

Java All In One For Dummies For Dummies Computers

Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Learn to speak the Java language like the pros Are you new to programming and have decided that Java is your language of choice? Are you a wanna-be programmer looking to learn the hottest lingo around? Look no further! Beginning Programming with Java For Dummies, 5th Edition is the easy-to-follow guide you'll want to keep in your back pocket as you work your way toward Java mastery! In plain English, it quickly and easily shows you what goes into creating a program, how to put the pieces together, ways to deal with standard programming challenges, and so much more. Whether you're just tooling around or embarking on a career, this is the ideal resource you'll turn to again and again as you perfect your understanding of the nuances of this popular programming language. Packed with tons of step-by-step instruction, this is the only guide you need to start programming with Java like a pro. Updated for Java 9, learn the language with samples and the Java toolkit Familiarize yourself with decisions, conditions, statements, and information overload Differentiate between loops and arrays, objects and classes, methods, and variables Find links to additional resources Once you discover the joys of Java programming, you might just find you're hooked. Sound like fun? Here's the place to start.

Your one-stop guide to programming with Java If you've always wanted to program with Java but didn't know where to start, this will be the java-stained reference you'll turn to again and again. Fully updated for the JDK 9, this deep reference on the world's most popular programming language is the perfect starting point for building things with Java—and an invaluable ongoing reference as you continue to deepen your knowledge. Clocking in at over 900 pages, Java All-in-One For Dummies takes the intimidation out of learning Java and offers clear, step-by-step guidance on how to download and install Java tools; work with variables, numbers, expressions, statements, loops, methods, and exceptions; create applets, servlets, and JavaServer pages; handle and organize data; and so much more. Focuses on the vital information that enables you to get up and running quickly with Java Provides details on the new features of JDK 9 Shows you how to create simple Swing programs Includes design tips on layout, buttons, and labels Everything you need to know to program with Java is included in this practical, easy-to-use guide!

Get ready for C++20 with all you need to know for complete mastery! Your comprehensive and updated guide to one of the world's most popular programming languages is here! Whether you're a novice or expert, you'll find what you need to get going with the latest features of C++20. The workhorse of programming languages, C++ gives you the utmost control of data usage and interface and resource allocation. If your job involves data, proficiency in C++ means you're indispensable! This edition gives you 8 books in 1 for total C++ mastery. Inside, internationally renowned expert John Paul Mueller takes you from the fundamentals of working with objects and classes to writing applications that use paradigms not normally associated with C++, such as those used for functional programming strategies. The book also includes online resources such as source code. You discover how to use a C++ GNU compiler to build applications and even how to use your mobile device for coding. Conquer advanced programming and troubleshooting Streamline your code with lambda expressions Use C++ where you need it: for gaming, enterprise applications, and Web services Uncover object secrets including the use of design patterns Discover how to use functional programming techniques to make code concise and easy to read If you want to be your organization's C++ guru, C++ All-In-One for Dummies is where it's at!

A guide to the computer language covers such topics as object-oriented programming, strings and arrays, Swing, Web programming, and databases.

Your all-encompassing guide to learning Android app development If you're an aspiring or beginning programmer interested in creating apps for the Android market—which grows in size and downloads every day—this is your comprehensive, one-stop guide. Android Application Development All-in-One For Dummies covers the information you absolutely need to get started developing apps for Android. Inside, you'll quickly get up to speed on Android programming concepts and put your new knowledge to use to manage data, program cool phone features, refine your applications, navigate confidently around the Android native development kit, and add important finishing touches to your apps. Covering the latest features and enhancements to the Android Software Developer's Kit, this friendly, hands-on guide walks you through Android programming basics, shares techniques for developing great Android applications, reviews Android hardware, and much more. All programming examples, including the sample application, are available for download from the book's website Information is carefully organized and presented in an easy-to-follow format 800+ pages of content make this an invaluable resource at an unbeatable price Written by an expert Java educator, Barry Burd, who authors the bestselling Java For Dummies Go from Android newbie to master programmer in no time with the help of Android Application Development All-in-One For Dummies!

