
Complete Java Masterclass Udemey

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Java Projects
Java: The Complete Reference, Tenth Edition
The Book of Ruby
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Effective Java
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Java: A Beginner's Guide, Eighth Edition
Data Structures and Algorithms in Swift
Java for Programmers
OCA Java SE 8 Programmer I Certification Guide
Head First Java
Instant Razor View Engine How-To
Java For Everyone

LEE ROWAN

Think Java "O'Reilly Media, Inc."

Coding and testing are often considered separate areas of expertise. In this comprehensive guide, author and Java expert Scott Oaks takes the approach that anyone who works with Java should be equally adept at understanding how code behaves in the JVM, as well as the tunings likely to help its performance. You'll gain in-depth knowledge of Java application performance, using the Java Virtual Machine (JVM) and the Java platform, including the language and API. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way Java 7 and 8 applications perform. Apply four principles for obtaining the best results from performance testing Use JDK tools to collect data on how a Java application is performing Understand the advantages and disadvantages of using a JIT compiler Tune JVM garbage collectors to affect programs as little as possible Use techniques to manage heap memory and JVM

native memory Maximize Java threading and synchronization performance features Tackle performance issues in Java EE and Java SE APIs Improve Java-driven database application performance [Building Java Programs](#) "O'Reilly Media, Inc." In just 24 lessons of one hour or less, you will learn professional techniques to design and build efficient databases and query them to extract useful information. Using a straightforward, step-by-step approach, each lesson builds on the previous one, allowing you to learn the essentials of ANSI SQL from the ground up. Example code demonstrates the authors' professional techniques, while exercises written for MySQL offer the reader hands-on learning with an open-source database. Included are advanced techniques for using views, managing transactions, database administration, and extending SQL. Step-by-step instructions carefully walk you through the most common SQL tasks. Q&As, Quizzes, and Exercises at the end of each chapter help you test your knowledge. Notes and Tips point out shortcuts and solutions.

New terms are clearly defined and explained. Learn how to... Use SQL-2003, the latest standard for the Structured Query Language Design and deploy efficient, secure databases Build advanced queries for information retrieval Sort, group, and summarize information for best presentation Tune databases and queries for maximum performance Understand database administration and security techniques For more than ten years the authors have studied, applied, and documented the SQL standard and its application to critical database systems. Ryan Stephens and Ron Plew are entrepreneurs, speakers, and cofounders of Perpetual Technologies, Inc. (PTI), a fast-growing IT management and consulting firm which specializes in database technologies. They taught database courses for Indiana University-Purdue University in Indianapolis for five years and have authored more than a dozen books on Oracle, SQL, database design, and the high availability of critical systems. Arie D. Jones is Senior SQL Server database administrator and analyst for PTI. He is a regular speaker at

technical events and has authored several books and articles. Category: Database Covers: ANSI SQL User Level: Beginning-Intermediate Register your book at informit.com/title/9780672330186 for convenient access to updates and corrections as they become available.

Java Projects Sams Publishing

The java projects book enables you to develop java applications using an easy and simple approach. The book is designed for the readers, who are familiar with java programming. The book provides numerous listings and figures for an effective understanding of java concepts. The book consists of a CD that includes source code for all the java applications.

Table of contents: Chapter 1 Creating a calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application

Chapter 9 Online banking applications

Java: The Complete Reference, Tenth Edition Robinson

Control the performance and stability of the apps you develop in Swift by working with and understanding advanced concepts in data structures and algorithms. All professional developers have to know which data structure and algorithms to use in their development process. Your choice directly affects the performance of your application. With this book, you'll increase the performance of your software, become a better developer, and even pass tricky interview questions better when looking at professional development opportunities. Guided by compact and practical chapters, you'll learn the nature and proper use of data structures such as arrays, dictionaries, sets, stacks, queues, lists, hash tables, trie, heaps, binary trees, red black trees, and R-trees. Use the main differences among them to determine which will make your applications efficient and faster. Then tackle algorithms. Work with Big O notation; sorting algorithms such as Insertion, Merge, and Quick; Naive and Rabin

Karp algorithms; and Graph Algorithms. Data Structures and Algorithms in Swift encourages you to further and understand how to best choose the perfect algorithm for your application's needs. What You'll Learn Retrieve, add, and remove elements in arrays Implement stacks, queues, and lists in your apps Sort algorithms and choose the best ones for your apps Who This Book Is For Developers who have intermediate knowledge in Swift and want to improve their code performance and pass more complex interviews

The Book of Ruby "O'Reilly Media, Inc."

