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KEY=FOR - ALVAREZ ALEXIS

Java For Everyone John Wiley & Sons This book gives an introduction to Java and computer programming that focuses on the essentials and on effective learning. **A Programmer's Guide to Java Certification A Comprehensive Primer** Addison-Wesley Professional Passing the Sun Certified Programmer for Java 2 Platform 1.4 exam (SCPJ2 1.4) is an important step in acquiring the high level of expertise essential for professional development. This book is written for any experienced programmer interested in mastering the Java programming language and passing the SCPJ2 1.4 exam. **Java For Everyone Late Objects** Wiley Authoritative but accessible information on Java programming fundamentals As one of the most popular programming languages in the world, Java is widely used in everything from application software to web applications. This helpful book escorts you through the fundamentals and concepts of Java programming using a first/late objects approach. Packed with extensive opportunities for programming practice, Java For Everyone is an ideal resource for learning all there is to know about Java programming. Serves as an authoritative guide on the fundamentals of Java programming Features accessible coverage compatible with Java 5, 6, 7 Uses first/late objects approach and provides a variety of opportunities for programming practice If you're interested in learning the basics of Java programming, then this is the book you need. **Java Programming** Cengage Learning Give your beginning programmers a thorough, engaging and hands-on introduction to developing applications with Farrell's JAVA PROGRAMMING, 7E. This complete guide provides the details and real-world exercises today's readers need to master Java, one of the most widely used tool among professional programmers for building visually interesting GUI and Web-based applications. With JAVA PROGRAMMING, 7E even first-time programmers can quickly develop useful

programs while learning the basic principles of structured and object-oriented programming. The text explains concepts clearly and reinforces the reader-friendly presentation with meaningful real-world exercises. Full programming examples emphasize learning in context. Updated You Do It sections, all-new programming exercises, and new continuing cases help students build skills critical for ongoing programming success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Big Java Compatible with Java 5, 6 and 7 John Wiley & Sons This book introduces programmers to objects at a gradual pace. The syntax boxes are revised to show typical code examples rather than abstract notation. This includes optional example modules using Alice and Greenfoot. The examples feature annotations with dos and don'ts along with cross references to more detailed explanations in the text. New tables show a large number of typical and cautionary examples. New programming and review problems are also presented that ensure a broad coverage of topics. In addition, Java 7 features are included to provide programmers with the most up-to-date information.

Java Concepts Compatible with Java 5, 6 and 7 John Wiley & Sons This book introduces programmers to objects at a gradual pace. The syntax boxes are revised to show typical code examples rather than abstract notation. This includes optional example modules using Alice and Greenfoot. The examples feature annotations with dos and don'ts along with cross references to more detailed explanations in the text. New tables show a large number of typical and cautionary examples. New programming and review problems are also presented that ensure a broad coverage of topics. In addition, Java 7 features are included to provide programmers with the most up-to-date information.

Java 2 Primer Plus Sams Publishing Organized in an instructional style with review questions and projects, this book is based upon the new Java 1.4 platform. Haines uses the most recent examples and information from the technology industry to provide students with sound Java programming skills.

Functional Programming in Java How functional techniques improve your Java programs Simon and Schuster Summary Functional Programming in Java teaches Java developers how to incorporate the most powerful benefits of functional programming into new and existing Java code. You'll learn to think functionally about coding tasks in Java and use FP to make your applications easier to understand, optimize, maintain, and scale. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Here's a bold statement: learn functional programming and you'll be a better Java developer. Fortunately, you don't have to master every aspect of FP to get a big payoff. If you take in a few core principles, you'll see an immediate boost in the scalability, readability, and maintainability of your code. And did we mention that you'll have fewer bugs? Let's get started! About the Book Functional Programming in Java teaches you how to incorporate the powerful benefits of functional programming into new and existing Java code. This book uses easy-to-grasp examples, exercises, and illustrations to teach core FP principles such as referential transparency, immutability, persistence, and laziness. Along the way, you'll discover which of the new functionally inspired features of Java 8 will help you most. What's Inside Writing code that's easier to read and reason about Safer concurrent and parallel programming Handling errors without exceptions