Summary Manning's bestselling Java 8 book has been revised for Java 9! In Modern Java in Action, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book Modern Java in Action connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java

features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java

Everything you need to get going with Java! Java All-in-One For Dummies, 4th Edition has what you need to get up and running quickly with Java. Covering the enhanced mobile development and syntax features as well as programming improvements, this guide makes it easy to find what you want and put it to use. Focuses on the vital information that enables you to get up and running quickly with Java Covers the enhanced multimedia features as well as programming enhancements, Java and XML, Swing, server-side Java, Eclipse, and more Minibooks cover Java basics; programming basics; strings, arrays, and collections; programming techniques; Swing; Web programming; files and databases; and a "fun and games" category Java All-in-One For Dummies, 4th Edition focuses on the practical information you need to become productive with Java right away.

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Unleash the power of JavaFX for a wide range of devices JavaFX For Dummies gives you access to an innovativesoftware platform that allows you to create and deliver richInternet applications that can run across a wide variety ofconnected devices. This accessible book highlights the mostimportant features of this powerful graphics platform, giving youthe tools to understand it quickly and easily! No experience withJavaFX? No problem. JavaFX For Dummies has been writtenespecially for newbies and it also serves as a great referenceresource for more experienced Java developers. Author Doug Lowe has been writing programming books for decades,and he brings his experience and passion to this guide, sharing hisexpert approach to coding using JavaFX. The book shows you how towork with JavaFX controls, how to enhance your scenic design, andalso offers advice on how to make a splash with your programs.Then, the author wraps it all up with extra recommendations andresources to guide you as you move forward. Helps developers quickly learn to take advantage of JavaFX'slightweight, high-performance platform Highlights essential JavaFX features for simple coding that canbe rolled out across multiple devices Instructs readers on methods for creating compelling, visuallyappealing applications Includes recommendations and resources for honing your JavaFXskills With JavaFX For Dummies, you'll be on your way to easier,more efficient coding for a variety of connected devices.

New Book by Best-Selling Author Jamie Chan. Learn Java Programming Fast with a unique Hands-On Project. Book 4 of the Learn Coding Fast Series. Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Java language fast? This book is for you. You no longer have to waste your time and money trying to learn Java from boring books that are 600 pages long, expensive online courses or complicated Java tutorials that just leave you more confused and frustrated. What this book offers... Java for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Java language even if you have never coded before. Carefully Chosen Java Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics (Covers Java 8) Topics are carefully selected to give you a broad exposure to Java, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. In addition, new features in Java (such as lambda expressions and default methods etc) are also covered so that you are always up to date with the latest advancement in the Java language. Learn The Java Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. You no longer have to endure boring and lengthy Java textbooks that simply puts you to sleep. With this book, you can learn Java fast and start coding immediately. How is this book different... The best way to learn Java is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Java coding? This book is for you. Click the "Add to Cart" button and download it now. What you'll learn: Introduction to Java - What is Java? - What software do you need to code Java programs? - How to install and run JDK and Netbeans? Data types and Operators - What are the eight primitive types in Java? - What are arrays and lists? - How to format Java strings - What is a primitive type vs reference type? - What are the common Java operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? Controlling the Flow of a Program - What are condition statements? - How to use control flow statements in Java - How to handle errors and exceptions - How to throw your own exception and Others... - How to accept user inputs and display outputs - What is a generic? - What are lambda expressions

and functional interface? - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning Java. Learn it fast and learn it well.

Develop the next killer Android App using Java programming! Android is everywhere! It runs more than half the smartphones in the U.S.—and Java makes it go. If you want to cash in on its popularity by learning to build Android apps with Java, all the easy-to-follow guidance you need to get started is at your fingertips. Inside, you'll learn the basics of Java and grasp how it works with Android; then, you'll go on to create your first real, working application. How cool is that? The demand for Android apps isn't showing any signs of slowing, but if you're a mobile developer who wants to get in on the action, it's vital that you get the necessary Java background to be a success. With the help of *Java Programming for Android Developers For Dummies*, you'll quickly and painlessly discover the ins and outs of using Java to create groundbreaking Android apps—no prior knowledge or experience required! Get the know-how to create an Android program from the ground up Make sense of basic Java development concepts and techniques Develop the skills to handle programming challenges Find out how to debug your app Don't sit back and watch other developers release apps that bring in the bucks! Everything you need to create that next killer Android app is just a page away!

