

Java Software Solutions 2nd Edition

Embracing the new features of the Java 2 platform as they apply to introductory topics, the new edition of this textbook continues to teach beginning programmers how to design and implement high-quality object-oriented software.

This title teaches CS2 students how to develop high quality software systems that will withstand the test of users and the test of time.

The authors provide a consistent presentation of data structures, starting with a conceptual overview.

Comparative Programming Languages identifies and explains the essential concepts underlying the design and use of programming languages and provides a good balance of theory and practice. The author compares how the major languages handle issues such as declarations, types, data abstraction, information hiding, modularity and the support given to the development of reliable software systems.

The emphasis is on the similarities between languages rather than their differences. The book primarily covers modern, widely-used object-oriented and procedural languages such as C, C++, Java, Pascal (including its implementation in Delphi), Ada 95, and Perl with special chapters being devoted to functional and logic languages. The new edition has been brought fully up to date with new developments in the field: the increase in the use of object-oriented languages as a student's first language; the growth in importance of graphical user interfaces (GUIs); and the widespread use of the Internet.

GeoComputation, Second Edition

Design Patterns for e-Science

American Book Publishing Record Cumulative 1998

The Java Tutorial

Best Practices in Online Education

Computer Science

Every 3rd issue is a quarterly cumulation.

This is a book about a code and about coding. The code is a case study which has been used to teach courses in e-Science at the Australian National University since 2001.

Students learn advanced programming skills and techniques in the Java language.

Above all, they learn to apply useful object-oriented design patterns as they progressively refactor and enhance the software. We think our case study, EScope, is

as close to real life as you can get! It is a smaller version of a networked, graphical, waveform browser which is used in the control rooms of fusion energy experiments

around the world. It is quintessential "e-Science" in the sense of e-Science being "computer science and information technology in the service of science". It is not,

specifically, "Grid-enabled", but we develop it in a way that will facilitate its deployment onto the Grid. The standard version of EScope interfaces with a specialised database

for waveforms, and related data, known as MDSplus. On the accompanying CD, we have provided you with software which will enable you to install MDSplus, EScope and sample

data files onto Windows or Linux computers. There is much additional software including many versions of the case study as it gets built up and progressively refactored using

design patterns. There will be a home web-site for this book which will contain up-to-

date information about the software and other aspects of the case study.

Java is one of the most widely accepted languages because of its design and programming features. This book offers a range of software development examples in simple and straightforward Java 11 code, providing step-by-step resources and time-saving methods to help you solve data problems efficiently.

Java Software Solutions

Entwurfsmuster von Kopf bis Fuß

Object Oriented, Concurrent, and Distributed Computing in Java

Architecting software solutions using microservices, DevOps, and design patterns for Azure, 2nd Edition

Forthcoming Books

Introduction to Program Design and Data Structures

Java provides the engineer and scientist with an efficient and easy-to-use tool for problem solving in today's Web based environment. Written for beginners, this new edition teaches the entire language by example.

Das Buch bietet eine kompakte Einführung in die Softwareentwicklung mit Java. Dabei liegt der Fokus eher auf Konzepten und Methoden als auf Sprachelementen. Die Konzepte werden anhand der beispielhaften Realisierung von Projekten vermittelt. Dabei setzt der Autor auf kreative Projektbeispiele, die verschiedene Gebiete der Informatik streifen wie z. B. Künstliche Intelligenz, Bildverarbeitung oder Spieleentwicklung. Die 2. Auflage wurde komplett aktualisiert. Beispiele, Aufgabenlösungen und zusätzliches Material werden auf einer Webseite angeboten.

JavaServer Faces (JSF) is the standard Java EE technology for building web user interfaces. It provides a powerful framework for developing server-side applications, allowing you to cleanly separate visual presentation and application logic. JSF 2.0 is a major upgrade, which not only adds many useful features but also greatly simplifies the programming model by using annotations and “convention over configuration” for common tasks. To help you quickly tap into the power of JSF 2.0, the third edition of Core JavaServer™ Faces has been completely updated to make optimum use of all the new features. The book includes Three totally new chapters on using Facelets tags for templating, building composite components, and developing Ajax applications Guidance on building robust applications with minimal hand coding and maximum productivity—without requiring any knowledge of servlets or other low-level “plumbing” A complete explanation of the basic building blocks—from using standard JSF tags, to working with data tables, and converting and validating input Coverage of advanced tasks, such as event handling, extending the JSF framework, and connecting to external services Solutions to a variety of common challenges, including notes on debugging and troubleshooting, in addition to implementation details and working code for features that are missing from JSF Proven solutions, hints, tips, and “how-tos” show you how to use JSF effectively in your development projects Core JavaServer™ Faces, Third Edition, provides everything you need to master the powerful and time-saving features of JSF 2.0 and is the perfect guide for programmers developing Java EE 6 web apps on Glassfish or another Java EE 6-compliant application servers, as well as servlet runners such as Tomcat 6.