This easy-to-read guide to Java introduces the concepts of object-orientation, classes and objects, and demonstrates how to write modern programs using a graphical user interface. In addition, it deals with communications issues in detail.

Design Patterns

Pearson Education

Spring Security in Action shows you how to prevent cross-site scripting and request forgery attacks before they do damage. You'll start with the basics, simulating password upgrades and adding multiple types of

authorization. As your skills grow, you'll adapt Spring Security to new architectures and create advanced OAuth2 configurations. By the time you're done, you'll have a customized Spring Security configuration that protects against threats both common and extraordinary. Summary While creating secure applications is critically important, it can also be tedious and time-consuming to stitch together the required collection of tools. For Java developers, the powerful Spring Security framework makes it easy for you to bake security into your software from the very beginning. Filled with code samples and practical examples, Spring Security in Action teaches you how to secure your apps from the most common threats, ranging from injection attacks to lackluster monitoring. In it, you'll learn how to manage system users, configure secure endpoints, and use OAuth2 and OpenID Connect for authentication and authorization. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology

Security is non-negotiable. You rely on Spring applications to transmit data, verify credentials, and prevent attacks. Adopting "secure by design" principles will protect your network from data theft and unauthorized intrusions. About the book Spring Security in Action shows you how to prevent cross-site scripting and request forgery attacks before they do damage. You'll start with the basics, simulating password upgrades and adding multiple types of authorization. As your skills grow, you'll adapt Spring Security to new architectures and create advanced OAuth2 configurations. By the time you're done, you'll have a customized Spring Security configuration that protects against threats both common and extraordinary. What's inside Encoding passwords and authenticating users Securing endpoints Automating security testing Setting up a standalone authorization server About the reader For experienced Java and Spring developers. About the author Laurentiu Spilca is a dedicated development lead and trainer at Endava, with

over ten years of Java experience. Table of Contents PART 1 - FIRST STEPS 1 Security Today 2 Hello Spring Security PART 2 - IMPLEMENTATION 3 Managing users 4 Dealing with passwords 5 Implementing authentication 6 Hands-on: A small secured web application 7 Configuring authorization: Restricting access 8 Configuring authorization: Applying restrictions 9 Implementing filters 10 Applying CSRF protection and CORS 11 Hands-on: A separation of responsibilities 12 How does OAuth 2 work? 13 OAuth 2: Implementing the authorization server 14 OAuth 2: Implementing the resource server 15 OAuth 2: Using JWT and cryptographic signatures 16 Global method security: Pre- and postauthorizations 17 Global method security: Pre- and postfiltering 18 Hands-on: An OAuth 2 application 19 Spring Security for reactive apps 20 Spring Security testing *The Self-Taught Programmer* O'Reilly Media Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer,

more correct, more robust, and more reusable? Look no further! *Effective Java™, Second Edition*, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs,

concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: `java.lang`, `java.util`, and, to a lesser extent, `java.util.concurrent` and `java.io` Simply put, *Effective Java™, Second Edition*, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs. [Teach Your Kids to Code](#) "O'Reilly Media, Inc." Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks. This is a Packt Instant How-to guide, which provides concise and clear recipes for configuring RazorView and working with its syntax and view types. This book is for developers who are looking for alternate ways to simplify web application development. *OCP Oracle Certified Professional Java SE 11 Developer Practice Tests* John Wiley & Sons While Java texts are