Provides information on Android programming, covering such topics as creating an Android application, using the Eclipse Workbench, Java, XML, broadcast receivers, and the Android Market.

Computer programming with Java is easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, an Android app, and even Minecraft mods in Java. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to... • Set up your Java programming environment • Write your first working program in just minutes • Control program decisions and behavior • Store and work with information • Build straightforward user interfaces • Create interactive web programs • Use threading to build more responsive programs • Read and write files and XML data • Master best practices for object-oriented programming • Use Java 9's new HTTP client • Use Java to create an Android app • Expand your skills with closures • Create Minecraft mods with Java Contents at a Glance Part I Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work Part II Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops Part III Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object is Like 12 Making the Most of Existing Objects Part IV Moving into Advanced Topics 13 Storing Objects in Data Structures 14 Handling Errors in a Program 15 Creating a Threaded Program 16 Using Inner Classes and Closures Part V Programming a Graphical User Interface 17 Building a Simple User Interface in Swing 18 Laying Out a User Interface 19 Responding to User Input Part VI Writing Internet Applications 20 Reading and Writing Files 21 Using Java 9's New HTTP Client 22 Creating Java2D Graphics 23 Creating Minecraft Mods with Java 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here Java Resources C This Book's Web Site D Fixing a Problem with the Android Studio Emulator

A reference that answers your questions as you move through your coding The demand for Android programming and web apps continues to grow at an unprecedented pace and Java is the preferred language for both. *Java For Dummies Quick Reference* keeps you moving through your coding while you solve a problem, look up a command or syntax, or search for a programming tip. Whether you're a Java newbie or a seasoned user, this fast reference offers you quick access to solutions without requiring that you wade through pages of tutorial material. Leverages the true reference format that is organized with quick answers and solutions so you can read less and do more Offers new elements such as a syntax guide, command guide, special generics and annotation section, and programming tips Boasts a new, compact trim size that easily goes where you go for convenient referencing *Java For Dummies Quick Reference* helps you move quickly and efficiently through Java without missing a beat!

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR Responding to reader feedback, the author has thoroughly revamped the book with more step-by-step coverage of JavaScript basics, an exclusive focus on Internet Explorer, and many complete sample scripts Updated to cover JavaScript 1.5, the latest release of this popular Web scripting language Using lots of examples, including a sample working Web site, the book shows how to create dynamic and interactive pages, build entire sites, and automate pages

Speak the languages that power the web With more high-paying web development jobs opening every day, people with coding and web/app building skills are having no problems finding employment. If you're a would-be developer looking to gain the know-how to build the interfaces, databases, and other features that run modern websites, web apps, and mobile apps, look no further. *Web Coding & Development All-in-One For Dummies* is your go-to interpreter for speaking the languages that handle those tasks. Get started with a refresher on the rules of coding before diving into the languages that build interfaces, add interactivity to the web, or store and deliver data to sites. When you're ready, jump into guidance on how to put it all together to build a site or create an app. Get the lowdown on coding basics Review HTML and CSS Make sense of JavaScript, jQuery, PHP, and MySQL Create code for web and mobile apps There's a whole world of opportunity out there for developers—and this fast-track boot camp is here to help you acquire the skills you need to take your career to new heights!

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Becoming a master of networking has never been easier Whether you're in charge of a small network or a large network, *Networking All-in-One* is full of the information you'll need to set up a network and keep it functioning. Fully updated to capture the latest Windows 10 releases through Spring 2018, this is the comprehensive guide to setting up, managing, and securing a successful network. Inside, nine minibooks

cover essential, up-to-date information for networking in systems such as Windows 10 and Linux, as well as best practices for security, mobile and cloud-based networking, and much more. Serves as a single source for the most-often needed network administration information. Covers the latest trends in networking. Get nine detailed and easy-to-understand networking minibooks in one affordable package. Networking All-in-One For Dummies is the perfect beginner's guide as well as the professional's ideal reference book.