A definitive guide to learning the key concepts of modern application development, 2nd

Edition

Software Architecture with C# 9 and .NET 5

ElasticSearch Cookbook - Second Edition

Java Software Structures

Book Review Index

TOOLS 27 : Technology of Object-oriented Languages and Systems :

Based on the online version that has become one of the world's most visited programmer documentation sites, this is a remarkably clear, practical, hands-on introduction to the Java 2 Platform. The bonus CD-ROM contains all major versions of the Java Platform.

This practical book tells readers how to actually build object-oriented models using UML notation, and how to implement these models using Java. The authors introduce all of the basic fundamentals necessary to start applying and understanding the object-oriented paradigm without having to be an expert in computer science or advanced mathematics. It can help the reader to make the right decisions to meet their individual business needs. Using cases, recommended approach scenarios, and examples, this clearly-written book covers a multitude of topics: managing complexity, principles of Object-Oriented, specification models, current techniques, behaviors, relationships, rules, design, Java background and fundamentals, multi-tasking, JAR files, security, Swing Applets, class and interface, internationalization, and implementing generalization and specialization. For professional software analysts and developers who work on large systems, and others in the field of computer science.

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 Gaugin's 'At the Bottom of the Mountain'. Reproduced with permission from SuperStock.

Learning Management Systems and Instructional Design

deutsche Ausgabe f ü r Java 1.4

Java in a nutshell

Struts 2 Black Book, 2Nd Ed (With Cd)

Practical Object-oriented Development with UML and Java

Creating Components

Master the principles to make applications robust, scalable and responsive About This Book Implement concurrent applications using the Java 9 Concurrency API and its

new components Improve the performance of your applications and process more data at the same time, taking advantage of all of your resources Construct real-world examples related to machine learning, data mining, natural language processing, and more Who This Book Is For This book is for competent Java developers who have basic understanding of concurrency, but knowledge of effective implementation of concurrent programs or usage of streams for making processes more efficient is not required What You Will Learn Master the principles that every concurrent application must follow See how to parallelize a sequential algorithm to obtain better performance without data inconsistencies and deadlocks Get the most from the Java Concurrency API components Separate the thread management from the rest of the application with the Executor component Execute phased-based tasks in an efficient way with the Phaser components Solve problems using a parallelized version of the divide and conquer paradigm with the Fork / Join framework Find out how to use parallel Streams and Reactive Streams Implement the “ map and reduce ” and “ map and collect ” programming models Control the concurrent data structures and synchronization mechanisms provided by the Java Concurrency API Implement efficient solutions for some actual problems such as data mining, machine learning, and more In Detail Concurrency programming allows several large tasks to be divided into smaller sub-tasks, which are further processed as individual tasks that run in parallel. Java 9 includes a comprehensive API with lots of ready-to-use components for easily implementing powerful concurrency applications, but with high flexibility so you can adapt these components to your needs. The book starts with a full description of the design principles of concurrent applications and explains how to parallelize a sequential algorithm. You will then be introduced to Threads and Runnable, which are an integral part of Java 9's concurrency API. You will see how to use all the components of the Java concurrency API, from the basics to the most advanced techniques, and will implement them in powerful real-world concurrency applications. The book ends with a detailed description of the tools and techniques you can use to test a concurrent Java application, along with a brief insight into other concurrency mechanisms in JVM. Style and approach This is a complete guide that implements real-world examples of algorithms related to machine learning, data mining, and natural language processing in client/server environments. All the examples are explained using a step-by-step approach.

Concurrency is a powerful technique for developing efficient and lightning- fast software. For instance, concurrency can be used in common applications such as online order processing to speed processing and ensure transaction reliability.

However, mastering concurrency is one of the greatest challenges for both new and veteran programmers. Softwar

Struts 2 Black Book brings to you a detailed discussion on Web application development by using Struts 2 Framework. Targeting beginner to advance level readers, this book begins with an introduction to Struts 2 and describes its evolutions as a new Web Application Framework. It covers various concepts supported by Struts 2, such as Interceptors, Results, Validators, Generic and UI Tags and Plugins. The book also describes the benefits of these concepts and different ways of implementing them. In addition, the book discusses various components created and configured in Struts 2 Framework based web application. The book also covers the architecture and

implementation changed in Struts 2 from Struts 1. The book describes the process of migrating a Struts 1 application to a Struts 2 based application, and a lot more.

Foundations of Program Design

The Database Hacker's Handbook Defending Database

Wiederverwendung von Softwarekomponenten im Internet

Proceedings : January 26-29, 1998, Dunedin, New Zealand

HTML und CSS von Kopf bis Fuss

Comparative Programming Languages

This text on the technology of object-oriented languages and systems covers such topics as: software development models; language design and implementation; concurrent objects; object-oriented applications; distributed objects and agents; and software development tools and environments."

