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programming with java 3e incorporates all the updates and enhancements added to java 2 and j2se 5 0 releases the book presents the language concepts in extremely simple and easy to understand style with illustrations and examples wherever necessary salient features fully explaines the entire java language discusses java s unique features snduch as packages a interfaces shows how to create and implement applets illustrates the use of advanced concepts like multithread and graphics covers exception handling

in depth debugging excercises and two full fledged projects includes model questions from the sun certified java programmer exam

a refresher for java developers on how to use selenium ide and selenium grid to automate web browsers key features extensive practical demonstration of selenium with numerous real world examples includes thorough examination of various test automation ideas covers tools in conjunction with selenium for implementing browser and web test automation projects description this book introduces setting up the environment for writing test scripts after covering selenium and its capabilities numerous functionalities including the web driver interface the web element interface and locators are illustrated in depth using the by class additionally the book presents tasks such as html element manipulation mouse and keyboard operations dropdown table window alert frame action class and synchronization along with selenium ide and selenium webdriver the book also covers another critical feature which is the implementation of selenium grid that allows the test suite to execute in parallel across several settings several add on automation scripts such as those for taking screenshots object and data information are thoroughly displayed and explained in this book the book discusses tools like testng and maven that aid in the overall development of the test project ecosystem after reading the book you should feel extremely competent in utilizing selenium to automate a variety of web and browser testing scenarios and tasks what you will learn get trained to automate the end to end testing of online applications with selenium webdriver confidently configure the selenium grid for cross browser testing create locators quickly for various html elements on the page opportunities to improve test writing skills with the popular unit test framework testng an in depth explanation of the management of objects and data in the test project who this book is for this book is intended for software test engineers who wish to develop a strong foundation in selenium implementation to create test automation solutions basic knowledge of testing and java as a programming language is required author bio pallavi is a multi skilled professional and has donned many hats in her career span she founded 5 elements learning where she acted as a coach writer and speaker on test automation solutions and collaborated with learning enthusiasts organizations and mentors from across the globe she is a steering committee member at agile testing alliance ata she has contributed to selenium documentation at the selenium project she is the author of the book selenium with python beginners with bpb publications she has curated organized and acted as a jury for various international conferences and meetups like selenium conference india stepin delhi selenium conference by ata apisummit by ata and global testing retreat by ata she is a firm believer in the larger good and likes to live by example she volunteers her resources for jabarkhet forest reserve people for animals and wildlife sos she lives in the national capital region with her doctor parents her

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husband two children sometimes she wonders though and a labrador she likes to pen her thoughts as short stories poems and anecdotes she is a firm believer in giving and living by example which she continues to learn as life continues

fully updated for java se 11 this book covers the most important java programming topics that you need to master to be able to learn other technologies yourself by fully understanding all the chapters and doing the exercises you ll be able to perform an intermediate java programmer s daily tasks quite well this book offers the three subjects that a professional java programmer must be proficient in java as a programming language object oriented programming oop with java java core libraries

for an undergraduate course in object oriented programming or a course in intermediate java programming appealing to programmers and non programmers alike this complete introduction to java shows students how to use this versatile and popular object oriented programming language as a primary tool in many different aspects of their programming work not just for creating programs with graphical content within pages and includes complete descriptions of the fundamental elements of java with step by step instructions on how to compile and run a program well organized clearly written and visually engaging it gives students real hands on experience as it guides them through all of java s functions and capabilities reinforcing their understanding with periodic reviews and helping them see java s everyday applicability through many interesting case studies emphasizing the importance of good programming style particularly the need to maintain an object s integrity from outside interference it teaches students how to harness the power of java in object oriented programming and enables them to create their own interesting and practical every day applications

descriptionit covers all the topics of java with explanation like object and class this super instance static final package interface abstract exception handling applet swing event handling collections gui awt thread servlet jsp jdbc look and feel rmi socket programming and many more keywords and topics why java a complete solution this book contains 225 questions with solution and more than 100 interview questions it is good for those who well versed in c and oopswants to learn java programmingnot familiar with java and has good knowledge of programmingwants to learn android or other app development website developmentwants to work as freelancerwants to fight for certification interview examinationcontentshistory in brief magic code byte code operators in java java comment control statement iteration looping array object and classes constructor static e this e keyword final keyword java regular expressions regex string instance of inner class inheritance super overriding abstraction abstract class interface exception the try with resources statement package collection and generics

