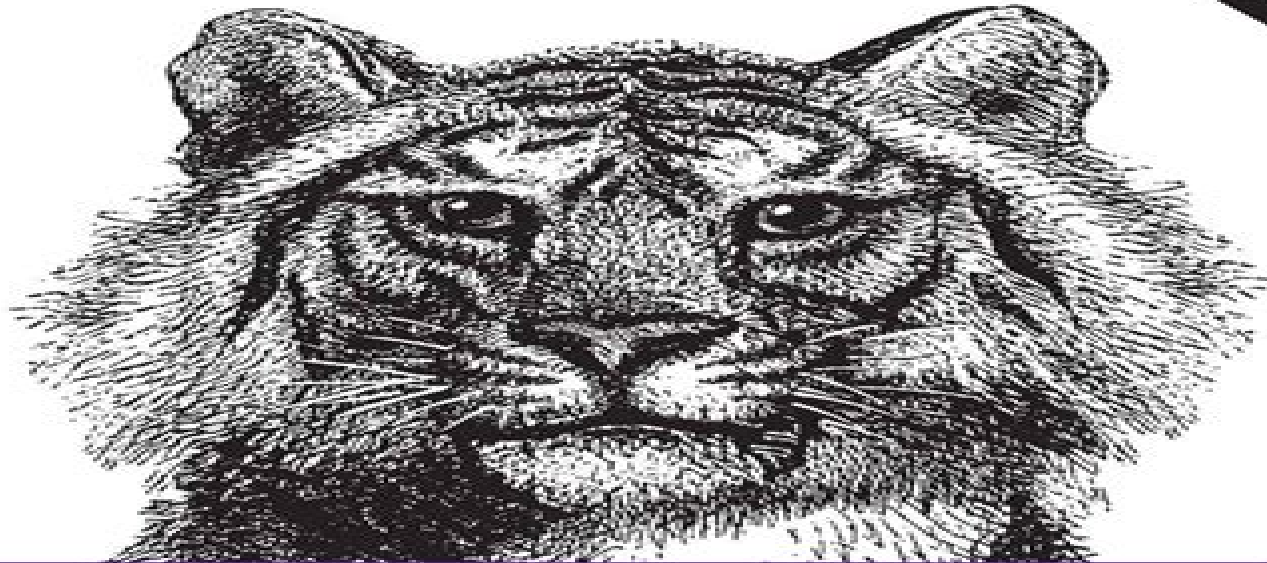


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# Java In A Nutshell 7th Edition

**Ben Ezzell**



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developers maximize the capabilities of the program's newest versions And this latest edition is no different **Java in a Nutshell, 7th Edition** Ben Evans, David Flanagan, 2018 This updated edition of Java in a Nutshell not only helps experienced Java programmers get the most out of Java versions 9 through 11 it's also a learning path for new developers Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices this thoroughly revised book includes new material on Java Concurrency Utilities The book's first section provides a fast paced no fluff introduction to the Java programming language and the core runtime aspects of the Java platform The second section is a reference to core concepts and APIs that explains how to perform real programming work in the Java environment Get up to speed on language details including Java 9-11 changes Learn object oriented programming using basic Java syntax Explore generics enumerations annotations and lambda expressions Understand basic techniques used in object oriented design Examine concurrency and memory and how they're intertwined Work with Java collections and handle common data formats Delve into Java's latest I/O APIs including asynchronous channels Use Nashorn to execute JavaScript on the Java Virtual Machine Become familiar with development tools in OpenJDK Head First Java Kathy Sierra, Bert Bates, Trisha

Gee, 2022-05-12 What will you learn from this book Head First Java is a complete learning experience in Java and object oriented programming With this book you'll learn the Java language with a unique method that goes beyond how to manuals and helps you become a great programmer Through puzzles mysteries and soul searching interviews with famous Java objects you'll quickly get up to speed on Java's fundamentals and advanced topics including lambdas streams generics threading networking and the dreaded desktop GUI If you have experience with another programming language Head First

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Programming Embedded Systems in C and C++ Michael Barr,1999 This book introduces embedded systems to C and C programmers Topics include testing memory devices writing and erasing flash memory verifying nonvolatile memory contents controlling on chip peripherals device driver design and implementation and more

**Java in a Nutshell** David Flanagan,2002-03-01 Aimed for programmers offers an accelerated introduction to the 1.4 release of Java 2 Standard edition covering topics such as syntax object oriented features and Java development tools

**Windows Me Annoyances** David Karp,2001-03-26 In an ideal world an operating system is a collection of software that handles a computer s dirty work invisibly quickly and most of all painlessly For many of us however Microsoft Windows exists outside this ideal world We are annoyed by personalized Menus that keep changing icons we don t use cluttering up our workspace periodic crashes unintelligible error messages and inadequate documentation to help us figure it all out Windows Me Annoyances has the insider information you need for overcoming Windows many annoyances and limitations Whether you re looking to finally solve a nagging problem dramatically improve system performance or customize the interface to better suit your work habits the Windows Me Annoyances solution oriented format makes finding information and implementing solutions easy and pain free Thanks to the thorough and relevant documentation on the registry Windows Scripting Host and Windows built in networking capabilities customizing and improving Windows Me is easier than ever Based on the author s extremely popular Annoyances.org web sites Windows Me Annoyances delivers an authoritative collection of techniques and tools for customizing Windows Me including Several approaches and hidden tools for working with the Windows registry the database of system and application specific configuration information How to bypass Windows roadblocks such as the Home Networking and System Restore wizards allowing you to take control of the processes quickly and painlessly A tutorial and reference on automation with the Windows Scripting Host as a means of eliminating many Windows Me annoyances Using third party software and utilities to handle some of the more complex workarounds and customizations Dealing with software that overwrites your file associations and other settings without warning Windows Me Annoyances is the intermediate and advanced Windows user s best resource for turning Windows into the user friendly customizable interface it was meant to be but doesn t always manage to be on its own