The book covers the best practices and approaches for software architects to follow when developing .NET and C# solutions, along with the most up to date cloud environments and tools to enable effective app development, delivery, and deployment.

"This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

An Overview

Cyberspace in Peace and War, Second Edition

American Book Publishing Record

Mastering Concurrency Programming with Java 9

Proceedings : September 22-25, 1998, Beijing, China

Continuous Moves in the Logistics Industry

This book reports on research and practice on computational thinking and the effect it is having on education worldwide, both inside and outside of formal schooling. With coding becoming a required skill in an increasing number of national curricula (e.g., the United Kingdom, Israel, Estonia, Finland), the ability to think computationally is quickly becoming a primary 21st century "basic" domain of knowledge. The authors of this book investigate how this skill can be taught and its resultant effects on learning throughout a student's education, from elementary school to adult learning.

A Concise, Comprehensive Approach to Java Programming Java Foundations is a comprehensive textbook for introductory programming sequences. The versatile layout supports a two-or three-semester schedule and introduces you to the world of programming--from the basics, to complex data structures. Inspired by the success of their highly successful text, Java Software Solutions, authors Lewis, DePasquale and Chase build a solid framework for lasting comprehension. The Fourth Edition is updated and revised to keep the content fully up-to-speed while incorporating changes from user feedback. One such revision is maintaining a section on Swing in addition to a separate chapter dedicated to JavaFX. Although JavaFX is slated to replace Swing as the main graphics package in Java, the large amount of existing Swing code will

continue to make it relevant for some time to come. The overall flow of the text is redesigned for intuitive progression through programming discussions and problem solving.

Mit HTML und CSS lassen sich geniale Webseiten erstellen: modern, interaktiv und voller Ideen. Warum nur sind die meisten Bücher, die sich mit den beiden Webtechnologien beschäftigen, so staubtrocken und verschnarcht? Dieses Buch ist der lebendige Beweis dafür, dass auch technische Themen kurzweilig sein können. Unter Einsatz von vielen Übungen, die zum Mitmachen animieren, lernen Sie die Grundlagen von HTML und CSS kennen. Und ehe Sie es sich versehen, sind Sie in der Lage, eine Website für verschiedene Bildschirmgrößen (inkl. Smartphones und Tablets) zu entwerfen, sie zu gestalten, mit Formularen auszustatten u.v.m. Die 2. Auflage dieses Bestsellers wurde aktualisiert und behandelt nun auch HTML5 und CSS3.

Journal of Object-oriented Programming

Books in Print

Emerging Research, Practice, and Policy on Computational Thinking

In 14 Tagen lernen Projekte erfolgreich zu realisieren

Java Gently

Building Bioinformatics Solutions 2nd Edition

Anita Behle diskutiert Ansätze der Softwarewiederverwendung, aktuelle Entwicklungen im Bereich der Komponententechnologien (Java Beans, EJB, ActiveX) und Realisierungsansätze für Web-basierte Informationssysteme.

Started by small group of well known scientists with the aim of sharing knowledge, experiences, and results on all aspects of cluster computing, the initiative of a workshop on cluster computing received more attention after IFIP WG 10.3 and IEEE Romania Section accepted our request for sponsorship. Moreover, the application for a NATO ARW grant was successful, leading to a greater interest in the workshop. In this respect, we have to say that we chose Romania in order to attract scientists from Central and Eastern European countries and improve the cooperation in the region, in the field of cluster computing. We had an extremely short time to organize the event, but many people joined us and enthusiastically contributed to the process. The success of the workshop is wholly due to the hard work of the organizing committee, members of the program committee, key speakers, speakers from industry, and authors of accepted papers. The workshop consisted of invited and regular paper presentations, followed by discussions, on many important current and emerging topics ranging from scheduling and load balancing to grids. The key speakers devoted their time and efforts to presenting the most interesting results of their research groups, and we all thank them for this. All papers were peer reviewed by two or three reviewers.

Computer Science: An Overview truly lives up to its title, providing an introduction to the entire computer science discipline. This broad coverage, combined with clear explanations, has made it the leading textbook for the breadth-first/CS0 course. The text is unique in that it avoids presenting topics from the perspective of any particular

programming language. Moreover, the text communicates the dynamics of computer science by presenting topics in a historical perspective in which past developments, the current state of the art, and directions of research are discussed. The result is a balanced, realistic picture of computer science, including such topics as programming languages, operating systems, algorithms, software engineering, networking, database design, artificial intelligence, and machine architecture. This seventh edition has been thoroughly updated to discuss important trends in such areas as networking and the Internet, software engineering, and artificial intelligence. Topics added include open-source development, associative memory, XML, and C#. Thought-provoking discussions of ethical and legal issues revolving around computing are integrated into each chapter rather than being presented as separate, isolated topics.

