

Getting Started With The Java 3d Api Chapter 0

Java: A Beginner's Tutorial (5th Edition)Getting Started with OpenShiftGetting Started with Processing.pySpring Roo 1.1 CookbookGetting Started with WebSphere Application Server Feature Pack for Service Component ArchitectureBeginning NetBeans IDEGetting Started With TestngHead First JavaBeginning Java ProgrammingStarting Out with JavaGetting Started with Oracle Public CloudJava for Absolute BeginnersGetting Started with Google GuavaGetting Started with Java ME Embedded 8 and Raspberry PiThe Java EE 7 TutorialJava For DummiesGetting Started with IBM FileNet P8 Content ManagerGet Started with Minecraft®Getting Started with RooGetting Started with the Feature Pack for OSGi Applications and JPA 2.0Getting Started with Arduino and JavaGetting Started with ArduinoLearning JavaThe Java TutorialJava Programming for BeginnersGetting Started with Google GuavaGetting Started with Java Programming LanguageGetting started with IntelliJ IDEAGetting Started with Spring FrameworkGetting Started with Eclipse JunoGetting Started with Hibernate 3Getting Started with StormReal-Time IoT Imaging with Deep Neural NetworksGetting Started with Oracle WebLogic Server 12c: Developer's GuideLearning JavaGetting Started with GrailsGetting Started with Eclipse JunoGetting Started with HazelcastLearning Java by Building Android GamesPractical Java EE Development on WildFly

Java: A Beginner's Tutorial (5th Edition)

Java ME Embedded 8 supports Raspberry Pi development. This book helps you to get started writing program to access device I/O on Raspberry Pi. The following is highlight topics in this book: * Preparing development environment * Creating simple app, hello world * Raspberry Pi GPIO * Serial Communication - UART * Raspberry Pi I2C/TWI * Raspberry Pi SPI Several sample codes are be provided to illustrate how to work.

Getting Started with OpenShift

The Java EE 7 Tutorial: Volume 1, Fifth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 7 (Java EE 7). Written by members of the Java EE documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide includes descriptions of platform features and provides instructions for using the latest versions of NetBeans IDE and GlassFish Server Open Source Edition. The book introduces platform basics, including resource creation, resource injection, and packaging. It covers JavaServer Faces, Java Servlets, the Java API for WebSocket, the Java API for JSON Processing (JSON-P), internationalization and localization, Bean Validation, Contexts and Dependency Injection for Java EE (CDI), and web services (JAX-WS and JAX-RS).

Getting Started with Processing.py

Service Component Architecture (SCA) defines a service-based model for building business process applications using an SOA approach. This ability to drive a

business process using individual, reusable services is the heart of the SOA concept. With IBM® WebSphere® Application Server Feature Pack for Service Component Architecture, you can deploy SCA applications to WebSphere Application Server. This IBM Redpaper™ publication provides a starting point for using the Feature Pack for SCA. It provides an architectural view of SCA and of the Feature Pack. In addition, this paper explains how to create simple SCA components from existing Java™ and Spring implementations. It discusses how to apply quality of service to applications, and how to deploy and manage SCA artifacts in WebSphere Application Server. The examples in this paper use Rational® Application Developer to illustrate how to create and package SCA applications.

Spring Roo 1.1 Cookbook

A new edition of the bestselling guide to Java If you want to learn to speak the world's most popular programming language like a native, Java For Dummies is your ideal companion. With a focus on reusing existing code, it quickly and easily shows you how to create basic Java objects, work with Java classes and methods, understand the value of variables, learn to control program flow with loops or decision-making statements, and so much more! Java is everywhere, runs on almost any computer, and is the engine that drives the coolest applications. Written for anyone who's ever wanted to tackle programming with Java but never knew quite where to begin, this bestselling guide is your ticket to success! Featuring updates on everything you'll encounter in Java 9—and brimming with tons of step-by-step instruction—it's the perfect resource to get you up and running with Java in a jiffy! Discover the latest features and tools in Java 9 Learn to combine several smaller programs to create a bigger program Create basic Java objects and reuse code Confidently handle exceptions and events If you're ready to jump into Java, this bestselling guide will help keep your head above water!

Getting Started with WebSphere Application Server Feature Pack for Service Component Architecture

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

Beginning NetBeans IDE

Spring Roo goes a step beyond the Spring Framework by bringing true Rapid Application Development to Java—just as Grails has done with Groovy. This concise introduction shows you how to build applications with Roo, using the framework's shell as an intelligent and timesaving code-completion tool. It's an ideal RAD tool because Roo does much of the tedious code maintenance. You'll get started by building a simple customer relationship management application, complete with step-by-step instructions and code examples. Learn how to control any part of the application with Roo's opt-in feature, while using this open source framework to automate the rest of the code. Set up a Spring application and working Maven build to see Roo in action Address persistence with JPA and the Neo4j graph database—and learn how Roo supports NoSQL databases Use Roo's database reverse-engineering feature to generate a data model from an existing schema Build Roo applications with Spring MVC, Spring WebFlow, Google Web Toolkit, Vaadin, and other web frameworks Secure and test your application

Getting Started With Testng

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.

Head First Java

A step-by step tutorial to get started with Oracle Public Cloud and its services. This book is targeted at users who wish to explore the Oracle Public Cloud services. Readers should be well aware of Java Enterprise Edition, Oracle Database, and JMS.

Beginning Java Programming

Hibernate has clearly arrived. Are you ready to benefit from its simple way of working with relational databases as Java objects? This PDF updates the introductory material from the award-winning Hibernate: A Developer's Notebook to teach you how to jump right in and get productive with the current release of Hibernate. You'll be walked through the ins and outs of setting up Hibernate and some related tools that make it easier to use--and that may give you new ideas about how to store information in your Java programs. In short, this PDF gives you exactly the information you need to start using Hibernate today.

Starting Out with Java

Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.

Getting Started with Oracle Public Cloud

Getting started with Java programming language is a hands-on guide to begin developing programs using Java. This book is meant for students and professionals with little or no knowledge of Java. The examples that accompany this book are based on Java 8. You can download the examples (consisting of 30 sample projects) discussed in this book from the following Google Drive location: <https://drive.google.com/open?id=0B1lwsLB5TOglZXYxWW9JMndUX3M>. Chapter 1 - Hello World! Chapter 2 - Variables, data types and operators Chapter 3 - Control flow statements Chapter 4 - Objects, classes and methods Chapter 5 - Packages, access modifiers, static and 2this keywords Chapter 6 - Object-oriented programming concepts Chapter 7 - Abstract classes and interfaces Chapter 8 - Exception handling Chapter 9 - Arrays, immutability, recursive methods and wrapper classes

Java for Absolute Beginners

A practical, fast-paced guide with clear, step-by-step exercises to help you understand the basics of IntelliJ Idea and develop a web application. This book will be ideal if you are a Java developer who has a little knowledge about IntelliJ and wants to get more information on using it to improve your development performance

Getting Started with Google Guava

Getting started with Spring Framework is a hands-on guide to begin developing applications using Spring Framework. This book is meant for Java developers with little or no knowledge of Spring Framework. All the examples shown in this book use Spring 3.2. You can download the examples (consisting of 40 sample projects) described in this book from the following Google Code project: code.google.com/p/getting-started-with-spring-framework/ Chapter 1 - Spring

Framework basics Chapter 2 - Configuring beans Chapter 3 - Dependency injection Chapter 4 - Customizing beans and bean definitions Chapter 5 - Annotation-driven development with Spring Chapter 6 - Database interaction using Spring Chapter 7 - Messaging, emailing, asynchronous method execution, and caching using Spring Chapter 8 - Aspect-oriented programming This book covers: - Specifying configuration metadata using XML and annotations - Programmatically configuring Spring container and beans - Configuring different types of bean properties - Bean lifecycle interfaces - Customizing beans using BeanPostProcessors and BeanFactoryPostProcessors - Bean definition inheritance - JSR 250's and 330's annotations for dependency injection - Validation using JSR 303 (Bean Validation API) annotations and Spring's Validator interface - SpEL (Spring Expression Language) - Caching using Spring's cache abstraction - Sending and receiving JMS messages using Spring - Aspect-oriented programming support in Spring - Sending emails using Spring - Asynchronously executing methods using Spring - Task scheduling - Database interaction using JDBC and Hibernate - Programmatic and declarative transaction management The book shows a simple internet banking application that is developed incrementally in each chapter of the book and covers the topics mentioned above. You can post your feedback and questions to the authors in the following Google Groups forum:
groups.google.com/forum/#!forum/getting-started-with-spring-framework

Getting Started with Java ME Embedded 8 and Raspberry Pi

Java Programming for Beginners is an introduction to Java programming, taking you through the Java syntax and the fundamentals of object-oriented programming. About This Book Learn the basics of Java programming in a step-by-step manner Simple, yet thorough steps that beginners can follow Teaches you transferable skills, such as flow control and object-oriented programming Who This Book Is For This book is for anyone wanting to start learning the Java language, whether you're a student, casual learner, or existing programmer looking to add a new language to your skillset. No previous experience of Java or programming in general is required. What You Will Learn Learn the core Java language for both Java 8 and Java 9 Set up your Java programming environment in the most efficient way Get to know the basic syntax of Java Understand object-oriented programming and the benefits that it can bring Familiarize yourself with the workings of some of Java's core classes Design and develop a basic GUI Use industry-standard XML for passing data between applications In Detail Java is an object-oriented programming language, and is one of the most widely accepted languages because of its design and programming features, particularly in its promise that you can write a program once and run it anywhere. Java Programming for Beginners is an excellent introduction to the world of Java programming, taking you through the basics of Java syntax and the complexities of object-oriented programming. You'll gain a full understanding of Java SE programming and will be able to write Java programs with graphical user interfaces that run on PC, Mac, or Linux machines. This book is full of informative and entertaining content, challenging exercises, and dozens of code examples you can run and learn from. By reading this book, you'll move from understanding the data types in Java, through loops and conditionals, and on to functions, classes, and file handling. The book finishes with a look at GUI development and training on how to work with XML. The book takes an efficient route through the Java landscape, covering all of

the core topics that a Java developer needs. Whether you're an absolute beginner to programming, or a seasoned programmer approaching an object-oriented language for the first time, Java Programming for Beginners delivers the focused training you need to become a Java developer. Style and approach This book takes a very hands-on approach, carefully building on lessons learned with snippets and tutorials to build real projects.

The Java EE 7 Tutorial

This book shows you how to build real-time image processing systems all the way through to house automation. Find out how you can develop a system based on small 32-bit ARM processors that gives you complete control through voice commands. Real-time image processing systems are utilized in a wide variety of applications, such as in traffic monitoring systems, medical image processing, and biometric security systems. In Real-Time IoT Imaging with Deep Neural Networks, you will learn how to make use of the best DNN models to detect object in images using Java and a wrapper for OpenCV. Take a closer look at how Java scripting works on the Raspberry Pi while preparing your Visual Studio code for remote programming. You will also gain insights on image and video scripting. Author Nicolas Modrzyk shows you how to use the Rhasspy voice platform to add a powerful voice assistant and completely run and control your Raspberry Pi from your computer. To get your voice intents for house automation ready, you will explore how Java connects to the MQTT and handles parametrized Rhasspy voice commands. With your voice-controlled system ready for operation, you will be able to perform simple tasks such as detecting cats, people, and coffee pots in your selected environment. Privacy and freedom are essential, so priority is given to using open source software and an on-device voice environment where you have full control of your data and video streams. Your voice commands are your own—and just your own. With recent advancements in the Internet of Things and machine learning, cutting edge image processing systems provide complete process automation. This practical book teaches you to build such a system, giving you complete control with minimal effort. What You Will Learn: Show mastery by creating OpenCV filters Execute a YOLO DNN model for image detection Apply the best Java scripting on Raspberry Pi 4 Prepare your setup for real-time remote programming Use the Rhasspy voice platform for handling voice commands and enhancing your house automation setup Who This Book Is For:Engineers, and Hobbyists wanting to use their favorite JVM to run Object Detection and Networks on a Raspberry Pi

Java For Dummies

Java is the preferred language for many of today's leading-edge technologies—everything from smartphones and game consoles to robots, massive enterprise systems, and supercomputers. If you're new to Java, the fourth edition of this bestselling guide provides an example-driven introduction to the latest language features and APIs in Java 6 and 7. Advanced Java developers will be able to take a deep dive into areas such as concurrency and JVM enhancements. You'll learn powerful new ways to manage resources and exceptions in your applications, and quickly get up to speed on Java's new concurrency utilities, and APIs for web services and XML. You'll also find an updated tutorial on how to get started with

the Eclipse IDE, and a brand-new introduction to database access in Java.

Getting Started with IBM FileNet P8 Content Manager

Fully updated for Java SE 11, this book covers the most important Java programming topics that you need to master to be able to learn other technologies yourself. By fully understanding all the chapters and doing the exercises you'll be able to perform an intermediate Java programmer's daily tasks quite well. This book offers the three subjects that a professional Java programmer must be proficient in: - Java as a programming language; - Object-oriented programming (OOP) with Java; - Java core libraries.

Get Started with Minecraft®

Intrigued by the possibilities of developing web applications in the cloud? With this concise book, you get a quick hands-on introduction to OpenShift, the open source Platform as a Service (PaaS) offering from Red Hat. You'll learn the steps necessary to build, deploy, and host a complete real-world application on OpenShift, without having to read long, detailed explanations of the technologies involved. Though the book uses Python, application examples in other languages are available on GitHub. If you can build web applications, use a command line, and program in Java, Python, Ruby, Node.js, PHP, or Perl, you're ready to get started. Dive in and create your first example application with OpenShift Modify the example with your own code and hot-deploy the changes Add components such as a database, task scheduling, and monitoring Use external libraries and dependencies in your application Delve into networking, persistent storage, and backup options Explore ways to adapt your team processes to use OpenShift Learn OpenShift terms, technologies, and commands Get a list of resources to learn more about OpenShift and PaaS

Getting Started with Roo

The book is written in a straightforward style and avoids sales and marketing hype. William J. Carpenter is an Enterprise Content Management architect at IBM who spends every day doing product development and helping others make the best use of the Content Manager product. The numerous tips and notes arise from his years of practical experience with FileNet products. Most of the book consists of specific recipes for installing and using Content Manager, and it also provides you with clear and precise explanations of the most important features and components. It is written in a conversational style without being "dumbed down," and the book can be read straight through, from cover to cover. It emphasizes the things you need to know, presented in a logical progression. If you are a CIO, an IT manager, an IT staff engineer, or perhaps a business leader, business analyst, or even an end user who wants to better understand the role that Content Manager plays in your enterprise, irrespective of any previous knowledge of IBM FileNet P8 Content Manager or Enterprise Content Management in general, then this book is a must have for you. And if you are someone who is just starting to work with Content Manager or who is facing a decision about whether to use Content Manager or another solution, be assured you will not find a better guide. Even if you have

years of experience, you can still enrich your knowledge with the clear, practical explanations of basic and advanced features. Although it is not a developer's guide, per se, the API and sample application will help you as an enterprise developer or architect to get your bearings in Content Manager technologies.

Getting Started with the Feature Pack for OSGi Applications and JPA 2.0

Presents an introduction to the open-source electronics prototyping platform.

Getting Started with Arduino and Java

You Must Read This Book If Your Are Ready To Learn The Most Powerful Test Framework TestNG is a Test Framework for Java Note: Book available on your tablet, phone, PDF, PC, Mac, and paperback. You will find details of downloading the PDF document inside the book. 3 Tips To Master Selenium Within 30 Days Copy and paste this URL <http://tinyurl.com/3-Tips-For-Selenium> into your browser to receive your tips Did You Know A Test Framework Joins The Programming And Testing Components Of Automation? Java Is The Most Popular Programming Language And TestNG Is The Most Powerful Test Framework Do you know how automation includes programming and testing? Getting Started With TestNG shows how Test Frameworks facilitate the process of automation. There is a reason why TestNG stands for Test Next Generation. Why Next Generation? TestNG is the next generation because it is powerful and designed for automation engineers who use Java. A combination of Java the most popular programming language and TestNG the most powerful test framework is dynamite. Target Audience: Readers with knowledge of Java programming Readers with knowledge of Selenium WebDriver Don't Miss Out! You Need To Read This Book So You Can Learn: ✓ Difference Between Test Frameworks and Automation Design Frameworks ✓ How To Install TestNG ✓ How To Perform Dependency Testing ✓ How To Perform Data Driven Testing ✓ How To Perform Cross Browser Testing ✓ TestNG Annotations ✓ TestNG Assertions Scroll Up and Order Your Copy

Getting Started with Arduino

Written as a concise yet practical guide that details the main features which are usually required by a programmer who makes use of the Eclipse platform, this book covers Eclipse 3.8 in a way that is accessible to the Java novice and expert alike. The reader is guided through a series of hands-on examples that introduce Eclipse and some of its plugins. The primary audience for this book are the Java programmers. This book has been written in a way that it is accessible both to beginners and advanced Java programmers alike. Also, if you are a seasoned Java developer who has been using another IDE and wondering what Eclipse brings to the table, this book will provide you with a hands-on walkthrough of the main IDE features. This book will also be beneficial to any computer science undergraduate or a graduate student who are familiar with Java.

Learning Java

This is a short, practical guide, with lots of examples to help you learn Google Guava. There is no minimum level of experience required. There is something for everyone who works with Java, from the beginner to the expert programmer.

The Java Tutorial

Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Java Programming for Beginners

Even as big data is turning the world upside down, the next phase of the revolution is already taking shape: real-time data analysis. This hands-on guide introduces you to Storm, a distributed, JVM-based system for processing streaming data. Through simple tutorials, sample Java code, and a complete real-world scenario, you'll learn how to build fast, fault-tolerant solutions that process results as soon as the data arrives. Discover how easy it is to set up Storm clusters for solving various problems, including continuous data computation, distributed remote procedure calls, and data stream processing. Learn how to program Storm components: spouts for data input and bolts for data transformation Discover how data is exchanged between spouts and bolts in a Storm topology Make spouts fault-tolerant with several commonly used design strategies Explore bolts—their life cycle, strategies for design, and ways to implement them Scale your solution by defining each component's level of parallelism Study a real-time web analytics system built with Node.js, a Redis server, and a Storm topology Write spouts and bolts with non-JVM languages such as Python, Ruby, and Javascript

Getting Started with Google Guava

This is a short, practical guide, with lots of examples to help you learn Google Guava. There is no minimum level of experience required. There is something for everyone who works with Java, from the beginner to the expert programmer.

Getting Started with Java Programming Language

Beginning NetBeans IDE is your authoritative tutorial for learning and using the open source NetBeans IDE platform backed by Oracle. Written by a NetBeans product manager at Oracle, Geertjan Wielenga shows you what NetBeans really is all about and how to install and set it up. Then, right away, he shows you how to write your first simple NetBeans Java application. In this book, you get a tour of the various, essential and key NetBeans wizards and plug-ins. Then, you start building a more complex Java-based application using the NetBeans IDE. And, you learn how to improve that application by exploring the NetBeans refactoring, testing/debugging, profiling and distribution tools. After reading and using this tutorial, you'll come away with a working case study that you can re-apply as a template for your own specific needs. You'll have an understanding of the key essentials of the popular NetBeans IDE.

Getting started with IntelliJ IDEA

Grails is an open-source, rapid web application development framework that provides a super-productive full-stack programming model based on the Groovy scripting language and built on top of Spring, Hibernate, and other standard Java frameworks. Ruby on Rails pioneered the innovative coupling of a powerful programming language and an opinionated framework that favors sensible defaults over complex configuration, but many organizations aren't yet ready to stray from the safety of Java or forgo their current Java investments. Grails makes it possible to achieve equivalent productivity in a Java-centric environment. Over the course of this book, the reader will explore the various aspects of Grails and also experience Grails by building a Grails app.

