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web services and even an Android app in Java 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 Create flexible interoperable web services with JAX WS Use Java to create an Android app

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Java in 24 Hours, Sams Teach Yourself (Covering Java 8)
Rogers Cadenhead, 2014-05-05 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 Full color figures and clear instructions visually show you how to program with Java Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs web services and even an Android app in Java 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 Create flexible interoperable web services with JAX WS Use Java to create an Android app Expand your skills with closures the powerful new

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Java in 21 Days, 2015 *Java in 24 Hours* Rogers Cadenhead, 2010 *Sams Teach Yourself Java in 24 Hours* Rogers Cadenhead Fifth Edition Covers Java 6 Includes Interactive Online Learning Lab Now in Full Color In just 24 lessons of one hour or less you can learn how to create Java applications with the free NetBeans visual editing tools 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 and even a browser game 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 Build a browser based game from start to finish Read and write files and XML data Master best practices for object oriented programming Create flexible interoperable web services with JAX WS Integrate graphics into your applications Rogers Cadenhead is a writer computer programmer and web developer who has written 21 books on Java and Internet related topics including *Sams Teach Yourself Java 6 in 21 Days* He maintains the Drudge Retort and several other popular websites that receive more than seven million visits a year Free Access to Online Learning Lab Register your book at informit.com register for free exclusive access to the Online Learning Lab to supplement this book s lessons Video walkthroughs to show you how to complete the step by step examples in the book Fast and fun online quizzes to test your understanding of each lesson Source code and files for the book s examples Updates or corrections as they become available Category Programming Covers Java 6 Standard Edition SE User Level Beginning Intermediate *Sams Teach Yourself Java 2 in 24 Hours* Rogers Cadenhead, 2001 Revised edition of the leading Java tutorial

for beginners with no programming experience Updated to include coverage of Java SDK 1.3 **Sams Teach Yourself Java 2 in 21 Days** Rogers Cadenhead, Laura Lemay, 2003 Sams Teach Yourself Java in 21 Days continues to be one of the most popular best selling Java tutorials on the market Written by two expert technical writers it has been acclaimed for its clear and personable writing for its extensive use of examples and for its logical and complete organization 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 Sun's new version of Java 2 Standard Edition SDK version 1.4 is expected to be released by the end of 2001 According to Sun version 1.4 builds upon Java's cross platform support and security model with new features and functionality enhanced performance and scalability and improved reliability and serviceability **Sams Teach Yourself Java 2 in 24 Hours** Rogers Cadenhead, 2002 Cadenhead presents 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 **Java 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 Full color figures and clear instructions visually show you how to program with Java Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs web services and even an Android app in Java 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 Create flexible interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures the powerful new capability introduced in Java 8 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 Programming a Graphical User Interface 13 Building a Simple User Interface 14 Laying Out a User Interface 15 Responding to User Input 16 Building a Complex User Interface PART V Moving into Advanced

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[Java in 24 Hours, Sams Teach Yourself \(Covering Java 8\), Barnes and Noble Exclusive Edition](#) Rogers Cadenhead, 2014-05-20 Sams Teach Yourself Java in 24 Hours Seventh Edition Covers Java 8 Android Development and Minecraft Mods In just 24 lessons of one hour or less you can learn how to create Java applications with the free NetBeans development tools 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 Full color figures and clear instructions visually show you how to program with Java Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs web services and even an Android app in Java The bonus chapter exclusive to the Barnes Noble Edition covers how to create Minecraft mods with Java Readers will be able to use Java code to write plugins that customize and extend the addictive and ingenious multi player world building game using the programming skills attained in the book Minecraft is motivating thousands of young people to learn Java so they can impress their friends and themselves by introducing new items blocks and mobs or even changing the gameplay itself Because there are so many different ways to add mods to the game it can be a daunting task for an avid Minecraft player to get started 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 Create flexible interoperable web services with JAX WS Use Java to create an Android app Expand your skills with closures the powerful new capability introduced in Java 8 Create Minecraft mods with Java

Sams Teach Yourself Java in 24 Hours Rogers Cadenhead, 2012 Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs applications and web services

Sams Teach Yourself Java 2 in 24 Hours Cadenhead, 2001-06-01

Go in 24 Hours, Sams Teach Yourself George Ornbo, 2017-12-20 In just 24 sessions of one hour or less Sams Teach Yourself Go in 24 Hours will help new and experienced programmers build software that's simpler more reliable and far more scalable This book's straightforward step by step approach guides you from setting up your environment through testing and deploying powerful solutions Using practical examples expert Go developer George Ornbo walks you through Go's fundamental constructs demonstrates its breakthrough features for concurrent and network programming and illuminates Go's powerful new idioms Every lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you

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Sams Teach Yourself Java in 21 Days (Covering Java 12), Barnes & Noble Exclusive Edition Rogers Cadenhead,2019-12-20 In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android

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Windows 8.1 Apps with XAML and C#

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