Java 8 features like lambdas, method references, and functional interfaces About the Reader Written for Java developers with no previous FP experience. About the Author Pierre-Yves Saumont is a seasoned Java developer with three decades of experience designing and building enterprise software. He is an R&D engineer at Alcatel-Lucent Submarine Networks. Table of Contents What is functional programming? Using functions in Java Making Java more functional Recursion, corecursion, and memoization Data handling with lists Dealing with optional data Handling errors and exceptions Advanced list handling Working with laziness More data handling with trees Solving real problems with advanced trees Handling state mutation in a functional way Functional input/output Sharing mutable state with actors Solving common problems functionally **A Programmer's Guide to Java Certification A Comprehensive Primer** Pearson Education Th> A Programmer's Guide to Java™ SCJP Certification, Third Edition, provides detailed coverage of all exam topics and objectives, readily runnable code examples, programming exercises, extensive review questions, and a new mock exam. In addition, as a comprehensive primer to the Java programming language, this book is an invaluable reference tool. This new edition has been thoroughly updated to focus on the latest version of the exam (CX-310-065). In particular, it contains in-depth explanations of the language features. Their usage is illustrated by way of code scenarios, as required by the exam. The companion Web site (www.ii.uib.no/~khalid/pgjc3e/) contains a version of the SCJP 1.6 Exam Simulator developed by the authors. The site also contains the complete source code for all the book's examples, as well as solutions to the programming exercises. What you will find in this book: Extensive coverage of all the objectives defined for the Sun Certified Programmer for the Java Platform, Standard Edition 6 (CX-310-065) Exam An easy-to-follow structure with chapters organized according to the exam objectives, as laid out by Sun Microsystems Summaries that clearly state and differentiate the exam objectives and the supplementary objectives to be covered in each chapter A list of Sun's objectives for the SCJP 1.6 Exam and a guide to taking the exam A complete mock exam with new questions (not repeats of review questions) Numerous exam-relevant review questions to test your understanding of each major topic, with annotated answers Programming exercises and solutions at the end of each chapter Copious code examples illustrating concepts, where the code has been compiled and thoroughly tested on multiple platforms Program output demonstrating expected results from running the examples Extensive use of UML (Unified Modeling Language) for illustration purposes An introduction to basic terminology and concepts in object-oriented programming Advice on how to avoid common pitfalls in mastering the language and taking the exam Platform- and tool-independent coverage Information about the SCJP 1.6 Upgrade (CX-310-066) Exam **OCA Java SE 7 Programmer I Certification Guide Prepare for the 1Z0-803 exam** Simon and Schuster Summary This book is a comprehensive guide to the 1Z0-803 exam. You'll explore a wide range of important Java topics as you systematically learn how to pass the certification exam. Each chapter starts with a list of the exam objectives covered in that chapter. You'll find sample questions and exercises designed to reinforce key concepts and to prepare you for what you'll see in the real exam, along with numerous tips, notes, and visual aids throughout the book. About This Book To earn the OCA Java SE 7 Programmer

