop overview of Oracle Database 12c, including an introduction to Oracle and cloud computing. Oracle Essentials provides the conceptual background you need to understand how Oracle truly works. Topics include: A complete overview of Oracle databases and data stores, and Fusion Middleware products and features Core concepts and structures in Oracle's architecture, including pluggable databases Oracle objects and the various datatypes Oracle supports System and database management, including Oracle Enterprise

Manager 12c Security options, basic auditing capabilities, and options for meeting compliance needs Performance characteristics of disk, memory, and CPU tuning Basic principles of multiuser concurrency Oracle’s online transaction processing (OLTP) Data warehouses, Big Data, and Oracle’s business intelligence tools Backup and recovery, and high availability and failover solutions

* Only in-depth guide on the market focused purely on telling J2EE developers exactly what they need to know to get their J2EE applications up and running on Oracle AS 10g. * Covers the very latest release and provides tons of tips/workarounds compiled by an expert author during numerous projects. * Compares and contrasts the Oracle AS 10g implementation to other J2EE application servers (particularly WebLogic, WebSphere and JBoss), taking advantage of the experience many readers already have with those products. This makes it an ideal book for anyone migrating to 10G from another app server.

Fully updated for Android Studio 3.5 and Android 10 (Q), the goal of this book is to teach the skills necessary to develop Android based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment.An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, app navigation, live data and data binding.More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars.In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.5 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

An unparalleled opportunity to learn about an exciting new technology that is revolutionizing network and Internet content delivery Network Query Language (NQL) is a revolutionary new scripting language that makes it astonishingly quick and easy to aggregate, analyze, interpret, and redistribute information via networks. Described as the "first language of the content engineering era," NQL allows programmers to develop bots, intelligent agents, middleware, and sophisticated Web applications in a small fraction of the time it would ordinarily take. This book offers developers and network administrators an unparalleled opportunity to learn about this exciting new technology-what it is, how it works, and how to use and make the most of its many features-from the man who invented it. CD-ROM contains a 60-day-timeout version of NQL in both Windows and Java (Linux and Macintosh) formats.

The Berkeley DB Book is intended to be a practical guide to the intricacies of Berkeley DB; an in-depth analysis of the complex design issues which are often covered in terse footnotes in the dense Berkeley DB reference manual. It explains the technology at a higher level and also covers the internals with generous code and design examples. Berkeley DB is becoming the database of choice for appliance makers and for in memory cache of large scale applications like search engines and high traffic web sites.

Static analysis of software with deductive methods is a highly dynamic field of research on the verge of becoming a mainstream technology in software engineering. It consists of a large portfolio of - mostly fully automated - analyses: formal verification, test generation, security analysis, visualization, and debugging. All of them are realized in the state-of-art deductive verification framework KeY. This book is the definitive guide to KeY that lets you explore the full potential of deductive software verification in practice. It contains the complete theory behind KeY for active researchers who want to understand it in depth or use it in their own work. But the book also features fully self-contained chapters on the Java Modeling Language and on Using KeY that require nothing else than familiarity with Java. All other chapters are accessible for graduate students (M.Sc. level and beyond). The KeY framework is free and open software, downloadable from the book companion website which contains also all code examples mentioned in this book.

Fully updated for Android Studio 3.6, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.6 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, barriers, direct reply notifications, view bindings and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

* Provides case studies in each chapter illustrating how principles work in practice. * Compares strengths and weaknesses of off-the-shelf software packages.

This book is for individuals wishing to learn Java and specialize in Android application development. This book consists of two parts. Part I is focused on Java and Part II explains how to build Android applications effectively. The Java tutorial has been updated to cover the new features in Java 8, the latest version of Java. The Android application examples were developed using Android Studio, the official Android IDE from Google.

The fastest way to get certified for the exams CX-310-252A and CX-310-027. This volume contains tips, tricks, and hints on all the content included in these tests.

Early exposure to geography, spatial thinking, and geographic information systems (GIS), helps students gain an understanding of the world around them. With the first volume in the Our World GIS Education series, teachers and students use tools of geography maps, geographic data, and GIS to progress from a basic understanding of spatial concepts toward recognizing patterns and analyzing map trends. Students reinforce and improve their basic map-reading skills and extend those skills as the book prompts them to analyze and think critically about the data.

Beginning Java SE 6 by Sing Li et al should be the first beginning level tutorial on the new Java SE 6, and is ideal for learning the new core Java Standard Edition (SE) 6 platform. Each chapter in the book

introduces a particular API area, discusses the APIs, and provides a hands-on example showing its use. Each chapter is independent of the other, and sharply focuses on one API area. It is a fun, highly visual book with many chapters on GUI, graphics, and gaming.

Building Maintainable Software, Java EditionTen Guidelines for Future-Proof Code"O'Reilly Media, Inc."

Fully updated for Android Studio 4.1, Android 11 (R), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.1 and Android 11 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, MotionLayout animation, barriers, direct reply notifications, view bindings and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

A crucial step during the design and engineering of communication systems is the estimation of their performance and behavior; especially for mathematically complex or highly dynamic systems network simulation is particularly useful. This book focuses on tools, modeling principles and state-of-the art models for discrete-event based network simulations, the standard method applied today in academia and industry for performance evaluation of new network designs and architectures. The focus of the tools part is on two distinct simulations engines: OmNet++ and ns-3, while it also deals with issues like parallelization, software integration and hardware simulations. The parts dealing with modeling and models for network simulations are split into a wireless section and a section dealing with higher layers. The wireless section covers all essential modeling principles for dealing with physical layer, link layer and wireless channel behavior. In addition, detailed models for prominent wireless systems like IEEE 802.11 and IEEE 802.16 are presented. In the part on higher layers, classical modeling approaches for the network layer, the transport layer and the application layer are presented in addition to modeling approaches for peer-to-peer networks and topologies of networks. The modeling parts are accompanied with catalogues of model implementations for a large set of different simulation engines. The book is aimed at master students and PhD students of computer science and electrical engineering as well as at researchers and practitioners from academia and industry that are dealing with network simulation at any layer of the protocol stack.

