

# Java Network Programming 2nd Edition

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## **Java Message Service** - David A Chappell 2000-12-04

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.

## **Java Cryptography** - Jonathan Knudsen 1998-05

Cryptography, the science of secret writing, is the biggest, baddest security tool in the application programmer's arsenal. Cryptography provides three services that are crucial in secure programming. These include a cryptographic cipher that protects the secrecy of your data; cryptographic certificates, which prove identity (authentication); and digital signatures, which ensure your data has not been damaged or tampered with. This book covers cryptographic programming in Java. Java 1.1 and Java 1.2 provide extensive support for cryptography with an elegant architecture, the Java Cryptography Architecture (JCA). Another set of classes, the Java Cryptography Extension (JCE), provides additional cryptographic functionality. This book covers the JCA and the JCE from top to bottom, describing the use of the cryptographic classes as well as their innards. The book is designed for moderately experienced Java programmers who want to learn how to build cryptography into their applications. No prior knowledge of cryptography is assumed. The book is peppered with useful examples, ranging from simple demonstrations in the first chapter to full-blown applications in later chapters. Topics include: The Java Cryptography Architecture (JCA) The Java Cryptography Extension (JCE) Cryptographic providers The Sun key management tools Message digests, digital signatures, and certificates (X509v3) Block and stream ciphers Implementations of the ElGamal signature and cipher algorithms A network talk application that encrypts all data sent over the network An email application that encrypts its messages Covers JDK 1.2 and JCE 1.2.

## **TCP/IP Sockets in Java** - Kenneth L. Calvert 2011-08-29

The networking capabilities of the Java platform have been extended considerably since the first edition of the book. This new edition covers version 1.5-1.7, the most current iterations, as well as making the following improvements: The API (application programming interface) reference sections in each chapter, which describe the relevant parts of each class, have been replaced with (i) a summary section that lists the classes and methods used in the code, and (ii) a "gotchas" section that

mentions nonobvious or poorly-documented aspects of the objects. In addition, the book covers several new classes and capabilities introduced in the last few revisions of the Java platform. New abstractions to be covered include NetworkInterface, InetAddress, Inet4/6Address, SocketAddress/InetSocketAddress, Executor, and others; extended access to low-level network information; support for IPv6; more complete access to socket options; and scalable I/O. The example code is also modified to take advantage of new language features such as annotations, enumerations, as well as generics and implicit iterators where appropriate. Most Internet applications use sockets to implement network communication protocols. This book's focused, tutorial-based approach helps the reader master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Chapter 1 provides a general overview of networking concepts to allow readers to synchronize the concepts with terminology. Chapter 2 introduces the mechanics of simple clients and servers. Chapter 3 covers basic message construction and parsing. Chapter 4 then deals with techniques used to build more robust clients and servers. Chapter 5 (NEW) introduces the scalable interface facilities which were introduced in Java 1.5, including the buffer and channel abstractions. Chapter 6 discusses the relationship between the programming constructs and the underlying protocol implementations in more detail. Programming concepts are introduced through simple program examples accompanied by line-by-line code commentary that describes the purpose of every part of the program. No other resource presents so concisely or so effectively the material necessary to get up and running with Java sockets programming. Focused, tutorial-based instruction in key sockets programming techniques allows reader to quickly come up to speed on Java applications. Concise and up-to-date coverage of the most recent platform (1.7) for Java applications in networking technology.