Certification, you need to know your Java inside and out, and to pass the exam it's good to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. **OCA Java SE 7 Programmer I Certification Guide** is a comprehensive guide to the 1Z0-803 exam. You'll explore important Java topics as you systematically learn what is required. Each chapter starts with a list of exam objectives, followed by sample questions and exercises designed to reinforce key concepts. It provides multiple ways to digest important techniques and concepts, including analogies, diagrams, flowcharts, and lots of well-commented code. Written for developers with a working knowledge of Java who want to earn the OCA Java SE 7 Programmer I Certification. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Covers all exam topics Hands-on coding exercises How to avoid built-in traps and pitfalls About the Author Mala Gupta has been training programmers to pass Java certification exams since 2006. She holds OCA Java SE7 Programmer I, SCWCD, and SCJP certifications. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation String, StringBuilder, Arrays, and ArrayList Flow control Working with inheritance Exception handling Full mock exam **Data Structures Abstraction and Design Using Java** John Wiley & Sons **Data Structures: Abstraction and Design Using Java** offers a coherent and well-balanced presentation of data structure implementation and data structure applications with a strong emphasis on problem solving and software design. Step-by-step, the authors introduce each new data structure as an abstract data type (ADT), explain its underlying theory and computational complexity, provide its specification in the form of a Java interface, and demonstrate its implementation as one or more Java classes. Case studies using the data structures covered in the chapter show complete and detailed solutions to real-world problems, while a variety of software design tools are discussed to help students "Think, then code." The book supplements its rigorous coverage of basic data structures and algorithms with chapters on sets and maps, balanced binary search trees, graphs, event-oriented programming, testing and debugging, and other key topics. Now available as an enhanced e-book, the fourth edition of **Data Structures: Abstraction and Design Using Java** enables students to measure their progress after completing each section through interactive questions, quick-check questions, and review questions. **Java 2 Programmer's Interactive Workbook** Pearson P T R **Learn Java by doing Java**. This totally integrated book-and-web beginner's course in Java assumes no programming experience. Readers will learn the technical details and programming concepts from the ground up. The package includes a free interactive Web-based training module: Q&As, Virtual Study Lounge, Author's Corner, and more. **Multimedia Introduction to Programming Using Java** Springer Science & Business Media This book anchors its pedagogy in the program ProgramLive that you may find at extras.springer.com, a complete multimedia module in itself. Containing over 250 recorded lectures with synchronized animation, ProgramLive allows users to see, first-hand and in real time, processes like stepwise refinement of algorithms, development of loops, execution of method calls and associated changes to the call stack, and much more. The zip file also includes all programs from the book, 35 guided instruction sets for closed lab

sessions, and a 70-page hyperlinked glossary. With its comprehensive appendices and bibliography, systematic approach, and helpful interactive programs on extras.springer.com, this exciting work provides the key tools they needed for successful object-oriented programming. It is ideal for use at the undergraduate and graduate beginning level, whether in the classroom or for distance learning; furthermore, the text will also be a valuable self-study resource or reference volume in any programmer's library. **Java How to Program : with an Introduction to Visual J++ Software -- Programming Languages. Think Java How to Think Like a Computer Scientist** "O'Reilly Media, Inc." Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards **Introduction to Java and Software Design Swing Update** Jones & Bartlett Learning Introduction to Java and Software Design breaks the current paradigms for teaching Java and object-oriented programming in a first-year programming course. The Dale author team has developed a unique way of teaching object-oriented programming. They foster sound object-oriented design by teaching students how to brainstorm, use filtering scenarios, CRC cards, and responsibility algorithms. The authors also present functional design as a way of writing algorithms for the class responsibilities that are assigned in the object-oriented design. Click here for downloadable student files This book has been developed from the ground up to be a Java text, rather than a Java translation of prior works. The text uses real Java I/O classes and treats event handling as a fundamental control structure that is introduced right from the beginning. The authors carefully guide the student through the process of declaring a reference variable, instantiating an object and assigning it to the variable. Students will gradually develop a complete and comprehensive understanding of what an object is, how it works, and what constitutes a well-designed class interface. **Object-oriented Programming with Java** Jones & Bartlett Learning Object-Oriented Programming With Java Was Developed For Students In The Science, Engineering, And Business Fields Where Knowledge Of Programming Is Thought To Be Essential. This Text, On Modern Software Development, Contains Material That Is Typically Covered In A CS1 Course. In Addition To Traditional Introductory Programming Concepts, Object-Oriented Concepts And Techniques Such As Inheritance And Polymorphism Are Presented In A Student-Friendly Manner. Java-

