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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 Cadenhead,2001-06-01 **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 UML in 24 Hours Joseph Schmuller,2004 Learn UML the Unified Modeling Language to create diagrams describing the various aspects and uses of your application before you start coding to ensure that you have everything covered Millions of programmers in all languages have found UML to be an invaluable asset to their craft More than 50 000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours Expert author Joe Schmuller takes you through 24 step by step lessons designed to ensure your understanding of UML diagrams and syntax This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object oriented and component based programming The CD ROM includes an electronic version of the book and Poseidon for UML Community Edition 2.2 a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately Windows 8.1 Apps with XAML and C# Sams Teach Yourself in 24 Hours Adam Nathan,2014-05-26 Learn how to build great Windows Store apps Figures and code appear as they do in Visual Studio In just 24 sessions of one hour or less Sams Teach Yourself Windows 8.1 Apps with XAML and C in 24 Hours will help you build compelling apps for Windows 8.1 devices of all kinds Using this book s straightforward approach you ll learn to design and build apps create flexible user interfaces handle inputs integrate controls and more Step by step you ll discover how to leverage XAML s visual richness and the immense power of Windows 8.1 Every lesson builds on what you ve already learned giving you a rock solid foundation for

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Sams Teach Yourself Programming with Java in 24 Hours Rogers Cadenhead, 2005-09 Updated and improved edition of the best selling and popular tutorial covering the popular Java programming language *Java in 24 Hours, Sams Teach Yourself (Covering Java 9)* Rogers Cadenhead, 2017-09-08

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

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MySQL and JSP Web Applications James Turner, 2002 JSP developers encounter unique problems when building web applications that require intense database connectivity MySQL and JSP Web Applications addresses the challenges of building data driven applications based on the JavaServer Pages development model MySQL and JSP Web Applications begins with an overview of the core technologies required for JSP database development JavaServer Pages JDBC and the database schema The book then outlines and presents an Internet commerce application that demonstrates concepts such as receiving and processing user input designing and implementing business rules and balancing the user load on the server Through the JDBC Java DataBase Connector the developer can communicate with most commercial databases such as Oracle The solutions presented in MySQL and JSP Web Applications center on the open source tools MySQL and Tomcat allowing the reader an affordable way to test applications and experiment with the book's examples

Java in 24 Hours Rogers Cadenhead, 2014 Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs applications and web services including setting up the programming environment building user interfaces and writing Android apps Publisher's description

Sams Teach Yourself Java in 21 Days (Covers Java 11/12) Rogers Cadenhead, 2019-12-09 In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer web servers and mobile devices With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts Completely updated for Java 11 and 12 this book teaches you about the Java language and how to use it to create applications for any computing environment By the time you have finished the book you'll have well rounded knowledge of Java and the Java class libraries No previous programming experience required By following the 21 carefully organized lessons in this book anyone can learn the basics of Java programming Learn at your own pace You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies or you can focus on specific lessons to learn the techniques that interest you most Test your knowledge Each chapter ends with a Workshop section filled with questions answers and exercises for further study There are even certification practice questions Completely revised updated and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans an excellent programming platform Easy to understand practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java

Java in 21 Days, Sams Teach Yourself (Covering Java 8) Rogers Cadenhead, 2015-08-01 In arenas ranging from enterprise development to Android app programming Java remains one of the world's most popular programming languages Sams Teach Yourself Java in 21 Days

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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 capability introduced in Java 8

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Sams Teach Yourself Java in 21 Days (Covering Java 12), Barnes & Noble Exclusive

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