## **Java for Absolute Beginners** - Iuliana Cosmina 2018-12-05

Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

## **Learn Java 12 Programming** - Nick Samoylov 2019-04-30

A comprehensive guide to get started with Java and gain insights into

major concepts such as object-oriented, functional, and reactive programming Key Features Strengthen your knowledge of important programming concepts and the latest features in Java Explore core programming topics including GUI programming, concurrency, and error handling Learn the idioms and best practices for writing high-quality Java code Book Description Java is one of the preferred languages among developers, used in everything right from smartphones, and game consoles to even supercomputers, and its new features simply add to the richness of the language. This book on Java programming begins by helping you learn how to install the Java Development Kit. You will then focus on understanding object-oriented programming (OOP), with exclusive insights into concepts like abstraction, encapsulation, inheritance, and polymorphism, which will help you when programming for real-world apps. Next, you'll cover fundamental programming structures of Java such as data structures and algorithms that will serve as the building blocks for your apps. You will also delve into core programming topics that will assist you with error handling, debugging, and testing your apps. As you progress, you'll move on to advanced topics such as Java libraries, database management, and network programming, which will hone your skills in building professional-grade apps. Further on, you'll understand how to create a graphic user interface using JavaFX and learn to build scalable apps by taking advantage of reactive and functional programming. By the end of this book, you'll not only be well versed with Java 10, 11, and 12, but also gain a perspective into the future of this language and software development in general. What you will learn Learn and apply object-oriented principles Gain insights into data structures and understand how they are used in Java Explore multithreaded, asynchronous, functional, and reactive programming Add a user-friendly graphic interface to your application Find out what streams are and how they can help in data processing Discover the importance of microservices and use them to make your apps robust and scalable Explore Java design patterns and best practices to solve everyday problems Learn techniques and idioms for writing high-quality Java code Who this book is for Students, software developers, or anyone looking to learn new skills or even a language will find this book useful. Although this book is for beginners, professional programmers can benefit from it too. Previous knowledge of Java or any programming language is not required.

**Web Programming with HTML5, CSS, and JavaScript** - John Dean 2018-01-09

Web Programming with HTML5, CSS, and JavaScript is written for the undergraduate, client-side web programming course. It covers the three client-side technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies.

**Data Structures and Algorithms in Java** - Michael T. Goodrich 2014-01-28

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

**The Java Application Programming Interface** - James Gosling 1990

**Neural Network Programming with Java - Second Edition** - Alan M. F. Souza 2017-02-28

Create and unleash the power of neural networks by implementing professional, clean, and clear Java code About This Book\* Learn to build amazing projects using neural networks including forecasting the weather and pattern recognition\* Explore the Java multi-platform feature to run your personal neural networks everywhere\* This step-by-step guide will help you solve real-world problems and links neural network theory to their application Who This Book Is For This book is for Java developers who want to know how to develop smarter applications using the power of neural networks. Those who deal with a lot of complex data and want to use it efficiently in their day-to-day apps will find this book quite useful. Some basic experience with statistical computations is expected. What You Will Learn\* Develop an understanding of neural networks and how they can be fitted\* Explore the learning process of neural networks\* Build neural network applications with Java using

hands-on examples\* Discover the power of neural network's unsupervised learning process to extract the intrinsic knowledge hidden behind the data\* Apply the code generated in practical examples, including weather forecasting and pattern recognition\* Understand how to make the best choice of learning parameters to ensure you have a more effective application\* Select and split data sets into training, test, and validation, and explore validation strategies In Detail Want to discover the current state-of-art in the field of neural networks that will let you understand and design new strategies to apply to more complex problems? This book takes you on a complete walkthrough of the process of developing basic to advanced practical examples based on neural networks with Java, giving you everything you need to stand out. You will first learn the basics of neural networks and their process of learning. We then focus on what Perceptrons are and their features. Next, you will implement self-organizing maps using practical examples. Further on, you will learn about some of the applications that are presented in this book such as weather forecasting, disease diagnosis, customer profiling, generalization, extreme machine learning, and characters recognition (OCR). Finally, you will learn methods to optimize and adapt neural networks in real time. All the examples generated in the book are provided in the form of illustrative source code, which merges object-oriented programming (OOP) concepts and neural network features to enhance your learning experience.

**Java Network Programming, Second Edition** - Elliott Harold 2000

Java Network Programming, 2nd Edition, is a complete introduction to developing network programs (both applets and applications) using Java, covering everything from Networking fundamentals to remote method invocation (RMI). It includes chapters on TCP and UDP sockets, multicasting protocol and content handlers, and servlets. This second edition also includes coverage of Java 1.1, 1.2 and 1.3. New chapters cover multithreaded network programming, I/O, HTML parsing and display, the Java Mail API, the Java Secure Sockets Extension, and more. *TCP/IP Sockets in C#* - David Makofske 2004-04-29

This volume focuses on the underlying sockets class, one of the basis for learning about networks in any programming language. By learning to write simple client and server programs that use TCP/IP, readers can then realize network routing, framing, error detection and correction, and performance.

*Thinking in Java* - Bruce Eckel 2003

Provides link to sites where book in zip file can be downloaded.

**Head First Java** - Kathy Sierra 2005-02-09

Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

**Java I/O** - Elliott Rusty Harold 2006-05-16

All of Java's Input/Output (I/O) facilities are based on streams, which provide simple ways to read and write data of different types. Java provides many different kinds of streams, each with its own application. The universe of streams is divided into four large categories: input streams and output streams, for reading and writing binary data; and readers and writers, for reading and writing textual (character) data. You're almost certainly familiar with the basic kinds of streams--but did you know that there's a CipherInputStream for reading encrypted data? And a ZipOutputStream for automatically compressing data? Do you know how to use buffered streams effectively to make your I/O operations more efficient? Java I/O, 2nd Edition has been updated for Java 5.0 APIs and tells you all you ever need to know about streams--and probably more. A discussion of I/O wouldn't be complete without treatment of character sets and formatting. Java supports the Unicode standard, which provides definitions for the character sets of most written languages. Consequently, Java is the first programming language that lets you do I/O in virtually any language. Java also provides a sophisticated model for formatting textual and numeric data. Java I/O, 2nd Edition shows you how to control number formatting, use characters aside from the standard (but outdated) ASCII character set, and get a head start on writing truly multilingual software. Java I/O, 2nd Edition includes: Coverage of all I/O classes and related classes In-depth coverage of Java's number formatting facilities and its support for international character sets

**Java Network Programming and Distributed Computing** - David Reilly 2002

Java's rich, comprehensive networking interfaces make it an ideal platform for building today's networked, Internet-centered applications, components, and Web services. Now, two Java networking experts demystify Java's complex networking API, giving developers practical insight into the key techniques of network development, and providing extensive code examples that show exactly how it's done. David and Michael Reilly begin by reviewing fundamental Internet architecture and TCP/IP protocol concepts all network programmers need to understand, as well as general Java features and techniques that are especially important in network programming, such as exception handling and input/output. Using practical examples, they show how to write clients and servers using UDP and TCP; how to build multithreaded network applications; and how to utilize HTTP and access the Web using Java. The book includes detailed coverage of server-side application development; distributed computing development with RMI and CORBA; and email-enabling applications with the powerful JavaMail API. For all beginning to intermediate Java programmers, network programmers who need to learn to work with Java.

**Learning Network Programming with Java** - Richard M Reese 2015-12-22

Harness the hidden power of Java to build network-enabled applications with lower network traffic and faster processes About This Book Learn to deliver superior server-to-server communication through the networking channels Gain expertise of the networking features of your own applications to support various network architectures such as client/server and peer-to-peer Explore the issues that impact scalability, affect security, and allow applications to work in a heterogeneous environment Who This Book Is For Learning Network Programming with Java is oriented to developers who wish to use network technologies to enhance the utility of their applications. You should have a working knowledge of Java and an interest in learning the latest in network programming techniques using Java. No prior experience with network development or special software beyond the Java SDK is needed. Upon completion of the book, beginner and experienced developers will be able to use Java to access resources across a network and the Internet. What You Will Learn Connect to other applications using sockets Use channels and buffers to enhance communication between applications Access network services and develop client/server applications Explore the critical elements of peer-to-peer applications and current technologies available Use UDP to perform multicasting Address scalability through the use of core and advanced threading techniques Incorporate techniques into an application to make it more secure Configure and address interoperability issues to enable your applications to work in a heterogeneous environment In Detail Network-aware applications are becoming more prevalent and play an ever-increasing role in the world today. Connecting and using an Internet-based service is a frequent requirement for many applications. Java provides numerous classes that have evolved over the years to meet evolving network needs. These range from low-level socket and IP-based approaches to those

encapsulated in software services. This book explores how Java supports networks, starting with the basics and then advancing to more complex topics. An overview of each relevant network technology is presented followed by detailed examples of how to use Java to support these technologies. We start with the basics of networking and then explore how Java supports the development of client/server and peer-to-peer applications. The NIO packages are examined as well as multitasking and how network applications can address practical issues such as security. A discussion on networking concepts will put many network issues into perspective and let you focus on the appropriate technology for the problem at hand. The examples used will provide a good starting point to develop similar capabilities for many of your network needs. Style and approach Each network technology's terms and concepts are introduced first. This is followed up with code examples to explain these technologies. Many of the examples are supplemented with alternate Java 8 solutions when appropriate. Knowledge of Java 8 is not necessary but these examples will help you better understand the power of Java 8. *Java Cookbook* - Ian F. Darwin 2014-06-25

From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

**Java Network Programming** - Elliotte Rusty Harold 2013-10-04

This practical guide provides a complete introduction to developing network programs with Java. You'll learn how to use Java's network class library to quickly and easily accomplish common networking tasks such as writing multithreaded servers, encrypting communications, broadcasting to the local network, and posting data to server-side programs. Author Elliotte Rusty Harold provides complete working programs to illustrate the methods and classes he describes. This thoroughly revised fourth edition covers REST, SPDY, asynchronous I/O, and many other recent technologies. Explore protocols that underlie the Internet, such as TCP/IP and UDP/IP Learn how Java's core I/O API handles network input and output Discover how the InetAddress class helps Java programs interact with DNS Locate, identify, and download network resources with Java's URI and URL classes Dive deep into the HTTP protocol, including REST, HTTP headers, and cookies Write servers and network clients, using Java's low-level socket classes Manage many connections at the same time with the nonblocking I/O *Java Network Programming* - Merlin Hughes 1997-01-01

A package which provides an in-depth tutorial on programming networked applications with Java. It offers complete coverage of the Java networking APIs, including streams, TCP/IP and UDP/IP, with practical examples. The pack presents a cryptographic framework for developing Internet applications.

**Java Security** - Scott Oaks 2001-05-17

One of Java's most striking claims is that it provides a secure programming environment. Yet despite endless discussion, few people understand precisely what Java's claims mean and how it backs up those claims. If you're a developer, network administrator or anyone else who must understand or work with Java's security mechanisms, Java Security is the in-depth exploration you need. Java Security, 2nd Edition, focuses on the basic platform features of Java that provide security--the class loader, the bytecode verifier, and the security manager--and recent additions to Java that enhance this security model: digital signatures, security providers, and the access controller. The book covers the security model of Java 2, Version 1.3, which is significantly different from that of Java 1.1. It has extensive coverage of the two new important security APIs: JAAS (Java Authentication and Authorization Service) and JSSE (Java Secure Sockets Extension). Java Security, 2nd Edition, will

give you a clear understanding of the architecture of Java's security model and how to use that model in both programming and administration. The book is intended primarily for programmers who want to write secure Java applications. However, it is also an excellent resource for system and network administrators who are interested in Java security, particularly those who are interested in assessing the risk of using Java and need to understand how the security model works in order to assess whether or not Java meets their security needs.

**Network Programming with Go** - Jan Newmarch 2017-05-15

Dive into key topics in network architecture and Go, such as data serialization, application level protocols, character sets and encodings. This book covers network architecture and gives an overview of the Go language as a primer, covering the latest Go release. Beyond the fundamentals, Network Programming with Go covers key networking and security issues such as HTTP and HTTPS, templates, remote procedure call (RPC), web sockets including HTML5 web sockets, and more.

Additionally, author Jan Newmarch guides you in building and connecting to a complete web server based on Go. This book can serve as both as an essential learning guide and reference on Go networking.

What You Will Learn Master network programming with Go Carry out data serialization Use application-level protocols Manage character sets and encodings Deal with HTTP(S) Build a complete Go-based web server Work with RPC, web sockets, and more Who This Book Is For Experienced Go programmers and other programmers with some experience with the Go language.

*The Java Programming Language* - Ken Arnold 2000

Restructured to deliver in-depth coverage of Java's critical new features, this guide contains code examples to help developers make the most of new Java features. It offers a creator's eye view of the rationale behind Java's design, and its latest enhancements, all designed to help developers make the most of Java's power, portability, and flexibility.

**Java Threads** - Scott Oaks 1999

Threads (Computer programs).