*Exim: The Mail Transfer Agent* Philip Hazel,2001-07-01 Exim delivers electronic mail both local and remote It has all the virtues of a good postman it s easy to talk to reliable efficient and eager to accommodate even the most complex special requests It s the default mail transport agent installed on some Linux systems runs on many versions of Unix and is suitable for any TCP/IP network with any combination of hosts and end user mail

software Exim is growing in popularity because it is open source scalable and rich in features such as the following

- Compatibility with the calling interfaces and options of Sendmail for which Exim is usually a drop in replacement
- Lookups in LDAP servers MySQL and PostgreSQL databases and NIS or NIS services
- Support for many kinds of address parsing including regular expressions that are compatible with Perl 5
- Sophisticated error handling
- Innumerable tuning parameters for improving performance and handling enormous volumes of mail

Best of all Exim is easy to configure You never have to deal with ruleset 3 or worry that a misplaced asterisk will cause an inadvertent mail bomb While a basic configuration is easy to read and can be created quickly Exim's syntax and behavior do get more subtle as you enter complicated areas like virtual hosting filtering and automatic replies This book is a comprehensive survey that provides quick information for people in a hurry as well as thorough coverage of more advanced material

**C++** Gregory Satir, Doug Brown, 1995 A primer for C programmers transitioning to C and designed to get users up to speed quickly this book tells users just what they need to learn first Covering a subset of the features of C the user can actually use this subset to get familiar with the basics of the language The book includes sidebars that give overviews of advanced features not covered

ADO ActiveX Data Objects Jason T. Roff, 2001 The architecture of ADO ActiveX Data Objects Microsoft's newest form of database communication is simple concise and efficient This indispensable reference takes a comprehensive look at every object collection method and property of ADO for developers who want to get a leg up on this technology

Java Servlet Programming Jason Hunter, William Crawford, 1998 Java servlets offer a fast powerful portable replacement for CGI scripts This book covers everything one needs to write effective servlets Topics include serving dynamic Web content maintaining state information session tracking database connectivity using JDBC and applet servlet communication

**CGI Programming with Perl** Scott Guelich, Shishir Gundavaram, Gunther Birznieks, 2000 A comprehensive explanation of CGI for people who hold on to the dream of providing their own information servers on the Web This edition has been completely rewritten to use the current techniques available in Version 5 of Perl and two popular Perl modules CGI.pm and CGI\_lite plus discussions of speed up techniques such as FastCGI and mod\_perl

**Research & Education Networking**, 1998

Java in a Nutshell David Flanagan, 1997 This bestselling book is an indispensable quick reference for Java programmers Its to the point descriptions and programmer friendly reference material have made it the Java book most frequently recommended on the Internet This expanded and improved second edition covers Java 1.1 If you're already a Java programmer Java in a Nutshell contains everything you need to get up to speed on the new features of Java 1.1 If you are just starting out with Java this book contains an accelerated introduction to the language aimed especially at C and C++ programmers Once you've learned Java you'll keep this book next to your keyboard for handy reference while you program

*NewMedia*, 1997

**Developing Windows Error Messages** Ben Ezzell, 1998 This book teaches C and Visual Basic programmers how to write effective error messages that notify the user of an error clearly explain the error and most importantly offer a solution to the error The

enclosed disk contains software that presents all error messages in a standard format as well as responses for different levels of errors

**Java Message Service** David Chappell, Richard Monson-Haefel, 2007-06-26 This book is a thorough introduction to Java Message Service JMS the standard Java application program interface API from Sun Microsystems that supports the formal communication known as messaging between computers in a network JMS provides a common interface to standard messaging protocols and to special messaging services in support of Java programs The messages exchange crucial data between computers rather than between users information such as event notification and service requests Messaging is often used to coordinate programs in dissimilar systems or written in different programming languages Using the JMS interface a programmer can invoke the messaging services of IBM s MQSeries Progress Software s SonicMQ and other popular messaging product vendors In addition JMS supports messages that contain serialized Java objects and messages that contain Extensible Markup Language XML pages Messaging is a powerful new paradigm that makes it easier to uncouple different parts of an enterprise application Messaging clients work by sending messages to a message server which is responsible for delivering the messages to their destination Message delivery is asynchronous meaning that the client can continue working without waiting for the message to be delivered The contents of the message can be anything from a simple text string to a serialized Java object or an XML document Java Message Service shows how to build applications using the point to point and publish and subscribe models how to use features like transactions and durable subscriptions to make an application reliable and how to use messaging within Enterprise JavaBeans It also introduces a new EJB type the MessageDrivenBean that is part of EJB 2.0 and discusses integration of messaging into J2EE **The Publishers Weekly**, 2000

**Practical C++ Programming** Steve Oualline, 1995 Unlike most other C books this one emphasizes a practical real world approach including how to debug how to make your code understandable to others and how to understand other people s codes Topics covered include good programming style C syntax debugging and optimization and common programming mistakes Journal of Object-oriented Programming, 2001 **The Java Enterprise CD Bookshelf**, 2000 The product contains book and electronic versions of Java books for the enterprise Java Enterprise in a Nutshell Java Foundation Classes in a Nutshell Enterprise Java Beans Java Servlet Programming Database Programming with JDBC and Java Security and Java Distributed Computing The CD also provides full text searching and cross referencing capabilities

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