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***Concepts of Programming Languages***  
***For all beginning programmers and developers experienced with traditional languages who want to master Java quickly. The book offers hundreds of exercises that cover introductory and intermediate Java programming concepts.***  
***A young girl and her grandmother enjoy a simple day at the beach, until a***

*big gust of wind ruins everything. Or does it? Written for the one- to three-term introductory programming course, the fifth edition of Java Illuminated provides learners with an interactive, user-friendly approach to learning the Java programming language. Comprehensive but accessible, the text takes a progressive approach to object-oriented programming, allowing students to build on established skills to develop new and increasingly complex classes. Java Illuminated follows an activity-based active learning approach that ensures student engagement and interest. 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. Essential Java programming skills made easy From Herb Schildt, the number-one programming author worldwide, comes this fully revised and updated introductory Java guide. You will get all the information you need to get up and running with the latest version of the most popular Web programming language. Java 7: A Beginner's Guide, Fifth Edition will have you programming in Java right away. The book has been updated to cover the new features of Java 7 including closures, the enhanced switch statement, the enhanced catch statement, and extension methods, and more. Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the*

***Expert--Q & A sections filled with bonus information and helpful tips Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Self Tests--End-of-chapter reviews to test your knowledge Annotated syntax--Example code with commentary that describes the programming techniques being illustrated Full coverage of Java 7 essentials: Java Fundamentals; Introducing Data Types and Operators; Program Control Statements; Introducing Classes, Objects, and Methods; More Data Types and Operators; A Closer Look at Methods and Classes; Inheritance; Packages and Interfaces; Exception Handling; Using I/O; Multithreaded Programming; Enumerations, Autoboxing, and Static Import; Generics; Applets, Events, and Miscellaneous Topics; Introducing SwingJava in easy steps instructs you how to easily create your own exciting Java programs. Now, updated for Java 8, it contains separate chapters on the major features of the Java language. Complete example programs with colored code illustrate each important aspect of Java programming - all in easy steps. Now, in its fifth edition, Java in easy steps begins by explaining how to download and install the free Java Development Kit (JDK) for the Java SE (Standard Edition) platform. This allows you to quickly begin creating your own executable programs by copying the examples. This book assumes no previous knowledge of any programming language so it's ideal for the newcomer to computer programming. Each chapter builds your knowledge of Java. By the end of this book you will have gained a sound understanding of the Java language and be able to write your own Java programs and compile them into executable files that can be run on any Java-enabled computer.Introduces the fundamentals of object-oriented programming and generic programming in C++. Topics include classes, objects, and encapsulation, inheritance and polymorphism, and object-oriented design with the UML.The Nonlinear Workbook provides a***

*comprehensive treatment of all the techniques in nonlinear dynamics together with C++, Java and SymbolicC++ implementations. The book not only covers the theoretical aspects of the topics but also provides the practical tools. To understand the material, more than 100 worked out examples and 150 ready to run programs are included. New topics added to the fifth edition are Langton's ant, chaotic data communication, self-controlling feedback, differential forms and optimization, T-norms and T-conorms with applications. JavaScript in easy steps, now in its 5th edition, instructs the user how to create exciting web pages that employ the power of JavaScript to provide functionality. You need have no previous knowledge of any scripting language so it's ideal for the newcomer to JavaScript. By the end of this book you will have gained a sound understanding of JavaScript and be able to add exciting dynamic scripts to your own web pages. JavaScript in easy steps begins by explaining how to easily incorporate JavaScript code in an HTML document. Examples demonstrate how to use built-in JavaScript functions to work with Math, date and time, random numbers, cookies, text strings, and components of document content. You will learn how to create effects, such as an automated slide show, learn how JavaScript is used with HTML submission forms, and how to develop Rich Internet Applications (RIAs) using the latest techniques employing Asynchronous JavaScript And XML (AJAX). The book examples provide clear syntax-highlighted code showing how to create behaviors for an HTML document to endow components with interactive functionality, to illustrate each aspect of JavaScript. JavaScript in easy steps has an easy-to-follow style that will appeal to anyone who wants to add functionality to their web pages. It will appeal to programmers who want to quickly add JavaScript to their skills set, and to the student who is studying website design at school or college, and to those seeking a career in web development who need an understanding of client-side scripting. Two complete e-books covering Java and Android application*