Related Topics Such As Exception Handling And The Java I/O Models Are Carefully Treated, And An Entire Chapter Is Devoted To Java Applets. **SCJA Sun Certified Java Associate Study Guide (Exam CX-310-019)** McGraw Hill Professional The SCJA certification is for entry-level Java programmers interested in pursuing a career in application development or software project management **Developing Java Software** John Wiley & Sons Incorporated Learn programming in Java from scratch - and keep on learning Developing Java Software The new edition of this excellent primer teaches how to program in an object-oriented style. Objects come first, providing a framework for understanding how Java programs work and how they can be designed, in an organised and systematic way. Programming is taught with a view to quality software engineering and is anchored in real-world issues, particularly testing. Examples and exercises provide motivation. Self-tests and class-project suggestions enhance this comprehensive Go, to, the support website at: <http://www.dcs.kcl.ac.uk/DevJavaSoft/> * More exercises * Selected solutions * Instructor's notes and resources * Code for case studies * Updates, revisions and bug fixes * Reviews and feedback Reviews of First Edition: 'If you want to learn to program this is an excellent book {and} if you are responsible for running a course on programming then this is a book that you should consider as a course text... Very much recommended.' Francis Glassborrow 'A book suitable as a learning text or reference for professional programmers developing large scale applications and as a set teaching text for courses when one is concerned with more than Java programming... Highly recommended.' Brian Bramer, CVU '...provides a thorough curriculum - all in Java - from basic programming and core algorithms to software engineering issues; it will be a useful single reference for anyone wanting to program well.' New Scientist 1998 'The best part of the book is worked examples of medium-scale programs at the end in a case study section.' A reader's Posting on Amazon.Com Cover illustration: Paul Gauguin's 'At the Bottom of the Mountain'. Reproduced with permission from SuperStock. **Building Java Programs A Back to Basics Approach** Addison-Wesley NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 0133437302/ 9780133437300 Building Java Programs: A Back to Basics Approach

plus MyProgrammingLab with Pearson eText -- Access Card Package, 3/e Package consists of: 0133360903/ 9780133360905 Building Java Programs, 3/e 0133379787/ 9780133379785 MyProgrammingLab with Pearson eText -- Access Card -- for Building Java Programs, 3/e **Java Programming Using Microsoft Visual J++ 6.0 Introductory** Course Technology Ptr This title presents fundamental programming concepts using Microsoft's Visual J++ 6.0. Step-by-step exercises illustrate the concepts being explained, reinforcing the reader's understanding and retention. The book assumes no previous programming knowledge. **Sams Teach Yourself Java 2 in 21 Days** Sams Publishing 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. **Big Java Early Objects** John Wiley & Sons Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter. **A Programmer's Guide to Java Se 8 Oracle Certified Associate (Oca) A Comprehensive Primer** Addison-Wesley Professional Unique among Java books, A Programmer's Guide to Java SE 7 Certification, A Comprehensive Primer, Fourth Edition, combines an integrated, expert guide to Java SE 7 with comprehensive review for Oracle's newest Java certification exams. Khalid A. Mughal

and Rolf W. Rasmussen have thoroughly revised this tutorial/reference/prep guide to reflect major changes in all 3 Java certification exams (OCA/OCP/Upgrade), including their increased focus on analyzing code scenarios, not just individual language constructs. Mughal and Rasmussen thoroughly address each exam objective, reflecting the latest Java SE 7 features, API classes, and best practices for effective development. Features include: Expert coverage of declarations, access control, operators, flow control, File I/O, concurrency, generics, collections, localization, key APIs, and more Summaries that clearly state and differentiate each objective of the OCA/OCP/Upgrade exams, clearly indicating what topics to read for each exam Dozens of exam-relevant review questions with annotated answers Programming exercises and solutions to put theory into practice Program output demonstrating expected results from running each example program Extensive use of UML (Unified Modeling Language) for illustration purposes An introduction to object-oriented programming essentials and design patterns Advice on avoiding common pitfalls in writing Java code and taking the certification exams Practice Mock Exam to find out if you are ready to take the real exams

Introduction to Java Programming Comprehensive Version Prentice Hall Introduction to Java Programming, Comprehensive, 8e, features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Liang's fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Liang's approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Eighth Edition ideal for a full course on data structures.

