

Liang Java Solutions

Object-oriented Data Structures Using Java
Introduction to Programming in Java
Introduction to JAVA Programming
Starting Out with Java
Data Structures and Algorithms in Java
Computer Science
Java Software Solutions
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Head First Java
Java For Everyone: Compatible with Java 5, 6, and 7, 2nd Edition
Introduction to Java Programming with Sun One Studio 4
Programming in Java
C Primer Plus
The Java Native Interface
Introduction to Java Programming with Sun One Studio 4
Selenium WebDriver in Practice
Core Java: An Integrated Approach: Covers Concepts, programs and Interview Questions w/CD
Programming in C

Object-oriented Data Structures Using Java

Java For Everyone, 2nd Edition is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It is designed for a one-semester, mixed-major, first course in programming. Nobody supports your desire to teach students good programming skills like Cay Horstmann. Active in both the classroom and the software industry, Horstmann knows that meticulous coding-not shortcuts-is the base upon which great programmers are made. Using an innovative visual design that leads students step-by-step through intricacies of Java programming, Java For Everyone, 2nd Edition instills confidence in beginning programmers and confidence leads to success.

Introduction to Programming in Java

Introduction to JAVA Programming

First on the market to cover Sun's new IDE Forte, this special edition of a Liang's widely used Java book is a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming. The book is easy

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to read and well paced, and is ideal for self-study. The book covers all subjects required in the Level I Java Certification Exam -- fundamentals of programming (including primitive data types, control statements, methods, and arrays); object-oriented programming; graphics programming; exception handling; internalization; multithreading; multimedia; I/O; networking; and Java data structures

Starting Out with Java

Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong
Atlantic State University. Tenth edition. Comprehensive version. 2015.

Data Structures and Algorithms in Java

First on the market to cover Sun's new IDE Forte, this special edition of a Liang's widely used Java book is a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming. The book is easy to read and well paced, and is ideal for self-study. The book covers all subjects required in the Level I Java Certification Exam -- fundamentals of programming (including primitive data types, control statements, methods, and arrays); object-oriented programming; graphics programming; exception handling; internalization; multithreading; multimedia; I/O; networking; and Java data structures

Computer Science

Data Structures and Algorithms in Java, Second Edition is designed to be easy to read and understand although the topic itself is complicated. Algorithms are the procedures that software programs use to manipulate data structures. Besides clear and simple example programs, the author includes a workshop as a small demonstration program executable on a Web browser. The programs demonstrate in graphical form what data structures look like and how they operate. In the second edition, the program is rewritten to improve operation and clarify the algorithms, the example programs are revised to work with the latest version of the Java JDK, and questions and exercises will be added at the end of each chapter making the book even more useful. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

Java Software Solutions

This Java handbook makes a practical tutorial on Java 2D and Java 3D for computer professionals. It contains in-depth coverage of basic computer graphics concepts and techniques, and introduces advanced graphic features to an audience mostly

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trained in the Java language. Chapter topics include mathematical background for computer graphics, .geometric transformation, views, lighting and texturing, behavior and interaction, and animation.For computer programmers and engineers, data analysts, graphic designers/animators, and game developers.

Solutions Manual

Explains fundamental programming concepts, including structured code and top-down design.

Introduction to Programming Using Python

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release--Java Standard Edition (Java SE) 6.

Introduction to Java Programming and Data Structures

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An audience-centered approach to public speaking Public Speaking: An Audience-Centered Approach brings theory and practice together. Its distinctive and popular approach emphasizes the importance of analyzing and considering the audience at every point in the speech making process. This model of public speaking is the foundation of the text, and it guides students through the step-by-step process of public speaking, focusing their attention on the dynamics of diverse audiences, and narrowing the gap between the classroom and the real world.

MyCommunicationLab is an integral part of the Beebe/Beebe program.