This first edition book integrates data structures, library design, and software principles into one package. The authors begin with simple software engineering concepts, and repeatedly use them to develop applications throughout the text. The topics covered include fundamental design concepts and principles; object oriented analysis and design; and design for reuse. For computer programmers.

Learning a complex new language is no easy task especially when it s an object-oriented computer 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. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new. second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Updated for Java SE 8, this book teaches the three most important topics in Java programming: the language syntax, object-oriented programming (OOP) and Java core libraries. This book introduces important programming concepts and is a guide to building real-world applications, both desktop and web-based. The coverage is the most comprehensive one can find in a beginner's book.

Drawing on the authors' more than six years of R&D in location-based information systems (LBIS) as well as their participation in defining the Java ME Location API 2.0, Location-Based Information Systems: Developing Real-Time Tracking Applications provides information and examples for creating real-time LBIS based on GPS-enabled cellular phones

Fully updated for Android Studio 4.2, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio 4.2 and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android

SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you are ready to get started.
Fully updated for Android Studio 4.0, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.0 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, MotionLayout animation, barriers, direct reply notifications, view bindings and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.
Have you ever felt frustrated working with someone else’s code? Difficult-to-maintain source code is a big problem in software development today, leading to costly delays and defects. Be part of the solution. With this practical book, you’ll learn 10 easy-to-follow guidelines for delivering Java software that’s easy to maintain and adapt. These guidelines have been derived from analyzing hundreds of real-world systems. Written by consultants from the Software Improvement Group (SIG), this book provides clear and concise explanations, with advice for turning the guidelines into practice. Examples for this edition are written in Java, while our companion C# book provides workable examples in that language. Write short units of code: limit the length of methods and constructors Write simple units of code: limit the number of branch points per method Write code once, rather than risk copying buggy code Keep unit interfaces small by extracting parameters into objects Separate concerns to avoid building large classes Couple architecture components loosely Balance the number and size of top-level components in your code Keep your codebase as small as possible Automate tests for your codebase Write clean code, avoiding "code smells" that indicate deeper problems
The Definitive Guide to Java Platform Best Practices–Updated for Java 7, 8, and 9 Java has changed dramatically since the previous edition of Effective Java was published shortly after the release of Java 6. This Jolt award-winning classic has now been thoroughly updated to take full advantage of the latest language and library features. The support in modern Java for multiple paradigms increases the need for specific best-practices advice, and this book delivers. As in previous editions, each chapter of Effective Java, Third Edition, consists of several “items,” each presented in the form of a short, stand-alone essay that provides specific advice, insight into Java platform subtleties, and updated code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. The third edition covers language and library features added in Java 7, 8, and 9, including the functional programming constructs that were added to its object-oriented roots. Many new items have been added, including a chapter devoted to lambdas and streams. New coverage includes Functional interfaces, lambda expressions, method references, and streams Default and static methods in interfaces Type inference, including the diamond operator for generic types The @SafeVarargs annotation The try-with-resources statement New library features such as the Optional interface, java.time, and the convenience factory methods for collections
Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer’s rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several “items” presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.
Fully updated for Android Studio 3.4, Android 9, Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.4 and Android 9 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

The new Oracle Application Server offers a wide range of functionality, including Java runtime and development tools, portal development tools, business intelligence, single sign-on identify management, and much more. It's so powerful and complex, in fact, that many people who use the product (or are considering using it) are familiar with only a portion of the entire range of its capabilities. The choices can be overwhelming. Few people grasp how the larger issues--such as the interplay between components or the various architectural choices in the product--play out in the Oracle Application Server. This new guide provides the perfect introduction to the Oracle Application Server for users of any level. Regardless of which of the server's capabilities you use, you'll benefit from this tightly focused, all-in-one technical overview. It's written for anyone who is concerned with using and managing web servers, doing Java development and deployment, using Oracle's own tools--like Forms and Reports, using or developing for Oracle Portal, or those who use and administer business intelligence, mobile or integration software. Divided into three concise sections, the book covers server basics, core components, and server functionality. The book leads with the history of Oracle Application Server, its architecture, management, standards, and third-party support for languages and tools such as Java, Perl, and HTTP. The next section covers Oracle's web server, containers for Java web caching, and the server's security features. And finally, the book discusses HTML development, Java development, and Oracle development. Although the book refers mainly to Oracle Application Server 10g, the authors also describe features in earlier product releases where necessary, particularly Oracle9i Application Server. More comprehensible than a large reference and more detailed than a primer, the book provides a foundation for understanding and using Oracle Application Server effectively and efficiently. Readers concentrate on the most important issues and components of the server, focusing primarily on principles rather than syntax. Designed to be the ideal first OracleAS book, Oracle Application Server 10g Essentials offers Oracle application developers and administrators everything they need to know about this powerful server.

The author provides a short catalog of design patterns that are typically needed and explains why they are the right ones to use with Web services. Java is used in all examples.

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards