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Java for Android, Second Edition **Learning Java** *Java I/O* Serialization and Persistent Objects **Effective Java Mastering Enterprise JavaBeans and the Java 2 Platform, Enterprise Edition** *Head First Java Complete Java 2 Certification Study Guide* **Key Java** Mastering Java through Biology Java Cookbook *Customer-based IP Service Monitoring with Mobile Software Agents Mastering Enterprise JavaBeans* **Advanced JAVA Interview Questions You'll Most Likely Be Asked Using and Understanding Java Data Objects** Applied Enterprise JavaBeans Technology Starting Out with Java, Alternate Edition **Java Enterprise Best Practices Essential JavaBeans fast The CERT Oracle Secure Coding Standard for Java Java Programming** Learn Java 12 Programming **Essential App Engine** Programming with VisualAge for Java Version 2.0 *Object-Orientation, Abstraction, and Data Structures Using Scala, Second Edition* Enterprise JavaBeans 3.0 **Spring in Action, Sixth Edition** JavaServer Faces *Programming Android* **Mobile Agents XML in a Nutshell** *LDAP Programming with Java* **Scala Cookbook** *J2EE and Beyond* **WebSphere eXtreme Scale v8.6 Key Concepts and Usage Scenarios Introduction to Java Programming** *Scala and Spark for Big Data Analytics* **Apache Spark 2: Data Processing and Real-Time Analytics** *Java: The Complete Reference, Tenth Edition Handbook for CTFers*

J2EE and Beyond Dec 26 2019 J2EE: Design, Develop and Deploy WorldClass Java Software is the Java developer's one-stop guide to creating and deploying J2EE components! Art Taylor, an experienced J2EE programmer, trainer, and author, illustrates the importance of architecture and design in effective J2EE applet deployment. The case studies and accompanying code provide readers with what they need to know to design, architect and deploy J2EE applets effectively. In addition, the author provides technical depth about a wide spectrum of J2EE technologies, touching on virtually all relevant aspects of J2EE development, including JSPs, servlets, RMI, network programming, and extensive Enterprise JavaBeans coverage.

Advanced JAVA Interview Questions You'll Most Likely Be Asked Sep 15 2021 Advanced JAVA Interview Questions You'll Most Likely Be Asked is a perfect companion to stand ahead above the rest in today's competitive job market.

Scala and Spark for Big Data Analytics Sep 22 2019 Harness the power of Scala to program Spark and analyze tonnes of data in the blink of an eye! About This Book Learn Scala's sophisticated type system that combines Functional Programming and object-oriented concepts Work on a wide array of applications, from simple batch jobs to stream processing and machine learning Explore the most common as well as some complex use-cases to perform large-scale data analysis with Spark Who This Book Is For Anyone who wishes to learn how to perform data analysis by harnessing the power of Spark will find this book extremely useful. No knowledge of Spark or Scala is assumed, although prior programming experience (especially with other JVM languages) will be useful to pick up concepts quicker. What You Will Learn Understand object-oriented & functional programming concepts of Scala In-depth understanding of Scala collection APIs Work with RDD and DataFrame to learn Spark's core abstractions Analysing structured and unstructured data using SparkSQL and GraphX Scalable and fault-tolerant streaming application development using Spark structured streaming Learn machine-learning best practices for classification, regression, dimensionality reduction, and recommendation system to build predictive models with widely used algorithms in Spark MLlib & ML Build clustering models to cluster a vast amount of data Understand tuning, debugging, and monitoring Spark applications Deploy Spark applications on real clusters in Standalone, Mesos, and YARN In Detail Scala has been observing wide adoption over the past few

years, especially in the field of data science and analytics. Spark, built on Scala, has gained a lot of recognition and is being used widely in productions. Thus, if you want to leverage the power of Scala and Spark to make sense of big data, this book is for you. The first part introduces you to Scala, helping you understand the object-oriented and functional programming concepts needed for Spark application development. It then moves on to Spark to cover the basic abstractions using RDD and DataFrame. This will help you develop scalable and fault-tolerant streaming applications by analyzing structured and unstructured data using SparkSQL, GraphX, and Spark structured streaming. Finally, the book moves on to some advanced topics, such as monitoring, configuration, debugging, testing, and deployment. You will also learn how to develop Spark applications using SparkR and PySpark APIs, interactive data analytics using Zeppelin, and in-memory data processing with Alluxio. By the end of this book, you will have a thorough understanding of Spark, and you will be able to perform full-stack data analytics with a feel that no amount of data is too big. Style and approach Filled with practical examples and use cases, this book will hot only help you get up and running with Spark, but will also take you farther down the road to becoming a data scientist.

LDAP Programming with Java Feb 26 2020 In this book, the creators of the Directory SDK for Java show how it can be used to build powerful, standards-based directory applications that leverage LDAP directory information on intranets, the Internet, even in e-commerce applications. The CD-ROM includes reference documentation and source code for the Directory SDK for Java and for all examples and programs in the book, as well as the entire text of the book in a fully searchable format.

Java Programming Feb 08 2021 Quick and painless Java programming with expert multimedia instruction Java Programming 24-Hour Trainer, 2nd Edition is your complete beginner's guide to the Java programming language, with easy-to-follow lessons and supplemental exercises that help you get up and running quickly. Step-by-step instruction walks you through the basics of object-oriented programming, syntax, interfaces, and more, before building upon your skills to develop games, web apps, networks, and automations. This second edition has been updated to align with Java SE 8 and Java EE 7, and includes new information on GUI basics, lambda expressions, streaming API, WebSockets, and Gradle. Even if you have no programming experience at all, the more than six hours of Java programming screencasts will demonstrate major concepts and procedures in a way that facilitates learning and promotes a better understanding of the development process. This is your quick and painless guide to mastering Java, whether you're starting from scratch or just looking to expand your skill set. Master the building blocks that go into any Java project Make writing code easier with the Eclipse tools Learn to connect Java applications to databases Design and build graphical user interfaces and web applications Learn to develop GUIs with JavaFX If you want to start programming quickly, Java Programming 24-Hour Trainer, 2nd Edition is your ideal solution.

Handbook for CTFers Jun 19 2019 "Handbook for CTFers: Zero to One" was written by the Nu1L team, one of Chinas top CTF teams. As for Jeopardy-style CTFs, the content in the first 10 chapters of this book not only covers traditional categories of tasks like WEB, PWN and Crypto, but also includes some of the latest hot topics and techniques, such as blockchain. Case studies are provided for all of these types. Onsite Attack-Defend-style CTFs and penetration testing are introduced in Chapter 11 and Chapter 12. In order to help readers gain the most from the book, we have developed the N1Book platform, which addresses practical questions for different task categories. The book offers beginners a reliable, systematic tutorial on CTF competition. At the same time, it includes real case studies and a wealth of our competition experience, making it a valuable asset for experienced CTF players.

Customer-based IP Service Monitoring with Mobile Software Agents Nov 17 2021 Presenting mobile software agents for Internet servic monitoring, this research monograph discusses newly standardized Internet technologies that allow service providers to offer secured Internet services with quality guarantees. Yet, today the customers of such services have no independent tool to verify (monitor) the service quality. This book shows why mobile software agents are best fit to fill the gap. The book is addressed to mobile agent researchers looking for new and fruitful application areas. It

will also be a valuable resource for innovative Internet providers who are looking for a service monitoring infrastructure going beyond monthly reports.

Programming with VisualAge for Java Version 2.0 Nov 05 2020 This book brings together all the information and trialware readers need to get powerful results with VisualAge for Java 2.0. It is a complete tutorial and reference for writing Java applications and porting them to databases and the Web--with up-to-the-minute coverage of JFC, JavaBeans, servlets, and more. The CD-ROM includes trial versions of VisualAge for Java 2.0 and DB2 Universal Server.

Essential JavaBeans fast Apr 10 2021 Essential JavaBeans fast de-mystifies the terminology and gets programmers using the JavaBean components quickly and effectively in their own applications. Programmers can either read the book from start-to-finish (it shouldnt take long) or can dip into it for various aspects of JavaBeans where needed. The book focuses on all the necessary elements for getting started on and using JavaBeans. Many examples are included and readers are encouraged to try them out as they go, to get a real feel for how JavaBeans work.

Java I/O Aug 26 2022 All of Java's Input/Output (I/O) facilities are based on streams, which provide simple ways to read and write data of different types. Java provides many different kinds of streams, each with its own application. The universe of streams is divided into four largecategories: input streams and output streams, for reading and writing binary data; and readers and writers, for reading and writing textual (character) data. You're almost certainly familiar with the basic kinds of streams--but did you know that there's a CipherInputStream for reading encrypted data? And a ZipOutputStream for automaticallycompressing data? Do you know how to use buffered streams effectively to make your I/O operations more efficient? Java I/O, 2nd Edition has been updated for Java 5.0 APIs and tells you all you ever need to know about streams--and probably more. A discussion of I/O wouldn't be complete without treatment of character sets and formatting. Java supports the Unicode standard, which provides definitions for the character sets of most written languages. Consequently, Java is the first programming language that lets you do I/O in virtually any language. Java also provides a sophisticated model for formatting textual and numeric data. Java I/O, 2nd Edition shows you how to control number formatting, use characters aside from the standard (but outdated) ASCII character set, and get a head start on writing truly multilingual software. Java I/O, 2nd Edition includes: Coverage of all I/O classes and related classes In-depth coverage of Java's number formatting facilities and its support for international character sets

Mastering Java through Biology Jan 19 2022

WebSphere eXtreme Scale v8.6 Key Concepts and Usage Scenarios Nov 24 2019 IBM WebSphere® eXtreme Scale provides a solution to scalability issues through caching and grid technology. It provides an enhanced quality of service in high performance computing environments. This IBM® Redbooks® publication introduces WebSphere eXtreme Scale and shows how to set up and use an eXtreme Scale environment. It begins with a discussion of the issues that would lead you to an eXtreme Scale solution. It then describes the architecture of eXtreme Scale to help you understand how the product works. It provides information about potential grid topologies, the APIs used by applications to access the grid, and application scenarios that show how to effectively use the grid. This book is intended for architects who want to implement WebSphere eXtreme Scale. The original edition of this book was based on WebSphere eXtreme Scale version 6.1. It was published in 2008 and described as a "User's Guide". This second edition updates the information based on WebSphere eXtreme Scale version 8.6, and covers key concepts and usage scenarios.

The CERT Oracle Secure Coding Standard for Java Mar 09 2021 "In the Java world, security is not viewed as an add-on a feature. It is a pervasive way of thinking. Those who forget to think in a secure mindset end up in trouble. But just because the facilities are there doesn't mean that security is assured automatically. A set of standard practices has evolved over the years. The Secure® Coding® Standard for Java™ is a compendium of these practices. These are not theoretical research papers or product marketing blurbs. This is all serious, mission-critical, battle-tested, enterprise-scale stuff." —James A. Gosling, Father of the Java Programming Language An essential element of secure coding in the Java programming language is a well-documented and enforceable coding

standard. Coding standards encourage programmers to follow a uniform set of rules determined by the requirements of the project and organization, rather than by the programmer's familiarity or preference. Once established, these standards can be used as a metric to evaluate source code (using manual or automated processes). The CERT® Oracle® Secure Coding Standard for Java™ provides rules designed to eliminate insecure coding practices that can lead to exploitable vulnerabilities. Application of the standard's guidelines will lead to higher-quality systems–robust systems that are more resistant to attack. Such guidelines are required for the wide range of products coded in Java–for devices such as PCs, game players, mobile phones, home appliances, and automotive electronics. After a high-level introduction to Java application security, seventeen consistently organized chapters detail specific rules for key areas of Java development. For each area, the authors present noncompliant examples and corresponding compliant solutions, show how to assess risk, and offer references for further information. Each rule is prioritized based on the severity of consequences, likelihood of introducing exploitable vulnerabilities, and cost of remediation. The standard provides secure coding rules for the Java SE 6 Platform including the Java programming language and libraries, and also addresses new features of the Java SE 7 Platform. It describes language behaviors left to the discretion of JVM and compiler implementers, guides developers in the proper use of Java's APIs and security architecture, and considers security concerns pertaining to standard extension APIs (from the javax package hierarchy).The standard covers security issues applicable to these libraries: lang, util, Collections, Concurrency Utilities, Logging, Management, Reflection, Regular Expressions, Zip, I/O, JMX, JNI, Math, Serialization, and JAXP.

Mastering Enterprise JavaBeans and the Java 2 Platform, Enterprise Edition May 23 2022 A guide to server-side application development showcases the strengths of Enterprise JavaBeans while demonstrating the coding of transactional, scalable, and secure multi-user applications

Using and Understanding Java Data Objects Aug 14 2021 This is a practical guide to the features and uses of JDO, with example programs and learning tools provided.

Learning Java Sep 27 2022 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.

Object-Orientation, Abstraction, and Data Structures Using Scala, Second Edition Oct 04 2020 Praise for the first edition: "The well-written, comprehensive book...[is] aiming to become a de facto reference for the language and its features and capabilities. The pace is appropriate for beginners; programming concepts are introduced progressively through a range of examples and then used as tools for building applications in various domains, including sophisticated data structures and algorithms...Highly recommended. Students of all levels, faculty, and professionals/practitioners.? —D. Papamichail, University of Miami in CHOICE Magazine ? Mark Lewis' Introduction to the Art of Programming Using Scala?was the first textbook to use Scala for introductory CS courses. Fully revised and expanded, the new edition of this popular text has been divided into two books. Object-Orientation, Abstraction, and Data Structures Using Scala, Second Edition is intended to be used as a textbook for a second or third semester course in Computer Science. The Scala programming language provides powerful constructs for expressing both object orientation and abstraction. This book provides students with these tools of object orientation to help them structure solutions to larger, more complex problems, and to expand on their knowledge of abstraction so that they can make their code more powerful and flexible. The book also illustrates key concepts through the creation of data structures, showing how data structures can be written, and the strengths and

weaknesses of each one. Libraries that provide the functionality needed to do real programming are also explored in the text, including GUIs, multithreading, and networking. The book is filled with end-of-chapter projects and exercises, and the authors have also posted a number of different supplements on the book website. Video lectures for each chapter in the book are also available on YouTube. The videos show construction of code from the ground up and this type of "live coding" is invaluable for learning to program, as it allows students into the mind of a more experienced programmer, where they can see the thought processes associated with the development of the code. About the Authors Mark Lewis is an Associate Professor at Trinity University. He teaches a number of different courses, spanning from first semester introductory courses to advanced seminars. His research interests included simulations and modeling, programming languages, and numerical modeling of rings around planets with nearby moons.? Lisa Lacher is an Assistant Professor at the University of Houston, Clear Lake with over 25 years of professional software development experience. She teaches a number of different courses spanning from first semester introductory courses to graduate level courses. Her research interests include Computer Science Education, Agile Software Development, Human Computer Interaction and Usability Engineering, as well as Measurement and Empirical Software Engineering.

Scala Cookbook Jan 27 2020 Save time and trouble when using Scala to build object-oriented, functional, and concurrent applications. With more than 250 ready-to-use recipes and 700 code examples, this comprehensive cookbook covers the most common problems you'll encounter when using the Scala language, libraries, and tools. It's ideal not only for experienced Scala developers, but also for programmers learning to use this JVM language. Author Alvin Alexander (creator of DevDaily.com) provides solutions based on his experience using Scala for highly scalable, component-based applications that support concurrency and distribution. Packed with real-world scenarios, this book provides recipes for: Strings, numeric types, and control structures Classes, methods, objects, traits, and packaging Functional programming in a variety of situations Collections covering Scala's wealth of classes and methods Concurrency, using the Akka Actors library Using the Scala REPL and the Simple Build Tool (SBT) Web services on both the client and server sides Interacting with SQL and NoSQL databases Best practices in Scala development

Apache Spark 2: Data Processing and Real-Time Analytics Aug 22 2019 Build efficient data flow and machine learning programs with this flexible, multi-functional open-source cluster-computing framework Key Features Master the art of real-time big data processing and machine learning Explore a wide range of use-cases to analyze large data Discover ways to optimize your work by using many features of Spark 2.x and Scala Book Description Apache Spark is an in-memory, cluster-based data processing system that provides a wide range of functionalities such as big data processing, analytics, machine learning, and more. With this Learning Path, you can take your knowledge of Apache Spark to the next level by learning how to expand Spark's functionality and building your own data flow and machine learning programs on this platform. You will work with the different modules in Apache Spark, such as interactive querying with Spark SQL, using DataFrames and datasets, implementing streaming analytics with Spark Streaming, and applying machine learning and deep learning techniques on Spark using MLlib and various external tools. By the end of this elaborately designed Learning Path, you will have all the knowledge you need to master Apache Spark, and build your own big data processing and analytics pipeline quickly and without any hassle. This Learning Path includes content from the following Packt products: Mastering Apache Spark 2.x by Romeo Kienzler Scala and Spark for Big Data Analytics by Md. Rezaul Karim, Sridhar Alla Apache Spark 2.x Machine Learning Cookbook by Siamak Amirghodsi, Meenakshi Rajendran, Broderick Hall, Shuen MeiCookbook What you will learn Get to grips with all the features of Apache Spark 2.x Perform highly optimized real-time big data processing Use ML and DL techniques with Spark MLlib and third-party tools Analyze structured and unstructured data using SparkSQL and GraphX Understand tuning, debugging, and monitoring of big data applications Build scalable and fault-tolerant streaming applications Develop scalable recommendation engines Who this book is for If you are an intermediate-level Spark developer looking to master the advanced

capabilities and use-cases of Apache Spark 2.x, this Learning Path is ideal for you. Big data professionals who want to learn how to integrate and use the features of Apache Spark and build a strong big data pipeline will also find this Learning Path useful. To grasp the concepts explained in this Learning Path, you must know the fundamentals of Apache Spark and Scala.

Applied Enterprise JavaBeans Technology Jul 13 2021 Applied Enterprise JavaBeans Technology shows how to leverage the full power of EJB 2.0 to build industrial-strength applications that are distributed, transactional, and secure. Exceptionally comprehensive and accurate, this book starts from first principles and progresses to the state-of-the-art, revealing normally hidden aspects of the EJB architecture that offer immense power to developers. It includes a full-scale case study, in-depth coverage of integration, and extensive cross-references to the official EJB 2.0 specifications.

Head First Java Apr 22 2022 An interactive guide to the fundamentals of the Java programming language utilizes icons, cartoons, and numerous other visual aids to introduce the features and functions of Java and to teach the principles of designing and writing Java programs. Original. (Beginner)

Java for Android, Second Edition Oct 28 2022 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.

Introduction to Java Programming Oct 24 2019 Introduction to Java Programming, Brief, 8e consists of the first 20 chapters from the Comprehensive version of Introduction to Java Programming. It introduces fundamentals of programming, problem-solving, object-oriented programming, and GUI programming. The Brief version is suitable for a CS1 course. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Liang's fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Liang's approach includes application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. In the Eighth Edition, only standard classes are used.

Programming Android May 31 2020 Presents instructions for creating Android applications for mobile devices using Java.

Complete Java 2 Certification Study Guide Mar 21 2022 Here's the book you need to prepare for the Java 2 Programmer (SCJP) and Developer (SCJD) exams. This Study Guide was developed to meet the exacting requirements of today's certification candidates. In addition to the consistent and accessible instructional approach that has earned Sybex the reputation as the leading publisher for certification self-study guides, this book provides: In-depth coverage of every exam objective for the revised SCJP Exam Hundreds of challenging practice questions Leading-edge exam preparation software, including a test engine and the entire book on PDF Authoritative instruction on all revised Programmer exam objectives, including: Declarations, initialization and scoping Flow control API contents Concurrency Object-oriented concepts Collections and generics Language fundamentals Detailed discussion of the key topics included in the Developer exam, including: Swing components and events Layout managers Enhancing and extending the database Writing the network protocol Building the database server Connecting the client and server

XML in a Nutshell Mar 29 2020 If you're a developer working with XML, you know there's a lot to know about XML, and the XML space is evolving almost moment by moment. But you don't need to commit every XML syntax, API, or XSLT transformation to memory; you only need to know where to find it. And if it's a detail that has to do with XML or its companion standards, you'll find it--clear, concise, useful, and well-organized--in the updated third edition of XML in a Nutshell.With XML in a

Nutshell beside your keyboard, you'll be able to: Quick-reference syntax rules and usage examples for the core XML technologies, including XML, DTDs, Xpath, XSLT, SAX, and DOM Develop an understanding of well-formed XML, DTDs, namespaces, Unicode, and W3C XML Schema Gain a working knowledge of key technologies used for narrative XML documents such as web pages, books, and articles technologies like XSLT, Xpath, Xlink, Xpointer, CSS, and XSL-FO Build data-intensive XML applications Understand the tools and APIs necessary to build data-intensive XML applications and process XML documents, including the event-based Simple API for XML (SAX2) and the tree-oriented Document Object Model (DOM) This powerful new edition is the comprehensive XML reference. Serious users of XML will find coverage on just about everything they need, from fundamental syntax rules, to details of DTD and XML Schema creation, to XSLT transformations, to APIs used for processing XML documents. XML in a Nutshell also covers XML 1.1, as well as updates to SAX2 and DOM Level 3 coverage. If you need explanation of how a technology works, or just need to quickly find the precise syntax for a particular piece, XML in a Nutshell puts the information at your fingertips.Simply put, XML in a Nutshell is the critical, must-have reference for any XML developer.

Learn Java 12 Programming Jan 07 2021 A comprehensive guide to get started with Java and gain insights into major concepts such as object-oriented, functional, and reactive programming Key Features Strengthen your knowledge of important programming concepts and the latest features in Java Explore core programming topics including GUI programming, concurrency, and error handling Learn the idioms and best practices for writing high-quality Java code Book Description Java is one of the preferred languages among developers, used in everything right from smartphones, and game consoles to even supercomputers, and its new features simply add to the richness of the language. This book on Java programming begins by helping you learn how to install the Java Development Kit. You will then focus on understanding object-oriented programming (OOP), with exclusive insights into concepts like abstraction, encapsulation, inheritance, and polymorphism, which will help you when programming for real-world apps. Next, you'll cover fundamental programming structures of Java such as data structures and algorithms that will serve as the building blocks for your apps. You will also delve into core programming topics that will assist you with error handling, debugging, and testing your apps. As you progress, you'll move on to advanced topics such as Java libraries, database management, and network programming, which will hone your skills in building professional-grade apps. Further on, you'll understand how to create a graphic user interface using JavaFX and learn to build scalable apps by taking advantage of reactive and functional programming. By the end of this book, you'll not only be well versed with Java 10, 11, and 12, but also gain a perspective into the future of this language and software development in general. What you will learn Learn and apply object-oriented principles Gain insights into data structures and understand how they are used in Java Explore multithreaded, asynchronous, functional, and reactive programming Add a user-friendly graphic interface to your application Find out what streams are and how they can help in data processing Discover the importance of microservices and use them to make your apps robust and scalable Explore Java design patterns and best practices to solve everyday problems Learn techniques and idioms for writing high-quality Java code Who this book is for Students, software developers, or anyone looking to learn new skills or even a language will find this book useful. Although this book is for beginners, professional programmers can benefit from it too. Previous knowledge of Java or any programming language is not required.

Mobile Agents Apr 29 2020 This book constitutes the refereed proceedings of the 6th International Conference on Mobile Agents, MA 2002, held in Barcelona, Spain, in October 2002. The 13 revised full papers presented were carefully reviewed and selected from 48 submissions. Among the topics addressed are mobile agents, mobile agent systems, mobile software agents, mobile code, mobile objects, interoperability, security, mobile users, middleware, mobile services, ubiquitous computing, pervasive computing, and intrusion detection.

Starting Out with Java, Alternate Edition Jun 12 2021

Serialization and Persistent Objects Jul 25 2022 Recently, the pressure for fast processing and

efficient storage of large data with complex relations increased beyond the capability of traditional databases. Typical examples include iPhone applications, computer aided design – both electrical and mechanical, biochemistry applications, and incremental compilers. Serialization, which is sometimes used in such situations is notoriously tedious and error prone. In this book, Jiri Soukup and Petr Macháček show in detail how to write programs which store their internal data automatically and transparently to disk. Together with special data structure libraries which treat relations among objects as first-class entities, and with a UML class-diagram generator, the core application code is much simplified. The benchmark chapter shows a typical example where persistent data is faster by the order of magnitude than with a traditional database, in both traversing and accessing the data. The authors explore and exploit advanced features of object-oriented languages in a depth hardly seen in print before. Yet, you as a reader need only a basic knowledge of C++, Java, C#, or Objective C. These languages are quite similar with respect to persistency, and the authors explain their differences where necessary. The book targets professional programmers working on any industry applications, it teaches you how to design your own persistent data or how to use the existing packages efficiently. Researchers in areas like language design, compiler construction, performance evaluation, and no-SQL applications will find a wealth of novel ideas and valuable implementation tips. Under http://www.codefarms.com/book, you will find a blog and other information, including a downloadable zip file with the sources of all the listings that are longer than just a few lines – ready to compile and run.

Effective Java Jun 24 2022 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.