MyCommunicationLab is an integral part of the Beebe/Beebe program. With extensive opportunities for the application of course content,

MyCommunicationLab helps students become better speakers and master key public speaking concepts. Interactive videos provide students with the opportunity to watch and evaluate sample speeches. Online self-assessments and pre- and post-tests help students assess their comfort level with public speaking and their knowledge of the material. MediaShare allows students to post speeches and share them with classmates and instructors. ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or

renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. --

Bulletproof SSL and TLS

Introduction to Java Programming

0135038243 / 9780135038246 Java Software Solutions: Foundations of Program Design Value Package (includes Addison-Wesley's Java Backpack Reference Guide) Package consists of: 0321304276 / 9780321304278 Addison-Wesley's Java Backpack Reference Guide 0321532058 / 9780321532053 Java Software Solutions: Foundations of Program Design

Fundamentals of Computer Programming with C#

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The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages,

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technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members,

abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Introduction to Java Programming, AP Version

Introduction to Programming with C++

NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. --In Starting Out with Java: From Control Structures through Objects ,

Gaddis covers procedural programming-control structures and methods-before introducing object-oriented programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. 0132989999/9780132989992 Starting Out with Java: From Control Structures through Objects plus MyProgrammingLab with Pearson eText -- Access Card Package, 5/e Package consists of: 0132855836/9780132855839 Starting Out with Java: From Control Structures through Objects, 5/e 0132891557/9780132891554 MyProgrammingLab with Pearson eText -- Access Card -- for Starting Out with Java: From Control Structures through Objects, 5/e

Introduction to JAVA Programming

"Programming is, above all, problem solving. This book will help student thoroughly understand real-world programming problems - and solve those problems quickly and efficiently, using Java 5." "Ideal for novice programmers, this book begins by providing a rock-solid foundation in core programming and problem-solving techniques. Building on this foundation, students steadily deepen their skills, one step at a time. They master basic object-oriented programming and design; create effective event-driven GUIs; use exception handling to build more robust software; learn best practices for managing I/O; even use recursive methods to simplify difficult problems."--BOOK JACKET.

Java

Revised edition of: Introduction to Java programming and data structures / Y. Daniel Liang, Armstrong Atlantic State University. Eleventh edition. Comprehensive version. 2018.

Java Foundations

By emphasizing the application of computer programming not only in success stories in the software industry but also in familiar scenarios in physical and biological science, engineering, and applied mathematics, Introduction to Programming in Java takes an interdisciplinary approach to teaching programming with the Java programming language. Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

Learning Java by Building Android Games

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The book is written in such a way that learners without any background in programming are able to follow and understand it entirely. It discusses the concepts of Java in a simple and straightforward language with a clear cut explanation, without beating around the bush. On reading the book, readers are able to write simple programs on their own, as this is the first requirement to become a Java Programmer. The book provides ample solved programs which could be used by the students not only in their examinations but also to remove the fear of programming from their minds. After reading the book, the students gain the confidence to apply for a software development company, face the interview board and come out successful. The book covers sample interview questions which were asked in various interviews. It helps students to prepare for their future careers.

Computer Graphics Using Java 2D and 3D

Programming in C, Third Edition is a revised edition of a classic programming title. Author Stephen Kochan's style and thorough explanations have earned him a place among the most respected of computer book authors. Although the C programming language hasn't undergone any major changes, it's enjoying new life among game programmers and small device programmers, where its simple elegance makes it the ideal choice for small fast programs. Large game developers, such as Nintendo, use C almost exclusively. This edition combines the

time-tested instructional style of Stephen Kochan with updated and.

Computer Graphics Using Java 2D and 3D

The second edition of Programming in Java confirms to Java Standard Edition 7, the latest release since Oracle took over Sun Microsystems. It is significant in the sense that the last update was six years back and this major release comes bundled with plenty of enhancements which were overdue. To list a few noticeable enhancements, Java 7 includes support for strings in switch statements, try-with-resources statement, improved multi-catch, binary numeric literals, numeric literals with underscores, new APIs in NIO like Path and Files, automatic resource management, and much more. The second edition presents all these new topics with suitable examples. This second edition is not just about the enhancements introduced in Java 7; practically every chapter has been revisited to refine the text as much as possible with new example codes and greater topical coverage.

Eloquent JavaScript

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and

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complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to:

- Understand the essential elements of programming: syntax, control, and data
- Use object-oriented and functional programming techniques to organize and clarify your programs
- Script the browser and make basic Web applications
- Work with tools like regular expressions and XMLHttpRequest objects

And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

Intro to Programming Java Programming, AP Version

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. For courses in Java Programming. Java Programming Concepts for AP Computer Science A Written for AP students, Introduction to Java Programming: AP Edition

