

Core Java An Integrated Approach By R Nageswara Rao

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Core java: an integrated approach includes many examples that are helpful as they help students get rid of the fears that they have, concerning programming. Students are also provided with an exhaustive list of questions concerning the topic, which are frequently asked in interviews.

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

A comprehensive Java guide, with samples, exercises, case studies, and step-by-step instruction Beginning Java Programming; The Object Oriented Approachis a straightforward resource for getting started with one oftheworld's most enduringly popular programming languages. Based onclasses taught by the authors, the book starts with the basics andgradually builds into more advanced concepts. The approach utilizesan integrated development environment that allows readers toimmediately apply what they learn, and includes step-by-stepinstruction with plenty of sample programs. Each chapter containsexercises based on real-world business and educational scenarios,and the final chapter uses case studies to combine several conceptsand put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approachprovides both the information and the tools beginners need todevelop Java skills, from the general concepts of object-orientedprogramming. Learn to: Understand the Java language and object-oriented conceptimplementation 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 appliedenvironment while learning at the same time. Useful as either acourse text or a stand-alone self-study program, Beginning JavaProgramming is a thorough, comprehensive guide.

Covering topics from simple to complex, this book has been written in such a way that the concepts are explained in detail, giving adequate emphasis on examples. --

The revised edition of the classic Core Java™, Volume II – Advanced Features, covers advanced user-interface programming and the enterprise features of the Java SE 6 platform. Like Volume I (which covers the core language and library features), this volume has been updated for Java SE 6 and new coverage is highlighted throughout. All sample programs have been carefully crafted to illustrate the latest programming techniques, displaying best-practices solutions to the types of real-world problems professional developers encounter. Volume II includes new sections on the StAX API, JDBC 4, compiler API, scripting framework, splash screen and tray APIs, and many other Java SE 6 enhancements. In this book, the authors focus on the more advanced features of the Java language, including complete coverage of Streams and Files Networking Database programming XML, JNDI and LDAP Internationalization Advanced GUI components Java 2D and advanced AWT JavaBeans Security RMI and Web services Collections Annotations Native methods For thorough coverage of Java fundamentals –including interfaces and inner classes, GUI programming with Swing, exception handling, generics, collections, and concurrency –look for the eighth edition of Core Java™, Volume I – Fundamentals (ISBN: 978-0-13-235476-9).

Multicore and GPU Programming offers broad coverage of the key parallel computing skillsets: multicore CPU programming and manycore "massively parallel" computing. Using threads, OpenMP, MPI, and CUDA, it teaches the design and development of software capable of taking advantage of today's computing platforms incorporating CPU and GPU hardware and explains how to transition from sequential programming to a parallel computing paradigm. Presenting material refined over more than a decade of teaching parallel computing, author Gerassimos Barlas minimizes the challenge with multiple examples, extensive case studies, and full source code. Using this book, you can develop programs that run over distributed memory machines using MPI, create multi-threaded applications with either libraries or directives, write optimized applications that balance the workload between available computing resources, and profile and debug programs targeting multicore machines. Comprehensive coverage of all major multicore programming tools, including threads, OpenMP, MPI, and CUDA Demonstrates parallel programming design patterns and examples of how different tools and paradigms can be integrated for superior performance Particular focus on the emerging area of divisible load theory and its impact on load balancing and distributed systems Download source code, examples, and instructor support materials on the book's companion website

A guide to the full Java 2.0 syntax covers the Java Swing user interface, multithreading concepts, networking and sockets, security issues, and TCP clients and servers

Core Java for Beginners has been written keeping in mind the requirements of B.Tech and MCA students. The book introduces the core concepts of Java, along with the knowledge of fundamentals required for developing programs. Starting from the basic concepts of object-oriented programming languages, the book covers an entire range of topics, including advanced topics like RMI, JDBC, and so on. The text is replete with several examples to facilitate better understanding of the intricacies of the programming language. KEY FEATURES • Incorporates features of Java 2 and J2SE • Discusses exception handling in depth • Discusses garbage collection • Introduces new pedagogical feature 'Remember', which recapitulates the key points discussed and also clarifies finer programming and conceptual points • Presents around 350 tested programs with outputs and reinforces the learning through exercises