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apple lifecycle of java applet awt package adapter class multithreading networking file handling io package serialisation java io serializable interface java advance swing japplet jdbc servlet jsp extra efforts

a modern approach to functional programming objects first with java a practical introduction is an introduction to object oriented programming for beginners the main focus of the book is general object oriented and programming concepts from a software engineering perspective the first chapters are written for students with no programming experience with later chapters being more suitable for advanced or professional programmers the java programming language and bluej the java development environment are the two tools used throughout the book bluej s clear visualisation of classes and objects means that students can immediately appreciate the differences between them and gain a much better understanding of the nature of an object than they would from simply reading source code unlike traditional textbooks the chapters are not ordered by language features but by software development concepts the sixth edition goes beyond just adding the new language constructs of java 8 the book s exploration of this new language demonstrates a renaissance of functional ideas in modern programming while functional programming isn t new in principle it s seen a boost in popularity based on the current computer hardware available and the changing nature of projects programmers wish to tackle functional language constructs make it possible to efficiently automate currency make use of multiple cores without much effort on the side of the programmer are both more elegant and readable and offer great potential in solving the issue of parallel hardware functional programming has become an essential part of the field and objects first with java gives students a basic understanding of an area they ll need to master in order to succeed in the future

a step by step guide that will help you learn the java programming language Ê key featuresÊÊ get familiar with the features in java 8 and java 9 understand the working of various java apis learn modular programming with java 9 learn to use features such as lambda time api and stream api learn how to access databases from a java applicationÊ descriptionÊÊ 100 solutions in java is an easy to understand step by step guide that helps you develop applications using java 8 and java 9 it is for everyone from beginners to professionals who wish to begin development in java the content is designed as per increasing complexity and is explained in detail with appropriate examples Ê this book follows a practical approach by providing ample examples and assignments for you to test your understanding of each concept you will also get familiar with the important features introduced in java 10 this book is a ÒbeginnerÕs guideÓ that will help you upskill your knowledge in java by the end of the book you will know the different features introduced in java over the years and will learn to implement

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these features to develop real world applications Ê what you will learnÊÊ work with the newly introduced features in java 8 and java 9 get to know in depth about the java stream api learn how to work with java regular expressions get an overview of inheritance and interfaces in java get familiar with design patterns in java who this book is forÊÊ this book is for developers and technical specialists who are interested in learning java prior knowledge of programming languages such as c c or python and any dbms such as sql server mysql will be an added advantage table of contentsÊ 1 introduction to java 2 java programming constructs 3 java application components 4 java reference types 5 subclasses and interfaces 6 exceptions and regular expressions 7 collections and stream api 8 generics and time api 9 file manipulation in java 10 Ê threads and jdbc 11 Ê design patterns and i18n 12 Ê more about jdk 8 9 and 10

this introductory programming textbook integrates bluej with java it provides a thorough treatment of object oriented principles

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an easy to understand introduction to enlivening pages with java applets this book is designed for non programmers who want to learn how to use pre programmed java

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applets on their pages the cd includes over 30 ready to use java applets examples of pages that use the applets and all the auxiliary files needed for the applets and the pages

this short book is for beginners who wants to learn java from basics here you learn everything from installing jdk to variable to operator to access modifier you learn java programming through this updated step by step easy guide get your copy now book objectives the following are the objectives of this book to help you understand java programming in detail to help you know how to get started with java programming by setting up the coding environment to help you transition from a java programming beginner to a professional to help you learn how to develop a complete and functional java application on your own this book will introduce you to some basic concepts of java daniel bell teaches you to get familiar with java language features of java and how you can install java on your system this will help you grab java concepts quickly and easily the author iteratively walks you through the language specific concepts and explains the object oriented philosophy behind java with or without programming knowledge this book is a perfect guide for the absolute beginner who wants to learn java programming from a to z this guide is an excellent textbook to start learning java programming since through it you can learn the basics of variables and how to create different functions in java just in few hours who this book is for the author targets the following groups of people anybody who is a complete beginner to java programming anybody in need of advancing their java programming skills professionals in data science and computer programming professors lecturers or tutors who are looking to find better ways to explain java programming to their students in the simplest and easiest way students and academicians especially those focusing on java programming computer science and software development what do you need for this book your computer should be installed with the following java development kit jdk a text editor like notepad eclipse or netbeans however the author guides you on how to set up these on your computer what is inside the book getting started with java java classes and objects variables in java java data types arrays in java operators in java decision making statements java loops java methods inheritance in java abstraction in java encapsulation interfaces packages java applets java input output exception handling java awt from the back cover the content of this book is all about java programming it has been grouped into chapters with each chapter exploring a different feature java programming language the author has provided java codes each code performing a different task corresponding explanations have also been provided alongside each piece of code to help the reader understand the meaning of the various lines of the code besides this screenshots showing the output that each code should return have been given the author has used a simple language to make it easy even for beginners to understand