Mastering Enterprise JavaBeans Oct 16 2021 Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB Timer Service and JMS as well as the latest open source Java solutions The book was developed as part of TheServerSide.com online EJB community, ensuring a built-in audience Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including transactions, persistence, clustering, integration, and performance optimization Offers practical guidance on when not to use EJB and how to use simpler, less costly open source technologies in place of or in conjunction with EJB

Java Cookbook Dec 18 2021 You have a choice: you can wade your way through lengthy Java tutorials and figure things out by trial and error, or you can pick up Java Cookbook, 2nd Edition and get to the heart of what you need to know when you need to know it.With the completely revised and thoroughly updated Java Cookbook, 2nd Edition, Java developers like you will learn by example, try out new features, and use sample code to understand how new additions to the language and platform work--and how to put them to work for you.This comprehensive collection of problems,

solutions, and practical examples will satisfy Java developers at all levels of expertise. Whether you're new to Java programming and need something to bridge the gap between theory-laden reference manuals and real-world programs or you're a seasoned Java programmer looking for a new perspective or a different problem-solving context, this book will help you make the most of your Java knowledge.Packed with hundreds of tried-and-true Java recipes covering all of the major APIs from the 1.4 version of Java, this book also offers significant first-look recipes for the most important features of the new 1.5 version, which is in beta release. You get practical solutions to everyday problems, and each is followed by a detailed, ultimately useful explanation of how and why the technology works.Java Cookbook, 2nd Edition includes code segments covering many specialized APIs--like those for working with Struts, Ant and other new popular Open Source tools. It also includes expanded Mac OS X Panther coverage and serves as a great launching point for Java developers who want to get started in areas outside of their specialization.In this major revision, you'll find succinct pieces of code that can be easily incorporated into other programs. Focusing on what's useful or tricky--or what's useful and tricky--Java Cookbook, 2nd Edition is the most practical Java programming book on the market.

Enterprise JavaBeans 3.0 Sep 03 2020 If you're up on the latest Java technologies, then you know that Enterprise JavaBeans (EJB) 3.0 is the hottest news in Java this year. In fact, EJB 3.0 is being hailed as the new standard of server-side business logic programming. And O'Reilly's award-winning book on EJB has been refreshed just in time to capitalize on the technology's latest rise in popularity. This fifth edition, written by Bill Burke and Richard Monson-Haefel, has been updated to capture the very latest need-to-know Java technologies in the same award-winning fashion that drove the success of the previous four strong-selling editions. Bill Burke, Chief Architect at JBoss, Inc., represents the company on the EJB 3.0 and Java EE 5 specification committees. Richard Monson-Haefel is one of the world's leading experts on Enterprise Java. Enterprise JavaBeans 3.0, 5th Edition is organized into two parts: the technical manuscript followed by the JBoss workbook. The technical manuscript explains what EJB is, how it works, and when to use it. The JBoss workbook provides step-by-step instructions for installing, configuring, and running the examples from the manuscript on the JBoss 4.0 Application Server. Although EJB makes application development much simpler, it's still a complex and ambitious technology that requires a great deal of time to study and master. But now, thanks to Enterprise JavaBeans 3.0, 5th Edition, you can overcome the complexities of EJBs and learn from hundreds of practical examples that are largeenough to test key concepts but small enough to be taken apart and explained in the detail that you need. Now you can harness the complexity of EJB with just a single resource by your side.

JavaServer Faces Jul 01 2020 JavaServer Faces, or JSF, brings a component-based model to web application development that's similar to the model that's been used in standalone GUI applications for years. The technology builds on the experience gained from Java Servlets, JavaServer Pages, and numerous commercial and open source web application frameworks that simplify the development process.In JavaServer Faces, developers learn how to use this new framework to build real-world web applications. The book contains everything you'll need: how to construct the HTML on the front end; how to create the user interface components that connect the front end to your business objects; how to write a back-end that's JSF-friendly; and how to create the deployment descriptors that tie everything together.JavaServer Faces pays particular attention to simple tasks that are easily ignored, but crucial to any real application: working with tablular data, for example, or enabling and disabling buttons. And this book doesn't hide from the trickier issues, like creating custom components or creating renderers for different presentation layers. Whether you're experienced with JSF or a just starting out, you'll find everything you need to know about this technology in this book.Topics covered include: The JSF environment Creating and rendering components Validating input Handling user-generated events Controlling page navigation Working with tabular data Internationalization Integration between JSF and Struts Developing custom renderers and custom components JavaServer Faces is a complete guide to the crucial new JSF technology. If you develop web applications, JSF belongs in your toolkit, and this book belongs in

your library.

Key Java Feb 20 2022 Intended for those who already know the Java language, this book will help programmers get the most out of Javas capabilities. Topics covered include: good Java style for reusable components, using Java beans, the JDBC, optimizing and testing code, using the IFC tools, and the new JFC. It also explores the significant and exciting developments in Java and covers techniques that will be fundamental to programmers developing significant applications in Java.