plentiful, it's difficult to find one that takes a real-world approach, and encourages novice programmers to build on their Java skills through practical exercise. Written by an expert with 19 experience teaching computer programming, *Java Programming Fundamentals* presents object-oriented programming by employing examples taken *Invent Your Own Computer Games with Python, 4th Edition* Manning Publications The upcoming Java 9 module system will affect existing applications and offer new ways of creating modular and maintainable applications. With this hands-on book, Java developers will learn not only about the joys of modularity, but also about the patterns needed to create truly modular and reliable applications. Authors Sander Mak and Paul Bakker teach you the concepts behind the Java 9 module system, along with the new tools it offers. You'll also learn how to modularize existing code and how to build new Java applications in a modular way. Understand Java 9 module system concepts Master the patterns and

practices for building truly modular applications
 Migrate existing applications and libraries to Java 9 modules Use JDK 9 tools for modular development and migration
Python for Everybody
 "O'Reilly Media, Inc."
 Your one-stop guide to the common patterns and practices, showing you how to apply these using the Go programming language About This Book This short, concise, and practical guide is packed with real-world examples of building microservices with Go It is easy to read and will benefit smaller teams who want to extend the functionality of their existing systems Using this practical approach will save your money in terms of maintaining a monolithic architecture and demonstrate capabilities in ease of use Who This Book Is For You should have a working knowledge of programming in Go, including writing and compiling basic applications. However, no knowledge of RESTful architecture, microservices, or web services is expected. If you are looking to apply techniques to your own projects, taking your first

steps into microservice architecture, this book is for you. What You Will Learn Plan a microservice architecture and design a microservice Write a microservice with a RESTful API and a database Understand the common idioms and common patterns in microservices architecture Leverage tools and automation that helps microservices become horizontally scalable Get a grounding in containerization with Docker and Docker-Compose, which will greatly accelerate your development lifecycle Manage and secure Microservices at scale with monitoring, logging, service discovery, and automation Test microservices and integrate API tests in Go In Detail Microservice architecture is sweeping the world as the de facto pattern to build web-based applications. Golang is a language particularly well suited to building them. Its strong community, encouragement of idiomatic style, and statically-linked binary artifacts make integrating it with other technologies and managing microservices at scale consistent and intuitive.

This book will teach you the common patterns and practices, showing you how to apply these using the Go programming language. It will teach you the fundamental concepts of architectural design and RESTful communication, and show you patterns that provide manageable code that is supportable in development and at scale in production. We will provide you with examples on how to put these concepts and patterns into practice with Go. Whether you are planning a new application or working in an existing monolith, this book will explain and illustrate with practical examples how teams of all sizes can start solving problems with microservices. It will help you understand Docker and Docker-Compose and how it can be used to isolate microservice dependencies and build environments. We finish off by showing you various techniques to monitor, test, and secure your microservices. By the end, you will know the benefits of system resilience of a microservice and the advantages of Go stack. Style and approach The step-by-step tutorial

focuses on building microservices. Each chapter expands upon the previous one, teaching you the main skills and techniques required to be a successful microservice practitioner.

Java from the Beginning
Addison-Wesley

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise yet in-depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, *Scope and Closures* dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code. Go deeper into nested scope, a series of containers for variables and functions. Explore function- and block-based

scope, "hoisting", and the patterns and benefits of scope-based hiding. Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries.

Java Performance: The Definitive Guide
Pearson Education India

This updated edition introduces the basics of Java and everything necessary to get up to speed on the new 1.4 version quickly. CD contains the Java 2 SDK for Windows, Linux and Solaris.

Learning Java Prentice Hall Professional
Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language.