Getting Started with Spring Framework

If you are completely new to either Java, Android, or game programming and are aiming to publish Android games, then this book is for you. This book also acts as a refresher for those who already have experience in Java on another platforms or other object-oriented languages.

Getting Started with Eclipse Juno

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

Getting Started with Hibernate 3

A comprehensive Java guide, with samples, exercises, casestudies, and step-by-

step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide.

Getting Started with Storm

Written as a step-by-step guide, Getting Started with Hazelcast will teach you all you need to know to make your application data scalable. This book is a great introduction for Java developers, software architects, or developers looking to enable scalable and agile data within their applications. You should have programming knowledge of Java and a general familiarity with concepts like data caching and clustering.

Real-Time IoT Imaging with Deep Neural Networks

This book was written to help anyone want to get started with Arduino and Java using serial port. ****TOC****

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Getting Started with Oracle WebLogic Server 12c: Developer's Guide

Over 60 recipes to help you speed up the development of your Java web applications using the Spring Roo development tool.

Learning Java

This IBM® Redbooks® publication introduces OSGi applications and Java™ Persistence API (JPA) 2.0 technology and describes their implementation in the Feature Pack for OSGi Applications and JPA 2.0 for WebSphere Application Server 7.0. The book will help you understand the position of these new technologies as well as how to use them for Java enterprise development in a WebSphere Application Server environment. Though synergetic, both technologies can be used in isolation. This publication is structured to appeal to administrators, application developers, and all those individuals using the technologies together or independently. The book is split into two parts. Part 1, "Architecture and overview" on page 1 introduces OSGi applications and JPA 2.0 and describes how to set up a development and test environment. Part 2, "Examples" on page 55 uses examples to illustrate how to exploit the features of OSGi applications and JPA 2.0.

Getting Started with Grails

A hands-on practical guide disclosing all areas of Java EE 8 development on the newest WildFly application server. Covers everything from the foundation components (EJB, Servlets, CDI, JPA) to the new technology stack defined in Java Enterprise Edition 7 hence including the new Batch API, JSON-P Api, the Concurrency API, Web Sockets, the JMS 2.0 API, the core Web services stack (JAX-WS, JAX-RS). The testing area with Arquillian framework and the Security API complete the list of topics discussed in the book.

Getting Started with Eclipse Juno

Written as a concise yet practical guide that details the main features which are usually required by a programmer who makes use of the Eclipse platform, this book covers Eclipse 3.8 in a way that is accessible to the Java novice and expert alike. The reader is guided through a series of hands-on examples that introduce Eclipse and some of its plugins. The primary audience for this book are the Java programmers. This book has been written in a way that it is accessible both to beginners and advanced Java programmers alike. Also, if you are a seasoned Java developer who has been using another IDE and wondering what Eclipse brings to the table, this book will provide you with a hands-on walkthrough of the main IDE features. This book will also be beneficial to any computer science undergraduate or a graduate student who are familiar with Java.

Getting Started with Hazelcast

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.

Learning Java by Building Android Games

Getting Started with Oracle WebLogic Server 12c is a fast-paced and feature-packed book, designed to get you working with Java EE 6, JDK 7 and Oracle WebLogic Server 12c straight away, so start developing your own applications. Getting Started with Oracle WebLogic Server 12c: Developer's Guide is written for developers who are just getting started, or who have some experience, with Java EE who want to learn how to develop for and use Oracle WebLogic Server. Getting Started with Oracle WebLogic Server 12c: Developer's Guide also provides a great overview of the updated features of the 12c release, and how it integrates Java EE 6 and JDK 7 to remove boilerplate code.

Practical Java EE Development on WildFly

Minecraft is as fun as it is initially hard to understand. Getting the game installed is just the first hurdle. The game comes with no real instructions, so surviving your first day in Minecraft can be a walk in the dark. Hopefully not literally, because that's when the bad things come out. Don't worry. In this helpful ebook, we'll not only explain how to get and install the game and survive your first day, but also go through how to expand the game. You'll see how to install add-ons, install and play modified versions of the game, and set up your own server in no time--or about 40 pages, whichever comes first.

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