***development for one low price! This unique value-priced e-book set brings together two bestselling For Dummies books in a single e-book file. Including a comprehensive table of contents and the full text of each book, complete with cover, this e-book set gives you in-depth information on using the Java language to create powerful Android applications for mobile devices. Best of all, you'll pay less than the cost of each book purchased separately. You'll get the complete text of: Java For Dummies, 5th Edition, which shows you how to Master object-oriented programming and use J2SE 7.0 and JDK 7 Work with new libraries, closure, parallel frameworks, and other new features Create basic Java objects and reuse code Handle exceptions and events and work with variables, arrays, and collections Android Application Development For Dummies, 2nd Edition, which covers Creating amazing apps for the latest Android smartphones and tablets How to download and install the SDK and start working with the JDK tools Directions for adapting your existing phone apps for use on Android tablets Steps for publishing your apps to the Google Play Store About the authors Barry Burd, PhD, author of Java For Dummies, is a professor of mathematics and computer science and a frequent contributor to online technology resources. Michael Burton is a Groupon software engineer and the creator of Groupon, Digg, Triplt, OpenTable, and many other Android apps. Donn Felker is an Android programmer, Microsoft ASP Insider, and MCTS in Web Client Development for .NET 2.0 and 3.5. They are coauthors of Android Application Development For Dummies, 2nd Edition. The fifth edition of Concepts of Programming Languages by Robert Sebesta continues the approach that has made it the undisputed market leader. It describes fundamental concepts of programming languages by presenting design issues of the various language constructs, examining the design choices for these constructs in a few common languages, and critically comparing the design alternatives. This is an ideal text for students taking a comparative programming***

***languages course: it allows those with the ability to program to learn how to choose appropriate languages for certain tasks, increase their abilities to learn new languages, and understand the significance of implementation. This new edition is updated to include a new chapter covering parsing, new material on JavaScript, and updated material on Java1.3. \*NEW! Expands the treatment of parsing from one section to one chapter (Ch. 3). \*NEW! Includes additional treatment of scripting languages. \*NEW! Offers updated coverage of Java 1.3 throughout. \*NEW! Added information on scripting languages. \*Illustrates various language constructs and design alternatives through Java, JavaScript, C++, C, Ada, Fortran, Perl and others. This book is the most complete and up-to-date resource on Java from programming guru, Herb Schildt -- a must-have desk reference for every Java programmer. 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. Algorithms are the essence of programming. After their construction, they have to be translated to the codes of a specific programming language. There exists a maximum of ten basic algorithmic templates. This textbook aims to provide the reader with a more convenient and efficient method to create a program by translating algorithms, template by template with C++ and Java. This is the slogan of the book: You will be a professional programmer whenever you become a skilled algorithm designer. This book attempts to gradually strengthen the readers' ability to identify and analyze the mental commands which are issued and implemented in their brains for solving the problems in which mathematical computations are applied and try to design an algorithm based on their understanding and analyses. It then seeks to encourage the readers to develop their skills in algorithm-writing for computational problems and synchronously teach them to translate the algorithms into C++ and Java codes using the least necessary keywords. Essential Skills--Made Easy! Learn the fundamentals of Java programming in no time from bestselling programming author Herb Schildt. Fully updated to cover Java Platform, Standard Edition 7 (Java SE 7), Java: A Beginner's Guide, Fifth Edition starts with the basics, such as how to compile and run a Java program, and then discusses the keywords, syntax, and constructs that form the core of the Java language. You'll also find coverage of some of Java's most advanced features, including multithreaded programming and generics. An introduction to Swing concludes the book. Get started programming in Java right away with help from this fast-paced tutorial. Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q&A sections filled with bonus information and helpful tips Try This--Hands-on exercises that show you how to apply your skills Self Tests--End-of-chapter questions that test your understanding Annotated Syntax--Example*

***code with commentary that describes the programming techniques being illustrated Java programming language and basic packages Server-side libraries and enterprise development Networking, Beans, and collections GUI components and more Covers Java 2 platform (JDK 1.4 release) and enterprise/server-side development. An international bestseller for over 5 years, Just Java 2 is the most comprehensive and accessible tutorial for programmers at all levels. Completely updated and revised, the 5th edition is not only a readable and engaging overview of the Java 2 platform (JDK 1.4 release) and its libraries, it is also a practical introduction to today's best enterprise and server-side programming techniques. Writing for real programmers, author Peter van der Linden delivers expert advice, clear explanations and challenging examples, along with his popular "light relief" sidebars and wry commentary on the computer industry. Just Java 2 covers: The core language: advantages, syntax, object-oriented features, and key techniques-including interfaces, threads, assert statements, and much more Key Java libraries: Input/output, from the basics to cutting-edge pattern matching, file locking, and mapped I/O techniques-plus a full chapter data structures and collections Server-side Java technology: Powerful techniques for building Web-based transaction systems and Web services: servlets, Java Server Pages(tm), RMI, object serialization, and more Client-side Java technology: Up-to-the-minute coverage of JFC(tm)/Swing GUI development, applet techniques, games code, containers, layouts, and graphics programming Enterprise Java technology: J2EE(tm) platform-capabilities, benefits, and techniques! Including a database introduction, JDBC(tm) API tutorial, basics of EJB(tm) architecture, Java platform security, and a brand-new chapter on XML CD-ROM INCLUDES Browse the CD with your Web browser to run the applets and to get easy access to the contents Tons of great software, including Perl, GNU C/C++, Python, games, and more Extensive code examples from top programmers around the world The complete programmer's***

