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Information in New Ways HOUR 9 Storing Information with Arrays HOUR 10 Creating Your First Object HOUR 11 Describing What Your Object Is Like HOUR 12 Making the Most of Existing Objects PART IV Programming a Graphical User Interface HOUR 13 Building a Simple User Interface HOUR 14 Laying Out a User Interface HOUR 15 Responding to User Input HOUR 16 Building a Complex User Interface PART V Moving into Advanced Topics HOUR 17 Creating Interactive Web Programs HOUR 18 Handling Errors in a Program HOUR 19 Creating a Threaded Program HOUR 20 Reading and Writing Files PART VI Writing Internet Applications HOUR 21 Reading and Writing XML Data HOUR 22 Creating Web Services with JAX WS HOUR 23 Creating Java2D Graphics HOUR 24 Writing Android Apps PART VII Appendixes APPENDIX A Using the NetBeans Integrated Development Environment APPENDIX B Where to Go from Here Java Resources APPENDIX C This Book s Website APPENDIX D Setting Up an Android Development Environment **Elementary Synchronous Programming** Ali S. Janfada, 2019-06-04 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 Sams Teach Yourself Java 2 in 24 Hours ,2003 Sams Teach Yourself Java in 24 Hours Third Edition is a step by step tutorial that teaches someone with no previous programming experience how to create simple Java programs and applets It starts out at a lower level than Sams Teach Yourself Java in 21 Days and takes things at a slower pace focusing on key programming concepts and essential Java basics Although the basic structure of the book and many of its examples will remain the same in this new edition the author will make use of dozens of reader comments to make improvements to explanatory text and example programs This new edition of the book maintains and improves upon all these qualities while updating revising and reorganizing the material to cover the latest developments in Java and to expand the book s coverage of core Java programming topics *Iava in 24 Hours,* Sams Teach Yourself (Covering Java 8), Seventh Edition Rogers Cadenhead, 2014 Sams Teach Yourself Java in 24 Hours Seventh Edition Covers Java 8 and Android Development In just 24 lessons of one hour or less you can learn the fundamentals of Java programming In this book s straightforward step by step approach each lesson builds on everything that s come before helping readers learn Java s core features and techniques from the ground up Friendly accessible and conversational this book offers a practical grounding in the language without ever becoming overwhelming or intimidating

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