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Teach Yourself Java

Rogers Cadenhead

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languages helps but is not necessary Even if you have never programmed before you can learn to program in Java using this book Inside Contents Chapters 1 Overview of Java 2 Java Language 3 Control Statements 4 Scanner class Arrays Command Line Args 5 Class Objects in Java 6 Inheritance in Java 7 Object oriented programming 8 Packages in Java 9 Interface in Java 10 String and StringBuffer 11 Exception Handling 12 Multi Threaded Programming 13 Modifiers Visibility modes 14 Wrapper Class 15 Input Output in Java 16 Applet Fundamentals 17 Abstract Windows Toolkit AWT 18 Introducton To AWT Events 19 Painting in AWT 20 java lang Object Class 21 Collection Framework PART II Java 8 Features for Developers 22 Java 8 Features for Developers Lambdas 23 Java 8 Functional interface Stream Time API 24 Key Features that Make Java More Secure than Other Languages Java Head First Java Effective Java Core Java Java A Beginner s Guide Advance Java Java Programming **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 phones and tablets 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 Use Java for game programming Create a Slackbot with Java Exclusive Bonus Chapter Teach Yourself Java 1.1 Programming in 24 Hours Rogers Cadenhead,1997

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