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researches and developers of simulation models state that the java program ming language presents a unique and significant opportunity for important changes in the way we develop simulation models today the most important characteristics of the java language that are advantageous for simulation are its multi threading capabilities its facilities for executing programs across the and its graphics facilities it is feasible to develop compatible and reusable simulation components that will facilitate the construction of newer and more complex models this is possible with java development environments another important trend that begun very recently is web based simulation i e and the execution of simulation models using internet browser software this book introduces the application of the java programming language in discrete event simulation in addition the fundamental concepts and prac tical simulation techniques for modeling different types of systems to study their general behavior and their performance are introduced the approaches applied are the process interaction approach to discrete event simulation and object oriented modeling java is used as the implementation language and uml as the modeling language the first offers several advantages compared to c the most important being thread handling graphical user interfaces qui and computing the second language uml unified modeling language is the standard notation used today for modeling systems as a collection of classes class relationships objects and object behavior

programming with java is designed to help the reader understand the concepts of java programming language it includes an exhaustive coverage of additional appendices on keywords operators and supplementary programs additional chapters on collect

this 14 chapter introduction to programming with java at the cs 1 level uses multimedia based programs as a means of instruction multimedia is a combination of various media such as text audio video images graphics and animation with this book students will learn java using programs that draw graphics and images perform animation read and play music files display video and more this text uses clear explanations and illustrations and does not require prior programming experience knowledge of graphics or other media api s progamming with java a multimedia approach covers topics such as variables data types literals operators creating objects java 2d classes user defined classes inheritance interfaces exception handling gui programming generics and collections and multithreaded programming it also provides introductions to arrays and the scanner class turingscraft codelab access is available for adopting professors custom codelab codelab is a web based interactive programming exercise service that has been customized to accompany this text it provides numerous short exercises each focused on a particular programming idea or language construct the student types in code and the system immediately judges its correctness offering hints when the

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submission is incorrect

create various design patterns to master the art of solving problems using java key features this book demonstrates the shift from oop to functional programming and covers reactive and functional patterns in a clear and step by step manner all the design patterns come with a practical use case as part of the explanation which will improve your productivity tackle all kinds of performance related issues and streamline your development book description having a knowledge of design patterns enables you as a developer to improve your code base promote code reuse and make the architecture more robust as languages evolve new features take time to fully understand before they are adopted en masse the mission of this book is to ease the adoption of the latest trends and provide good practices for programmers we focus on showing you the practical aspects of smarter coding in java we ll start off by going over object oriented oop and functional programming fp paradigms moving on to describe the most frequently used design patterns in their classical format and explain how java s functional programming features are changing them you will learn to enhance implementations by mixing oop and fp and finally get to know about the reactive programming model where fp and oop are used in conjunction with a view to writing better code gradually the book will show you the latest trends in architecture moving from mvc to microservices and serverless architecture we will finish off by highlighting the new java features and best practices by the end of the book you will be able to efficiently address common problems faced while developing applications and be comfortable working on scalable and maintainable projects of any size what you will learn understand the oop and fp paradigms explore the traditional java design patterns get to know the new functional features of java see how design patterns are changed and affected by the new features discover what reactive programming is and why is it the natural augmentation of fp work with reactive design patterns and find the best ways to solve common problems using them see the latest trends in architecture and the shift from mvc to serverless applications use best practices when working with the new features who this book is for this book is for those who are familiar with java development and want to be in the driver s seat when it comes to modern development techniques basic oop java programming experience and elementary familiarity with java is expected

this introductory programming textbook integrates bluej with java it provides a thorough treatment of object oriented principles

if you re new to java or new to programming this best selling book will guide you through the language features and apis of java 11 with fun compelling and realistic

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examples authors marc loy patrick niemeyer and daniel leuck introduce you to java fundamentals including its class libraries programming techniques and idioms with an eye toward building real applications you ll learn powerful new ways to manage resources and exceptions in your applications along with core language features included in recent java versions develop with java using the compiler interpreter and other tools explore java s built in thread facilities and concurrency package learn text processing and the powerful regular expressions api write advanced networked or web based applications and services

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