The MATSim (Multi-Agent Transport Simulation) software project was started around 2006 with the goal of generating traffic and congestion patterns by following individual synthetic travelers through their daily or weekly activity programme. It has since then evolved from a collection of stand-alone C++ programs to an integrated Java-based framework which is publicly hosted, open-source available, automatically regression tested. It is currently used by about 40 groups throughout the world. This book takes stock of the current status. The first part of the book gives an introduction to the most important concepts, with the intention of enabling a potential user to set up and run basic simulations. The second part of the book describes how the basic functionality can be extended, for example by adding schedule-based public transit, electric or autonomous cars, paratransit, or within-day replanning. For each extension, the text provides pointers to the additional documentation and to the code base. It is also discussed how people with appropriate Java programming skills can write their own extensions, and plug them into the MATSim core. The project has started from the basic idea that traffic is a consequence of human behavior, and thus humans and their behavior should be the starting point of all modeling, and with the intuition that when simulations with 100 million particles are possible in computational physics, then behavior-oriented simulations with 10 million travelers should be possible in travel behavior research. The initial implementations thus combined concepts from computational physics and complex adaptive systems with concepts from travel behavior research. The third part of the book looks at theoretical concepts that are able to describe important aspects of the simulation system; for example, under certain conditions the code becomes a Monte Carlo engine sampling from a discrete choice model. Another important aspect is the interpretation of the MATSim score as utility in the microeconomic sense, opening up a connection to benefit cost analysis. Finally, the book collects use cases as they have been undertaken with MATSim. All current users of MATSim were invited to submit their work, and many followed with sometimes crisp and short and sometimes longer contributions, always with pointers to additional references. We hope that the book will become an invitation to explore, to build and to extend agent-based modeling of travel behavior from the stable and well tested core of MATSim documented here.

This book offers a comprehensive study package of the core concepts of Java Programming, with real-world examples from industry. Concepts such as Marker Interface, Serialization, Externalization, Multithreading, Collection Framework are explored. Coverage also includes internet programming concepts, benefits of executing Java programs, advantages of updating new features, ways of increasing user performance, security features and enhancements, and improved developer productivity. Key features: Annotation: A new feature in Java Programming provided by JDK5.0 version. It can be used to describe metadata (data about data) in Java programming; Collection Framework: All collection frameworks contain the Interfaces, Implementations and Algorithms; Enhanced for loop: Introduced in Java5. The advantage of for-each loop is that it eliminates the possibility of bugs and makes the code more readable; Serialization & De-Serialization Externalization Debugging Exercises: In every chapter debugging exercises are given.

An Accessible Guide to the Java Language and Libraries Modern Java introduces major enhancements that impact the core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer needed and new features such as modularization make you far more effective. However, navigating these changes can be challenging. Core Java® SE 9 for the Impatient, Second Edition, is a complete yet concise guide that includes all the latest changes up to Java SE 9. Written by Cay S. Horstmann – author of the classic two-volume Core Java – this indispensable tutorial offers a faster, easier pathway for learning modern Java. Given Java SE 9's size and the scope of its enhancements, there's plenty to cover, but it's presented in small chunks organized for quick access and easy understanding. Horstmann's practical insights and sample code help you quickly take advantage of all that's new, from Java SE 9's long-awaited "Project Jigsaw" module system to the improvements first introduced in Java SE 8, including lambda expressions and streams. Use modules to simplify the development of well-performing complex systems. Migrate applications to work with the modularized Java API and third-party modules. Test code as you create it with the new JShell Read-Eval-Print Loop (REPL). Use lambda expressions to express actions more concisely. Streamline and optimize data management with today's Streams API. Leverage modern concurrent programming based on cooperating tasks. Take advantage of a multitude of API improvements for working with collections, input/output, regular expressions, and processes. Whether you're just getting started with modern Java or you're an experienced developer, this guide will help you write tomorrow's most robust, efficient, and secure Java code. Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

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