The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Learn Java the Easy Way
Wiley

Summary OCA Java SE 8 Programmer I Certification Guide prepares you for the 1Z0-808 with complete coverage of the exam. You'll explore important Java topics as you systematically learn what's required to successfully pass the test. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book To earn the OCA Java SE 8 Programmer I Certification, you have to know your Java inside and out, and to pass the exam you need 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 8 Programmer I Certification Guide prepares Java developers for the 1Z0-808 with thorough coverage of Java topics typically found on the exam. Each chapter starts with a list of exam objectives mapped to section numbers, followed by sample questions and exercises that reinforce key concepts. You'll learn techniques and concepts in multiple ways, including memorable analogies, diagrams, flowcharts, and lots of well-commented code. You'll also get the scoop on common exam mistakes and ways to avoid traps and pitfalls. What's Inside Covers all exam topics Hands-on coding exercises Flowcharts, UML diagrams, and other visual aids How to avoid built-in traps and pitfalls Complete coverage of the OCA Java SE 8 Programmer I exam (1Z0-808) About the Reader Written for developers with a working knowledge of Java who want to earn the OCA Java SE 8 Programmer I Certification. About the Author Mala Gupta is a Java coach and trainer who holds multiple Java certifications. Since 2006 she has been actively supporting Java

certification as a path to career advancement. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation Selected classes from the Java API and arrays Flow control Working with inheritance Exception handling Full mock exam [Java Gently](#) No Starch Press Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to: - Perform calculations, manipulate text strings,

and generate random colors -Use conditions, loops, and methods to make your programs responsive and concise - Create functions to reuse code and save time -Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders -Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

Photography

Masterclass "O'Reilly Media, Inc."

This textbook is designed for use in a two-course introduction to computer science.

[Pro Spring 5](#) No Starch Press

Software -- Software Engineering.

[You Don't Know JS: Scope & Closures](#) No Starch Press

The Photography Masterclass book will teach you how to take amazing images and even sell them, whether you use a smartphone, mirrorless or DSLR camera. Photography Masterclass is a book designed to teach you the ins and outs of photography, even if you

have little to no experience with it, to help create beautiful images that help you stand out from the crowd. Master Photography Techniques to Create Extraordinary Images! While there are plenty of digital photography books that focus on specific styles or how to use gear, it's hard to find a comprehensive book like this one, which is for beginner to advanced photographers. This book is designed for all levels of photographers who want to improve their skills, take stellar images, and make money with their photos - especially great for any DSLR or mirrorless camera user. This book is aimed at teaching photographers what it takes to improve your techniques to earn more money. You'll start with the basics and tackle how a camera operates, the types of cameras and lenses available, and equipment you'll need for accomplishing your goals. You'll then dive into the different styles of

photography you can focus on. You'll learn about your camera settings (DSLR, mirrorless, or other), including how to shoot in manual mode. You'll use stabilization tools and master how to properly compose and light a scene. You'll even learn how to take great photos with a smartphone or tablet and how to edit images. So you can sell your photos, you'll learn how to brand yourself, create a portfolio and website, and find freelance work or a full-time position. Gain insight into licensing, fair use, and more. And if you want to get into wedding photography, you'll learn how to start your own business. By the end of Photography Masterclass book, your confidence as a photographer will soar. You'll have a thorough understanding of your camera and gear so you can use them to their fullest potential to take unforgettable photos and start a profitable photography career.

[Head First Design Patterns](#) Packt Publishing Ltd
 Java For Everyone, 2nd Edition is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It is designed for a one-semester, mixed-major, first course in programming. Nobody supports your desire to teach students good programming skills like Cay Horstmann. Active in both the classroom and the software industry, Horstmann knows that meticulous coding-not shortcuts-is the base upon which great programmers are made. Using an innovative visual design that leads students step-by-step through intricacies of Java programming, Java For Everyone, 2nd Edition instills confidence in beginning programmers and confidence leads to success.

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- [Reminders Of Him: A Novel By Colleen Hoover](#)
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- [If He Had Been With Me By Laura Nowlin](#)
- [The 5 Love Languages: The Secret To Love That Lasts](#)

- [The Very Hungry Caterpillar By Eric Carle](#)
- [The Very Hungry Caterpillar](#)
- [A Court Of Thorns And Roses Paperback Box Set \(5 Books\) By Sarah J. Maas](#)
- [How To Catch A Mermaid](#)
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