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covers all Java programming material and concepts required as part of the AP Computer Science A curriculum. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach and effectively communicates critical problem-solving techniques to beginning programmers. The text focuses on problem solving through Java programming and emphasizes both imperative and object-oriented problem solving and design. It is divided into two parts: in the first, students learn the fundamental concepts and techniques of selection statements, loops, methods, and arrays, before building on this foundation in the second part, as the text introduces concepts of object-oriented programming. Because knowledge is cumulative, the early chapters provide the conceptual basis for understanding programming, guiding students through simple examples and exercises; subsequent chapters progressively present programming and problem solving in more detail, culminating with the development of comprehensive applications. Throughout the text, understanding of Java concepts is supported by frequent practice and the use of relevant examples. Also Available with MyProgrammingLab™ MyProgrammingLab is an online learning system designed to engage students and improve results. MyProgrammingLab consists of a set of programming exercises correlated to the programming concepts in this book. Through practice exercises and immediate, personalized feedback, MyProgrammingLab improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab™

& Mastering™ does not come packaged with this content. Students, if interested in purchasing this title with MyLab & Mastering, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information.

Introduction to Java Programming

Get ready for a fun-filled experience of learning Java by developing games for the Android platform. Key Features Learn Java, Android, and object-oriented programming from scratch. Build games including Sub Hunter, Retro Pong, Bullet Hell, Classic Snake, and a 2D Scrolling Shooter. Create and design your own games, such as an open-world platform game. Book Description Android is one of the most popular mobile operating systems presently. It uses the most popular programming language, Java, as the primary language for building apps of all types. However, this book is unlike other Android books in that it doesn't assume that you already have Java proficiency. This new and expanded second edition of Learning Java by Building Android Games shows you how to start building Android games from scratch. The difficulty level will grow steadily as you explore key Java topics, such as variables, loops, methods, object oriented programming, and design patterns, including code and examples that are written for Java 9 and Android P. At each stage, you will put what you've learned into practice by developing a game. You will build games such as Minesweeper, Retro Pong, Bullet

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Hell, and Classic Snake and Scrolling Shooter games. In the later chapters, you will create a time-trial, open-world platform game. By the end of the book, you will not only have grasped Java and Android but will also have developed six cool games for the Android platform. What you will learn

- Set up a game development environment in Android Studio
- Implement screen locking, screen rotation, pixel graphics, and play sound effects
- Respond to a player's touch, and program intelligent enemies who challenge the player in different ways
- Learn game development concepts, such as collision detection, animating sprite sheets, simple tracking and following, AI, parallax backgrounds, and particle explosions
- Animate objects at 60 frames per second (FPS) and manage multiple independent objects using Object-Oriented Programming (OOP)
- Understand the essentials of game programming, such as design patterns, object-oriented programming, Singleton, strategy, and entity-component patterns
- Learn how to use the Android API, including Activity lifecycle, detecting version number, SoundPool API, Paint, Canvas, and Bitmap classes
- Build a side-scrolling shooter and an open world 2D platformer using advanced OOP concepts and programming patterns

Who this book is for

Learning Java by Building Android Games is for you if you are completely new to Java, Android, or game programming and want to make Android games. This book also acts as a refresher for those who already have experience of using Java on Android or any other platform without game development experience.

Beginning Programming with Python For Dummies

Programming is, above all, problem solving. This book will help students thoroughly understand real-world programming problems - and solve those problems quickly and efficiently, using Java's sophisticated design and coding facilities.

Introduction to Programming Using Java

Inspired by the success of their best-selling introductory programming text, Java Software Solutions, authors Lewis, DePasquale, and Chase now release Java Foundations, Second Edition. This text is a comprehensive resource for instructors who want a two-or three-semester introduction to programming textbook that includes detail on data structures topics. Java Foundations introduces a Software Methodology early on and revisits it throughout to ensure students develop sound program development skills from the beginning. Control structures are covered before writing classes, providing a solid foundation of fundamental concepts and sophisticated topics.

Introduction to Linear Programming

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133377474 /ISBN-13: 9780133377477 . That package includes ISBN-10: 0133252817 /ISBN-13: 9780133252811 and ISBN-10: 013337968X /ISBN-13: 9780133379686 .