Spring in Action, Sixth Edition Aug 02 2020 A new edition of the classic bestseller! Spring in Action, 6th Edition covers all of the new features of Spring 5.3 and Spring Boot 2.4 along with examples of reactive programming, Spring Security for REST Services, and bringing reactivity to your databases. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration.

Java Enterprise Best Practices May 11 2021 Java developers typically go through four "stages" in mastering Java. In the first stage, they learn the language itself. In the second stage, they study the APIs. In the third stage, they become proficient in the environment. It is in the fourth stage --"the expert stage"-- where things really get interesting, and Java Enterprise Best Practices is the tangible compendium of experience that developers need to breeze through this fourth and final stage of Enterprise Java mastery.Crammed with tips and tricks, Java Enterprise Best Practices distills years of solid experience from eleven experts in the J2EE environment into a practical, to-the-point guide to J2EE.Java Enterprise Best Practices gives developers the unvarnished, expert-tested advice that the man pages don't provide--what areas of the APIs should be used frequently (and which are better avoided); elegant solutions to problems you face that other developers have already discovered; what things you should always do, what things you should consider doing, and what things you should never do--even if the documentation says it's ok.Until Java Enterprise Best Practices, Java developers in the fourth stage of mastery relied on the advice of a loose-knit community of fellow developers, time-consuming online searches for examples or suggestions for the immediate problem they faced, and tedious trial-and-error. But Java has grown to include a huge number of APIs, classes, and methods. Now it is simply too large for even the most intrepid developer to know it all. The need for a written compendium of J2EE Best Practices has never been greater.Java Enterprise Best Practices focuses on the Java 2 Enterprise Edition (J2EE) APIs. The J2EE APIs include such alphabet soup acronyms as EJB, JDBC, RMI, XML, and JMX.

Essential App Engine Dec 06 2020 In Essential App Engine, Adriaan de Jonge shows Java developers how to rapidly build complex, productionquality, performance-driven cloud applications with Google App Engine. Using a start-to-finish case study and extensive Java example code, De Jonge covers the entire lifecycle, from application design and data modeling through security, testing, and deployment. De Jonge introduces breakthrough techniques for creating applications that respond within two seconds, even on cold startup, and allow server responses in hundreds of milliseconds or less throughout the rest of the session. He also demonstrates how to avoid common mistakes that can dramatically reduce cloud application performance and scalability. He thoroughly covers state-of-the-art user interface development and shows how to make the most of Google App Engine's extensive set of APIs. Coverage includes Setting up a development environment that makes it easy to continually address performance Understanding the anatomy of a Google App Engine application Making the right technical setup and design choices for each new application Efficiently modeling data for App Engine's NoSQL data storage Recognizing when to avoid OR-mapping and pass datastore entities directly to HTML templates Finding alternatives to frameworks and libraries that impair App Engine performance Using JavaScript and AJAX on the client side of your cloud applications Improving browser performance and reducing resource consumption via better use of HTML5 and CSS3 Taking advantage of key App Engine APIs: datastore, blobstore, mail, task scheduling, memory caching, URL retrieval, and messaging Securing cloud-based Web applications with Google Accounts, OpenID, and OAuth Improving your cloud development, quality assurance, and deployment processes Targeting, marketing, and selling cloud solutions, from planning to payment handling

Java: The Complete Reference, Tenth Edition Jul 21 2019 The Definitive Java Programming Guide Supplement for key JDK 10 new features available from book's Downloads & Resources page at OraclePressBooks.com. Fully updated for Java SE 9, Java: The Complete Reference, Tenth Edition explains how to develop, compile, debug, and run Java programs. Bestselling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaFX, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the new module system added by Java SE 9 is discussed in detail. This Oracle Press resource also offers an introduction to JShell, Java's new interactive programming tool. Coverage includes: •Data types, variables, arrays, and operators •Control statements •Classes, objects, and methods •Method overloading and overriding •Inheritance •Interfaces and packages •Exception handling •Multithreaded programming •Enumerations, autoboxing, and annotations •The I/O classes •Generics •Lambda expressions •Modules •String handling •The Collections Framework •Networking •Event handling •AWT •Swing and JavaFX •The Concurrent API •The Stream API •Regular expressions •JavaBeans •Servlets •Much, much more Code examples in the book are available for download at www.OraclePressBooks.com. TAG: For a complete list of Oracle Press titles, visit www.OraclePressBooks.com.