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.

Java—from first steps to first apps. Knowing Java is a must-have programming skill for any programmer. It's used in a wide array of programming projects—from enterprise apps and mobile apps to big data, scientific, and financial uses. The language regularly ranks #1 in surveys of the most popular language based on number of developers, lines of code written, and real-world usage. It's also the language of choice in AP Computer Science classes taught in the U.S. This guide provides an easy-to-follow path from understanding the basics of writing Java code to applying those skills to real projects. Split into eight minibooks covering core aspects of Java, the book introduces the basics of the Java language and object-oriented programming before setting you on the path to building web apps and databases.

- Get up to speed on Java basics
- Explore object-oriented programming
- Learn about strings, arrays, and collections
- Find out about files and databases

Step-by-step instructions are provided to ensure that you don't get lost at any point along the way.

The release of Java SE 8 introduced significant enhancements that impact the Core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer required and new features like lambda expressions will increase programmer productivity, but navigating these changes can be challenging. Core Java for the Impatient is a complete but concise guide to Java SE 8. Written by Cay Horstmann—the author of Java SE 8 for the Really Impatient and Core Java(tm), the classic, two-volume introduction to the Java language—this indispensable new tutorial offers a faster, easier pathway for learning the language and libraries. Given the size of the language and the scope of the new features introduced in Java SE 8, there's plenty of material to cover, but it's presented in small chunks organized for quick access and easy understanding. If you're an experienced programmer, Horstmann's practical insights and sample code will help you quickly take advantage of lambda expressions (closures), streams, and other Java language and platform improvements. Horstmann covers everything developers need to know about modern Java, including Crisp and effective coverage of lambda expressions, enabling you to express actions with a concise syntax. A thorough introduction to the new streams API, which makes working with data far more flexible and efficient. A treatment of concurrent programming that encourages you to design your programs in terms of cooperating tasks instead of low-level threads and locks. Up-to-date coverage of new libraries like Date and Time. Other new features that will be especially valuable for server-side or mobile programmers. Whether you are just getting started with modern Java or are an experienced developer, this guide will be invaluable for anyone who wants to write tomorrow's most robust, efficient, and secure Java code.

See all the things coding can accomplish. The demand for people with coding know-how exceeds the number of people who understand the languages that power technology. Coding All-in-One For Dummies gives you an ideal place to start when you're ready to add this valuable asset to your professional repertoire. Whether you need to learn how coding works to build a web page or an application or see how coding drives the data revolution, this resource introduces the languages and processes you'll need to know. Peek inside to quickly learn the basics of simple web languages, then move on to start thinking like a professional coder and using languages that power big applications. Take a look inside for the steps to get started with updating a website, creating the next great mobile app, or exploring the world of data science. Whether you're looking for a complete beginner's guide or a trusted resource for when you encounter problems with coding, there's something for you! Create code for the web. Get the tools to create a mobile app. Discover languages that power data science. See the future of coding with machine learning tools. With the demand for skilled coders at an all-time high, Coding All-in-One For Dummies is here to propel coding newbies to the ranks of professional programmers.

New and inexperienced PowerPoint users will discover how to use the latest enhancements to PowerPoint 2007 quickly and efficiently so that they can produce unique and informative presentations. PowerPoint continues to be the world's most popular presentation software. This updated For Dummies guide shows users different ways to create powerful and effective slideshow presentations that incorporate data from other applications in the form of charts, clip art, sound, and video. Shares the key features of PowerPoint 2007 including creating and editing slides, working with hyperlinks and action buttons, and preparing presentations for the Web.

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!