MyProgrammingLab should only be purchased when required by an instructor . For undergraduate students in Computer Science and Computer Programming courses or beginning programmers A solid foundation in the basics of C++ programming will allow readers to create efficient, elegant code ready for any production environment Learning basic logic and fundamental programming techniques is essential for new programmers to succeed. A distinctive fundamentals-first approach and clear, concise writing style characterize Introduction to Programming with C++, 3/e. Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Abstract concepts are carefully and concretely explained using simple, short, and stimulating examples. Explanations are presented in brief segments, with many figures and tables. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

Introduction to Java Programming

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Groundbreaking fundamentals - first approach enables readers to understand the basics before being introduced to more challenging topics. Liang offers one of the broadest ranges of carefully chosen examples, reinforcing key concepts with objectives lists, introduction and chapter overviews, easy-to-follow examples, chapter summaries, review questions, programming exercises, and interactive self-test. Now uses standard classes only. Offers new chapters on data structures, JSF for visual Web development, and Web services; includes a new standalone chapter on the full GUI library. Uses UML diagrams in every example starting chapter 8. Includes additional notes with diagrams. Comprehensive coverage of Java and programming make this a useful reference for IT professionals.

Introduction to Java Programming

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

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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.

Java Programming and Data Structures

This book makes Linear Programming easily accessible to any reader, regardless of his or her mathematical background. The emphasis on logic and modeling of applications enables those with little mathematical background to learn to use Linear Programming in their respective fields (business, economics, operations research, etc.). This book is useful for anyone interested in learning real-world applications of mathematics or for computer scientists who want to test their programming skills.

Head First Java

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133050556/ISBN-13: 9780133050554. That package includes ISBN-10: 0132747189/ISBN-13: 9780132747189 and ISBN-10: 0133019861/ISBN-13: 9780133019865 . MyProgrammingLab should only be purchased when required by an instructor. Introduction to Programming Using Python is intended for use in the introduction to programming course. Daniel Liang is known for his "fundamentals-first" approach to teaching programming concepts and techniques. "Fundamentals-first" means

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that students learn fundamental programming concepts like selection statements, loops, and functions, before moving into defining classes. Students learn basic logic and programming concepts before moving into object-oriented programming, and GUI programming. Another aspect of Introduction to Programming Using Python is that in addition to the typical programming examples that feature games and some math, Liang gives an example or two early in the chapter that uses a simple graphic to engage the students. Rather than asking them to average 10 numbers together, they learn the concepts in the context of a fun example that generates something visually interesting. Using the graphics examples is optional in this textbook. Turtle graphics can be used in Chapters 1-5 to introduce the fundamentals of programming and Tkinter can be used for developing comprehensive graphical user interfaces and for learning object-oriented programming.

Java For Everyone: Compatible with Java 5, 6, and 7, 2nd Edition

Introduction to Java Programming with Sun One Studio 4

The easy way to learn programming fundamentals with Python Python is a

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remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, Beginning Programming with Python For Dummies is a helpful resource that will set you up for success.

Programming in Java

This Java handbook makes a practical tutorial on Java 2D and Java 3D for computer

professionals. It contains in-depth coverage of basic computer graphics concepts and techniques, and introduces advanced graphic features to an audience mostly trained in the Java language. Chapter topics include mathematical background for computer graphics, geometric transformation, views, lighting and texturing, behavior and interaction, and animation. For computer programmers and engineers, data analysts, graphic designers/animators, and game developers.

C Primer Plus

The Java Native Interface (JNI) enables the integration of code written in the Java programming language with code written in other languages such as C and C++. It allows programmers to take full advantage of the Java platform without having to abandon their investment in legacy code. This book is the definitive resource and a comprehensive guide to working with the JNI. Entirely up-to-date, the book offers a tutorial, a detailed description of JNI features and programming techniques, JNI design justifications, and the official specification for all JNI types and functions. You will find coverage of important topics such as: Writing native methods Passing data types between the Java language and native programming languages Embedding a Java virtual machine implementation in native applications Leveraging legacy native libraries Improving the efficiency and reliability of your code An entire chapter is devoted to avoiding common traps and pitfalls. The book uses numerous examples to illustrate programming techniques that have proven