**Netty in Action** - Norman Maurer 2015-12-04

Summary Netty in Action introduces the Netty framework and shows you how to incorporate it into your Java network applications. You'll learn to write highly scalable applications without the need to dive into the low-level non-blocking APIs at the core of Java. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Netty is a Java-based networking framework that manages complex networking, multithreading, and concurrency for your applications. And Netty hides the boilerplate and low-level code, keeping your business logic separate and easier to reuse. With Netty, you get an easy-to-use API, leaving you free to focus on what's unique to your application. About the Book Netty in Action introduces the Netty framework and shows you how to incorporate it into your Java network applications. You will discover how to write highly scalable applications without getting into low-level APIs. The book teaches you to think in an asynchronous way as you work through its many hands-on examples and helps you master the best practices of building large-scale network apps. What's Inside Netty from the ground up Asynchronous, event-driven programming Implementing services using different protocols Covers Netty 4.x About the Reader This book assumes readers are comfortable with Java and basic network architecture. About the Authors Norman Maurer is a senior software engineer at Apple and a core developer of Netty. Marvin Wolfthal is a Dell Services consultant who has implemented mission-critical enterprise systems using Netty. Table of Contents PART 1 NETTY CONCEPTS AND ARCHITECTURE Netty-asynchronous and event-driven Your first Netty application Netty components and design Transports ByteBuffer ChannelHandler and ChannelPipeline EventLoop and threading model Bootstrapping Unit testing PART 2 CODECS The codec framework Provided ChannelHandlers and codecs PART 3 NETWORK PROTOCOLS WebSocket Broadcasting events with UDP PART 4 CASE STUDIES Case studies, part 1 Case studies, part 2

What's Inside Netty from the ground up Asynchronous, event-driven programming Implementing services using different protocols Covers Netty 4.x About the Reader This book assumes readers are comfortable with Java and basic network architecture. About the Authors Norman Maurer is a senior software engineer at Apple and a core developer of Netty. Marvin Wolfthal is a Dell Services consultant who has implemented mission-critical enterprise systems using Netty. Table of Contents PART 1 NETTY CONCEPTS AND ARCHITECTURE Netty-asynchronous and event-driven Your first Netty application Netty components and design Transports ByteBuffer ChannelHandler and ChannelPipeline EventLoop and threading model Bootstrapping Unit testing PART 2 CODECS The codec framework Provided ChannelHandlers and codecs PART 3 NETWORK PROTOCOLS WebSocket Broadcasting events with UDP PART 4 CASE STUDIES Case studies, part 1 Case studies, part 2

*Java with Object-oriented Programming* - Paul S. Wang 2003

Paul Wang's JAVA WITH OBJECT-ORIENTED PROGRAMMING eases students into an understanding of the object-oriented paradigm from the very first page, just as he does in JAVA WITH OBJECT-ORIENTED PROGRAMMING WITH WORLDWIDE WEB APPLICATIONS, on which this new book is modeled. After the early chapters that present classes and Java features and constructs, Wang introduces new object-oriented concepts throughout the book, while clearly showing how Java addresses these issues. He also goes the extra step of including case studies to illustrate how Java and object-oriented programming are applied. Early

in the book, Wang introduces students to a case study involving a pocket calculator. This case study is revisited throughout the book as students learn new aspects of object-oriented programming and the Java language. The book then concludes with a chapter on some of the processes associated with object-oriented design. As a result, students are able to fully grasp the concepts they learn.

**Java Programming** - Yakov Fain 2015-04-27

Quick and painless Java programming with expert multimedia instruction Java Programming 24-Hour Trainer, 2nd Edition is your complete beginner's guide to the Java programming language, with easy-to-follow lessons and supplemental exercises that help you get up and running quickly. Step-by-step instruction walks you through the basics of object-oriented programming, syntax, interfaces, and more, before building upon your skills to develop games, web apps, networks, and automations. This second edition has been updated to align with Java SE 8 and Java EE 7, and includes new information on GUI basics, lambda expressions, streaming API, WebSockets, and Gradle. Even if you have no programming experience at all, the more than six hours of Java programming screencasts will demonstrate major concepts and procedures in a way that facilitates learning and promotes a better understanding of the development process. This is your quick and painless guide to mastering Java, whether you're starting from scratch or just looking to expand your skill set. Master the building blocks that go into any Java project Make writing code easier with the Eclipse tools Learn to connect Java applications to databases Design and build graphical user interfaces and web applications Learn to develop GUIs with JavaFX If you want to start programming quickly, Java Programming 24-Hour Trainer, 2nd Edition is your ideal solution.