Sharpen your knowledge of C#. C# know-how is a must if you want to be a professional Microsoft developer. It's also good to know a little C# if you're building tools for the web, mobile apps, or other development tasks. C# 7.0 All-in-One For Dummies offers a deep dive into C# for coders still learning the nuances of the valuable programming language. Pop it open to get an intro into coding with C#, how to design secure apps and databases, and even pointers on building web and mobile apps with C#. C# remains one of the most in-demand programming language skills. The language regularly ranks in the top five among "most in-demand" languages, typically along with Java/JavaScript, C++, and Python. A December 2016 ZDNet article noted "If your employer is a Microsoft developer, you better know C#." Lucky for you, this approachable, all-in-one guide is here to help you do just that—without ever breaking a sweat! Includes coverage of the latest changes to C#. Shows you exactly what the language can (and can't) do. Presents familiar tasks that you can accomplish with C#. Provides insight into developing applications that provide protection against hackers. If you have a basic understanding of coding and need to learn C#—or need a reference on the language in order to launch or further your career—look no further.

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples. Understand how to

formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

Android Application Development For Dummies All-In-One, 3rd Edition gathers six Android For Dummies mini-books into one friendly guide. You'll go from Android newbie all the way to confident programmer and learn to develop apps for the world's largest smart phone market. Kotlin experts Barry Burd and John Paul Mueller introduce you to Android programming from start to finish! Like all For Dummies books, this guide is written with clear explanations and careful organization, so non-technical readers and experienced programmers alike can get up to speed quickly. This new edition covers the latest features and enhancements to the Android platform. Learn how to develop apps for all sorts of devices including: your smartphone, tablet, wearables, TV, auto, and Internet of Things (IoT) like your refrigerator Discover the new Kotlin programming language, which makes development easier Create apps even faster than before using the new techniques found in this book Develop apps for the largest smartphone market to reach the biggest possible audience This book focuses on Android 10, the newest and most flexible Android platform. Get started turning your app development dreams into reality today!

Nine minibooks filling more than 800 pages provide the world's five million-plus Java developers with a basic all-in-one programming reference Covers the recent release of the Java 2 Platform Standard Edition 5.0 and the new J2SE Development Kit 5.0 Starts with beginner topics including getting started with Java, using the Java development platform, and Web programming Expands into more advanced Java fundamentals such as object-oriented programming, working with arrays and collections, and creating user interfaces with Swing

The one-stop resource for all your Python queries Powerful and flexible, Python is one of the most popular programming languages in the world. It's got all the right stuff for the software driving the cutting-edge of the development world—machine learning, robotics, artificial intelligence, data science, etc. The good news is that it's also pretty straightforward to learn, with a simplified syntax, natural-language flow, and an amazingly supportive user community. The latest edition of Python All-in-One For Dummies gives you an inside look at the exciting possibilities offered in the Python world and provides a springboard to launch yourself into wherever you want your coding career to take you. These 7 straightforward and friendly mini-books assume the reader is a beginning programmer, and cover everything from the basic elements of Python code to introductions to the specific applications where you'll use it. Intended as a hands-on reference, the focus is on practice over theory, providing you with examples to follow as well as code for you to copy and start modifying in the "real world"—helping you get up and running in your area of interest almost right away. This means you'll be finishing off your first app or building and remote-controlling your own robot much faster than you can believe. Get a thorough grounding in the language basics Learn how the syntax is applied in high-profile industries Apply Python to projects in enterprise Find out how Python can get you into hot careers in AI, big data, and more Whether you're a newbie coder or just want to add Python to your magic box of tricks, this is the perfect, practical introduction—and one you'll return to as you grow your career.

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.

Learning a complex new language is no easy task especially when it is 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.

Eight minibooks comprising nearly 900 pages give developers the tips and techniques they need to get up and running on the new J2SE 6 (Java Standard Edition 6) and JDK 6 (Java Development Kit 6) This friendly, all-inclusive reference delivers the lowdown on Java language and syntax fundamentals as well as Java server-side programming, with explanations, reference information, and how-to instructions for both beginning and intermediate-to-advanced programmers Minibooks cover Java basics; programming basics; strings, arrays, and collections; programming techniques; Swing; Web programming; files and databases; and fun and games

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