to be effective. 0201325772B04062001

The Java Native Interface

Named a Notable Book in the 21st Annual Best of Computing list by the ACM! Robert Sedgewick and Kevin Wayne's *Computer Science: An Interdisciplinary Approach* is the ideal modern introduction to computer science with Java programming for both students and professionals. Taking a broad, applications-based approach, Sedgewick and Wayne teach through important examples from science, mathematics, engineering, finance, and commercial computing. The book demystifies computation, explains its intellectual underpinnings, and covers the essential elements of programming and computational problem solving in today's environments. The authors begin by introducing basic programming elements such as variables, conditionals, loops, arrays, and I/O. Next, they turn to functions, introducing key modular programming concepts, including components and reuse. They present a modern introduction to object-oriented programming, covering current programming paradigms and approaches to data abstraction. Building on this foundation, Sedgewick and Wayne widen their focus to the broader discipline of computer science. They introduce classical sorting and searching algorithms, fundamental data structures and their application, and scientific techniques for assessing an implementation's performance. Using abstract models, readers learn to answer basic questions about computation, gaining insight for practical

application. Finally, the authors show how machine architecture links the theory of computing to real computers, and to the field's history and evolution. For each concept, the authors present all the information readers need to build confidence, together with examples that solve intriguing problems. Each chapter contains question-and-answer sections, self-study drills, and challenging problems that demand creative solutions. Companion web site (introcs.cs.princeton.edu/java) contains Extensive supplementary information, including suggested approaches to programming assignments, checklists, and FAQs Graphics and sound libraries Links to program code and test data Solutions to selected exercises Chapter summaries Detailed instructions for installing a Java programming environment Detailed problem sets and projects Companion 20-part series of video lectures is available at informit.com/title/9780134493831

Introduction to Java Programming with Sun One Studio 4

Selenium Webdriver in Practice

Web applications are difficult to test because so much depends on the way a user interacts with individual pages. The Selenium WebDriver web testing framework helps developers build reliable and maintainable test automation for their web

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applications across multiple browsers, operating systems and programming languages. Much like a human, it can click on links, fill out forms, and read web pages. Unlike a human, it never gets bored. WebDriver can do nearly anything it's asked to do-the trick is to come up with a unified approach to testing. Fortunately, that's where this book really shines. Selenium WebDriver in Practice is a hands-on guide to dozens of specific techniques developers can use to get the most out of WebDriver in test automation development. Following a cookbook- style Problem/Solution/Discussion format, this practical handbook gives readers instantly-useful solutions for important areas like interacting with and testing web applications and using the WebDriver APIs. Readers graduate from WebDriver fundamentals to must-have practices ranging from how to interact with, control and verify web pages and exception handling, to more complex interactions like page objects, alerts, and JavaScript, as well as integrating with Continuous Integration tools, mobile testing, and much more. By the end of the book, readers will be confident and skilled at testing their web applications with WebDriver. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Core Java: An Integrated Approach: Covers Concepts, programs and Interview Questions w/CD

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Data Structures in Java is a continuation of Nell Dale's best-selling Introduction to Java and Software Design text. Data Structures is designed for students who have already taken one semester of computer science and are able to take a problem of medium complexity, write an algorithm to solve the problem, code the algorithm in a programming language, and demonstrate the correctness of their solution. The focus is on teaching computer science principles with chapter concepts being reinforced by case studies. The object-oriented concepts of encapsulation, inheritance, and polymorphism are covered, while the book remains centered on abstract data types.

Programming in C

Bulletproof SSL and TLS is a complete guide to using SSL and TLS encryption to deploy secure servers and web applications. Written by Ivan Ristic, the author of the popular SSL Labs web site, this book will teach you everything you need to know to protect your systems from eavesdropping and impersonation attacks. In this book, you'll find just the right mix of theory, protocol detail, vulnerability and weakness information, and deployment advice to get your job done: - Comprehensive coverage of the ever-changing field of SSL/TLS and Internet PKI, with updates to the digital version - For IT security professionals, help to understand the risks - For system administrators, help to deploy systems securely - For developers, help to design and implement secure web applications - Practical

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and concise, with added depth when details are relevant - Introduction to cryptography and the latest TLS protocol version - Discussion of weaknesses at every level, covering implementation issues, HTTP and browser problems, and protocol vulnerabilities - Coverage of the latest attacks, such as BEAST, CRIME, BREACH, Lucky 13, RC4 biases, Triple Handshake Attack, and Heartbleed - Thorough deployment advice, including advanced technologies, such as Strict Transport Security, Content Security Policy, and pinning - Guide to using OpenSSL to generate keys and certificates and to create and run a private certification authority - Guide to using OpenSSL to test servers for vulnerabilities - Practical advice for secure server configuration using Apache httpd, IIS, Java, Nginx, Microsoft Windows, and Tomcat This book is available in paperback and a variety of digital formats without DRM.

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