Developing Java Software

A Short Course on the Basics

1998 International Conference Software Engineering: Education & Practice

Core JavaServer Faces

Java-Intensivkurs

The British National Bibliography

This book introduces the reader to all the key concepts and technologies needed to begin developing their own bioinformatics tools. The new edition includes more bioinformatics-specific content and a new chapter on good software engineering practices to help people working in teams.

The technical resources, budgets, curriculum, and profile of the student body are all factors that play in implementing course design. Learning management systems administrate these aspects for the development of new methods for course delivery and corresponding instructional design. Learning Management Systems and Instructional Design: Best Practices in Online Education provides an overview on the connection between learning management systems and the variety of instructional design models and methods of course delivery. This book is a useful source for administrators, faculty, instructional designers, course developers, and businesses interested in the technological solutions and methods of online education.

A revision of Openshaw and Abrahart's seminal work, GeoComputation, Second Edition retains influences of its originators while also providing updated, state-of-the-art information on changes in the computational environment. In keeping with the field's development, this new edition takes a broader view and provides comprehensive coverage across the field of GeoComputation. See What's New in the Second

Edition: Coverage of ubiquitous computing, the GeoWeb, reproducible research, open access, and agent-based modelling Expanded chapter on Genetic Programming and a separate chapter developed on Evolutionary Algorithms Ten chapters updated by the same or new authors and eight new chapters added to reflect state of the art Each chapter is a stand-alone entity that covers a particular topic. You can simply dip in and out or read it from cover to cover. The opening chapter by Stan Openshaw has been preserved, with only a limited number of minor essential modifications having been enacted. This is not just a matter of respect. Openshaw's work is eloquent, prophetic, and his overall message remains largely unchanged. In contrast to other books on this subject, GeoComputation: Second Edition supplies a state-of-the-art review of all major areas in GeoComputation with chapters written especially for this book by invited specialists. This approach helps develop and expand a computational culture, one that can exploit the ever-increasing richness of modern geographical and geospatial datasets. It also supplies an instructional guide to be kept within easy reach for regular access and when need arises.

NATO Advanced Research Workshop, IWCC 2001, Mangalia, Romania, September 1-6, 2001. Revised Papers

Java 11 Cookbook

Advanced Environments, Tools, and Applications for Cluster Computing

Java Foundations

Designing and Using Data Structures

Encyclopedia of Information Science and Technology, Second Edition

This updated and expanded edition of Cyberspace in Peace and War by Martin C. Libicki presents a comprehensive understanding of cybersecurity, cyberwar, and cyberterrorism. From basic concepts to advanced principles, Libicki examines the sources and consequences of system compromises, addresses strategic aspects of cyberwar, and defines cybersecurity in the context of military operations while highlighting unique aspects of the digital battleground and strategic uses of cyberwar. This new edition provides updated analysis on cyberespionage, including the enigmatic behavior of Russian actors, making this volume a timely and necessary addition to the cyber-practitioner's library. Cyberspace in Peace and War guides readers through the complexities of cybersecurity and cyberwar and challenges them to understand the topics in new ways. Libicki provides the technical and geopolitical foundations of cyberwar necessary to understand the policies, operations, and strategies required for

safeguarding an increasingly online infrastructure.

If you are a developer who implements Elasticsearch in your web applications and want to sharpen your understanding of the core elements and applications, this is the book for you. It is assumed that you've got working knowledge of JSON and, if you want to extend Elasticsearch, of Java and related technologies.

Jetzt aktuell zu Java 8: Dieses Buch ist ein moderner Klassiker zum Thema Entwurfsmuster. Mit dem einzigartigen Von Kopf bis Fuß-Lernkonzept gelingt es den Autoren, die anspruchsvolle Materie witzig, leicht verständlich und dennoch gründlich darzustellen. Jede Seite ist ein Kunstwerk für sich, mit vielen visuellen Überraschungen, originellen Comic-Zeichnungen, humorvollen Dialogen und geistreichen Selbstlernkontrollen. Spätestens, wenn es mal wieder heißt "Spitzen Sie Ihren Bleistift", wird dem Leser klar, dass bei diesem Buch sein Mitmachen gefragt ist. Das ist nicht nur unterhaltsam, sondern auch effektiv: Komplexe Sachverhalte lassen sich nach Erkenntnis der modernen Lernwissenschaft am gründlichsten über mehrere verschiedene Kanäle verstehen. Das Buch verspricht dem Leser daher nicht nur Spaß beim Lernen, er wird nach der Lektüre auch die Herausforderungen des Software-Designs meistern können.