***FAQ.Das Ingenieurwissen jetzt auch in Einzelbänden verfügbar. Technische Informatik enthält die für Ingenieure und Naturwissenschaftler wesentlichen Grundlagen in kompakter Form zum Nachschlagen bereit. What is this book about? This book is a comprehensive introduction to the Java programming language, updated thoroughly (more than 35ew and updated) for the latest SDK 1.5 release. This book shows readers how to build real-world Java applications using the Java SDK. No previous programming experience is required. The author uses numerous step-by-step programming examples to guide readers through the ins and outs of Java development. In addition to fully covering new features of SDK 1.5, such as generic types, the author has also added new chapters on Java database programming with JDBC and Java programming with XML.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.Jetzt aktuell zu Java 8: Dieses Buch ist ein moderner Klassiker zum Thema Entwurfsmuster. Mit dem einzigartigen Von Kopf bis Fuß-Lernkonzept gelingt es den Autoren, die anspruchsvolle Materie witzig, leicht verständlich und dennoch gründlich darzustellen. Jede Seite ist ein Kunstwerk für sich, mit vielen visuellen Überraschungen, originellen Comic-Zeichnungen, humorvollen Dialogen und geistreichen Selbstlernkontrollen. Spätestens, wenn es mal wieder heißt "Spitzen Sie Ihren Bleistift", wird dem Leser klar, dass bei diesem Buch sein Mitmachen gefragt ist. Das ist nicht nur unterhaltsam, sondern auch effektiv: Komplexe Sachverhalte lassen sich nach Erkenntnis der modernen Lernwissenschaft am gründlichsten über mehrere verschiedene Kanäle verstehen. Das Buch verspricht dem Leser daher nicht nur Spaß beim Lernen, er wird nach der Lektüre auch die Herausforderungen des Software-Designs meistern können.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.Swift is the definitive language for Apple development today and it's a vital part of any iOS and macOS developer's skill set. The Mastering Swift book over the years has established itself as one of the popular choices for an in-depth and practical guide on Swift programming language amongst developers. The latest fifth edition is fully With more than 700,000 copies sold to date, Java in a Nutshell from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the "in a Nutshell" category another impressive tune-up. In this latest revision, readers will find Java in a Nutshell, 5th Edition, does more than just cover the extensive changes implicit in 5.0, the newest version of Java. It's undergone a complete makeover--in scope, size, and type of coverage--in order to more closely meet the needs of the modern Java programmer. To wit, Java in a Nutshell, 5th Edition now places***

*less emphasis on coming to Java from C and C++, and adds more discussion on tools and frameworks. It also offers new code examples to illustrate the working of APIs, and, of course, extensive coverage of Java 5.0. But faithful readers take comfort: it still hasn't lost any of its core elements that made it such a classic to begin with. This handy reference gets right to the heart of the program with an accelerated introduction to the Javaprogramming language and its key APIs--ideal for developers wishing to start writing code right away. And, as was the case in previous editions, Java in a Nutshell, 5th Edition is once again chock-full of poignant tips, techniques, examples, and practical advice. For as long as Java has existed, Java in a Nutshell has helped developers maximize the capabilities of the program's newest versions. And this latest edition is no different. Designed for a first Computer Science (CS1) Java course, JAVA PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN 5e will motivate your students while building a cornerstone for the Computer Science curriculum. With a focus on your students' learning, this text approaches programming using the latest version of Java, and includes updated programming exercises and programs. The engaging and clear-cut writing style will help your students learn key concepts through concise explanations and practice in this complex and powerful language. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. 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. Designed for a first Computer Science (CS1) Java*