Web Information Systems and Technologies 5th International Conference, WEBIST 2009, Lisbon, Portugal, March 23-26, 2009, Revised Selected Papers Springer This book contains a selection of the best papers from WEBIST 2009 (the 5th International Conference on Web Information Systems and Technologies), held in Lisbon, Portugal, in 2009, organized by the Institute for Systems and Technologies of Information, Control and Communication (INSTICC), in collaboration with ACM SIGMIS and co-sponsored by the Workflow Management Coalition (WFMC). The purpose of the WEBIST series of conferences is to bring together researchers, engineers and practitioners interested in the technological advances and business applications of Web-based information systems. The conference has four main tracks, covering different aspects of Web information systems, including Internet Technology, Web Interfaces and Applications, Society, e-Communities, e-Business and e-Government. WEBIST 2009 received 203 paper submissions from 47 countries on all continents. A double-blind review process was enforced, with the help of more than 150 experts from the International Program Committee; each of them specialized in one of the main conference topic areas.

After reviewing, 28 papers were selected to be published and presented as full papers and 44 additional papers, describing work-- progress, published and presented as short papers. Furthermore, 35 papers were presented as posters. The full-paper acceptance ratio was 13%, and the total oral paper acceptance ratio was 36%. Therefore, we hope that you find the papers included in this book interesting, and we trust they may represent a helpful reference for all those who need to address any of the research areas mentioned above.

January 2010 José Cordeiro Joaquim Filipe **College Algebra** John Wiley & Sons In the newly revised Fifth Edition of College Algebra, students are led through an accessible, concise, and straightforward lessons in college-level algebra. The text provides readers with a streamlined approach that emphasizes practice and readable definitions in essential topics. The included exercises and problems are varied, useful, and instructive.

Algebra & Trigonometry John Wiley & Sons "As a mathematics professor, I would hear my students say, "I understand you in class, but when I get home I am lost." When I would probe further, students would continue with "I can't read the book." As a mathematician, I always found mathematics textbooks quite easy to read-and then it dawned on me: Don't look at this book through a mathematician's eyes; look at it through the eyes of students who might not view mathematics the same way that I do. What I found was that the books were not at all like my class. Students understood me in class, but when they got home they couldn't understand the book. It was then that the folks at Wiley lured me into writing. My goal was to write a book that is seamless with how we teach and is an ally (not an adversary) to student learning. I wanted to give students a book they could read without sacrificing the rigor needed for conceptual understanding. The following quote comes from a reviewer when asked about the rigor of the book: I would say that this text comes across as a little less rigorous than other texts, but I think that stems from how easy it is to read and how clear the author is. When one actually looks closely at the material, the level of rigor is high"-- **Trigonometry** John Wiley & Sons "To the ancient Greeks, trigonometry was the study of right triangles. Trigonometric functions (sine, cosine, tangent, cotangent, secant, and cosecant) can be defined as right triangle ratios. (ratios of the lengths of sides of a right triangle). Thousands of years later, we still find applications of right triangle trigonometry today in sports, surveying, navigation,* and engineering." **Teach Yourself Java for Macintosh in 21 Days** Hayden Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate). **Introduction to Java Programming Comprehensive Version** For courses in Java - Introduction to Programming and Object-Oriented Programming, this fifth edition is revised and expanded to include more extensive coverage of advanced Java topics. Early chapters guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail.

Java 2 in 21 Days Que Publishing The Professional Reference Edition of this book contains an extra seven chapters covering advanced topics such as object serialization, remote method invocation, accessibility, security, JavaBeans, JDBC, and advanced data structures, as well as a 200-page reference section detailing the most commonly used aspects of the Java language. CD-ROM includes a fully functional

Java compiler and demo versions of leading Java development tools. **The Complete Java 2 Training Course** Prentice Hall Ptr Harvey and Paul Deitel are famous for their bestselling books on programming and their signature "live code" approach. They now teach a "learn-by-doing" course on Java 2 with thousands of lines of fully tested live code in 250 working programs on the CD-ROM. This multimedia package gives users a fast, cost effective way of learning to program Java--taught by the experts. **A Programmer's Guide to Java SE 8 Oracle Certified Professional (OCP)** Addison-Wesley Professional This is the definitive preparation guide for every software developer who wants to earn Oracle's challenging Java SE 8 Oracle Certified Professional (OCP) certification. Derived from Khalid A. Mughal's highly regarded guide to the original SCJP Certification, *A Programmers Guide to Java SE 8 Oracle Certified Professional (OCP)* brings together detailed coverage of all exam topics and objectives, exceptionally well-crafted code examples and exercises, realistic review questions, and a complete mock exam. Reflecting the increased rigor of the latest OCP exams, this guide strengthens its focus on analyzing code scenarios, not just individual language constructs. It fully reflects the latest Java SE 8 features, API classes, and best practices for effective programming. The only integrated guide to both Java programming and OCP certification, it goes far beyond the test, providing the deep understanding of modern Java development. Key features include: Summaries describing which topics to read for each exam objective Dozens of exam-relevant review questions with annotated answers Programming exercises and solutions carefully designed to help you put theory into practice and deepen your mastery A mock exam with realistic questions to find out if you're ready for the official exam Program output demonstrating expected results from complete Java programs Advice on avoiding common Java coding pitfalls Expert tips for succeeding on your OCP exam **AP Computer Science** McGraw Hill Professional This book contains boxed quotes offering advice from students who have aced the exams and from AP teachers and college professors. It includes: sample tests that closely simulate real exams; review material based on the contents of the most recent tests; icons highlighting important facts, vocabulary, and frequently asked questions; and, websites and links to valuable online test resources, along with author e-mail addresses so you can ask them follow-up questions. The authors includes some who are either AP course instructors or exam developers. **Java 8 Lambdas Pragmatic Functional Programming** "O'Reilly Media, Inc." If you're a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to "lambdify" your existing codebase or library code Learn practical solutions for lambda expression

unit testing and debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O **Algorithms** Addison Wesley Publishing Company Software -- Programming Techniques. **Head First Object-Oriented Analysis and Design A Brain Friendly Guide to OOA&D** O'Reilly Media "Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore, Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time-software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders are communicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this! **OCP Oracle Certified Professional Java SE 17 Developer Study Guide Exam 1Z0-829** John Wiley & Sons An effective and practical study aid to the new OCP Java SE 17 Developer certification exam In the OCP Oracle Certified Professional Java SE 17 Developer Study Guide: Exam 1Z0-829, you'll find accessible and essential test prep material for the in-demand and practical OCP Java SE 17 Developer certification. Providing comprehensive coverage of all OCP Java SE 17 exam objectives and competencies, the Study Guide offers you access to all the skills and knowledge you'll need to succeed on the test and in the field as a new or experienced Java developer. This book provides material on records, sealed classes, text blocks, dates, streams, controlling program flow, using the Java object-oriented approach, handling exceptions, working with arrays and collections, and more. You'll also get: Intuitively organized information that aligns with the competencies tested on the exam and those required by real-world Java developers Opportunities to practice and develop skills that remain in high demand in the IT industry Access to the Sybex online learning center, with chapter review questions,

full-length practice exams, hundreds of electronic flashcards, and a glossary of key terms Perfect for anyone prepping for the brand-new OCP Java SE 17 credential, OCP Oracle Certified Professional Java SE 17 Developer Study Guide: Exam 1Z0-829 is also a can't-miss reference for practicing and aspiring Java developers seeking to learn or reinforce their foundational skills in Java programming and improve their performance on the job. **Sams Teach Yourself C# Web Programming in 21 Days** Sams Publishing Learn how to how to use C# for Internet programming with the hands-on techniques and clear explanations. This book discusses some C# features that allow rapid development of solutions such as garbage collection, simplified type declarations, and scalability support. The book explains key concepts in a simple and practical manner. Web Forms and Web Controls usher in an elegant way to make dynamic Web pages. The book covers these topics with how-to code examples and projects. One of the newest developments in Internet programming is the use of XML and the SOAP communication protocol. .NET Web Services harness these two technologies, and is covered in later sections of the book.