*course, **JAVA PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN 5e** will motivate your students while building a cornerstone for the Computer Science curriculum. With a focus on your With a focus on your students' learning, this text approaches programming using the latest version of Java, and includes updated programming exercises and programs. The engaging and clear-cut writing style will help your students learn key concepts through concise explanations and practice in this complex and powerful language. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. For courses in Java Programming. A comprehensive, cohesive, and seamless exploration of Java programming **Java Foundations** is a comprehensive textbook for introductory programming sequences. The versatile layout supports a two-or three-semester sequence and introduces students to the world of programming—from basic programming concepts to the design and implementation of complex data structures. Inspired by the success of their industry-leading text, **Java Software Solutions**, authors Lewis, DePasquale, and Chase build a solid framework for lasting comprehension. The 5th Edition is updated to keep the content fully up-to-speed while incorporating changes from user feedback. The biggest change in this edition is the overhaul of the graphical content to fully embrace the **JavaFX** platform, which has replaced **Swing** as the supported technology for graphics and **Graphical User Interfaces (GUIs)** in Java. The switch over to the new approach simplifies GUI development and provides better opportunities to discuss object-oriented programming. A practical introduction to Java programming—fully revised for the latest version, **Java SE 17** Thoroughly updated for **Java Platform Standard Edition 17**, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru **Herbert Schildt**, the book starts with the basics, such as how to create, compile, and run a Java program. From*

*there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time! Clearly explains all of the new Java SE 17 features Features self-tests, exercises, and downloadable code samples Written by bestselling author and leading Java authority Herbert Schildt*"The newly revised fifth edition of our Building Java Programs textbook is designed for use in a two-course introduction to computer science. We have class-tested it with thousands of undergraduates, most of whom were not computer science majors, in our CS1-CS2 sequence at the University of Washington"--Sie mï¿½chten Java lernen? Barry Burd zeigt Ihnen, wie es geht: Von der Installation der Entwicklungstools und Ihrem ersten Java-Programm bis zur objektorientierten Programmierung macht er Sie mit allen wichtigen Grundlagen vertraut. Schritt für Schritt lernen Sie auch anspruchsvollere Themen wie die Schnittstellen- und Applet-Entwicklung oder den Datenbankzugriff kennen. Orientieren Sie sich an den verständlichen Beispielen, laden Sie sich die im Buch verwendeten Codes herunter und entwickeln Sie Ihre eigenen Java-Programme!Beginning C, 5th Edition teaches you how to program using the widely-available C language. You'll begin from first-principles and progress through step-by-step examples to become a competent, C-language programmer. All you need are this book and any of the widely available free or commercial C or C++ compilers, and you'll soon be writing real C programs. C is a foundational language that every programmer ought to know. C is the basis for C# used in Microsoft .NET programming. It is the basis for Objective-C used in programming for the iPhone, the iPad, and other Apple devices. It is the basis for the C++ that is widely

*used in a great many contexts, including the GNU Project. It underlies the Linux operating system and many of its utilities. Learning C provides a strong foundation for any programming care, and will even help you better understand more modern languages such as Java. Beginning C is written by renowned author Ivor Horton. The book increases your programming expertise by guiding you through the development of fully working C applications that use what you've learned in a practical context. You'll also be able to strike out on your own by trying the exercises included at the end of each chapter. At the end of the book you'll be confident in your skills with all facets of the widely-used and powerful C language. The only beginning-level book to cover the latest ANSI standard in C Revised to cover C99 features newly-supported by language compilers Emphasizes writing code after the first chapter Includes substantial examples relevant to intermediate users*

*The top-selling beginning Java book is now fully updated for Java 7! Java is the platform-independent, object-oriented programming language used for developing web and mobile applications. The revised version offers new functionality and features that have programmers excited, and this popular guide covers them all. This book helps programmers create basic Java objects and learn when they can reuse existing code. It's just what inexperienced Java developers need to get going quickly with Java 2 Standard Edition 7.0 (J2SE 7.0) and Java Development Kit 7.0 (JDK 7). Explores how the new version of Java offers more robust functionality and new features such as closures to keep Java competitive with more syntax-friendly languages like Python and Ruby Covers object-oriented programming basics with Java, code reuse, the essentials of creating a Java program using the new JDK 7, creating basic Java objects, and new Eclipse features*

*A companion web site offers all code from the book and bonus chapters Written by a Java trainer, Java For Dummies, 5th Edition will enable even novice programmers to start creating Java applications quickly and*

***easily. Steigen Sie mit diesem Buch in die Welt des Programmierens ein und zwar mit der beliebten Programmiersprache Java! Schritt für Schritt werden Sie mit den Grundlagen, wie zum Beispiel Variablen, Schleifen und objektorientierter Programmierung, vertraut gemacht, probieren viele anschauliche Beispiele aus und schreiben Ihr erstes eigenes Programm. Dieses Buch steht Ihnen bei allen Herausforderungen jederzeit mit hilfreichen Tipps und Lösungsvorschlägen zur Seite, sodass Sie für Ihren Weg zum Programmierer optimal gerüstet sind!***

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