**Introduction to Programming Using Java** - David Eck 2009-09

This is a free, on-line textbook on introductory programming using Java. This book is directed mainly towards beginning programmers, although it might also be useful for experienced programmers who want to learn more about Java. It is an introductory text and does not provide complete coverage of the Java language. The text is a PDF and is suitable for printing or on-screen reading. It contains internal links for navigation and external links to source code files, exercise solutions, and other resources. Contents: 1) Overview: The Mental Landscape. 2) Programming in the Small I: Names and Things. 3) Programming in the Small II: Control. 4) Programming in the Large I: Subroutines. 5) Programming in the Large II: Objects and Classes. 6) Introduction to GUI Programming. 7) Arrays. 8) Correctness and Robustness. 9) Linked Data Structures and Recursion. 10) Generic Programming and Collection Classes. 11) Files and Networking. 12) Advanced GUI Programming. Appendices: Source Code for All Examples in this Book, and News and Errata.

*Database Programming with JDBC and Java* - George Reese 2000

Java and databases make a powerful combination. Getting the two sides to work together, however, takes some effort—largely because Java deals in objects while most databases do not. This book describes the standard Java interfaces that make portable object-oriented access to relational databases possible and offers a robust model for writing applications that are easy to maintain. It introduces the JDBC packages and uses them to develop three-tier applications (applications divided into a user interface, an object-oriented logic component, and an information store). The second edition also explains the relationship between JDBC and Enterprise JavaBeans. If you use Enterprise JavaBeans, JDBC can handle object persistence; if you choose not to use Enterprise JavaBeans, this book shows you how to achieve many of the same goals in your own code. The book begins with a quick overview of SQL for developers who may be asked to handle a database for the first time. It then explains how to issue database queries and updates through SQL and JDBC. It also covers the use of stored procedures and other measures to improve efficiency, where these are available. But the book's key contribution is a set of patterns that separate the various functions of the Java application and facilitate the growth and maintenance of your application. Patterns let you isolate critical tasks like object creation, information storage and retrieval, and the committing or aborting of transactions. The second edition includes more basics of JDBC and SQL, with more examples, suggestions for integrating JDBC with Swing using the model-view-controller model, and a deeper discussion about the architecture of a robust, maintainable database application. If you have a database at your site and have studied Java, this book will help you become a more effective application developer for Java database programs. It has been completely updated for JDBC 2.0, including full coverage of the JDBC 2.0 Optional Package (formerly known as the JDBC 2.0 Standard Extension).

The book includes reference listings for both the JDBC Core (Java.sql) and the JDBC Optional Package (javax.sql) APIs.

**Teach Yourself Java for Macintosh in 21 Days** - Laura Lemay  
1996-01-01

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

**Introduction to Neural Networks with Java** - Jeff Heaton 2005

In addition to showing the programmer how to construct Neural Networks, the book discusses the Java Object Oriented Neural Engine (JOONE), a free open source Java neural engine. (Computers)

**Hands-On Network Programming with C** - Lewis Van Winkle  
2019-05-13

A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C Key Features Leverage your C or C++ programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more Write portable network code for operating systems such as Windows, Linux, and macOS Book Description Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You'll also study HTTP and HTTPS (the protocols responsible for web pages) from both the client and server perspective. To keep up with current trends, you'll apply the concepts covered in this book to gain insights into web programming for IoT. You'll even get to grips with network monitoring and implementing security best practices. By the end of this book, you'll have experience of working with client-server applications, and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. Special consideration is given to writing robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn Uncover cross-platform socket programming APIs Implement techniques for supporting IPv4 and IPv6 Understand how TCP and UDP connections work over IP Discover how hostname resolution and DNS work Interface with web APIs using HTTP and HTTPS Acquire hands-on experience with Simple Mail Transfer Protocol (SMTP) Apply network programming to the Internet of Things (IoT) Who this book is for If you're a developer or a system administrator who wants to enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed.

JavaTech, an Introduction to Scientific and Technical Computing with Java - Clark S. Lindsey 2005-10-13

"JavaTech demonstrates the ease with which Java can be used to create powerful network applications and distributed computing applications. It can be used as a textbook for introductory or intermediate level programming courses, and for more advanced students and researchers who need to learn Java for a particular task. JavaTech is up to date with Java 5.0."--BOOK JACKET.

**Java Network Programming** - Elliotte Rusty Harold 2000

A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension.

*TCP/IP Sockets in C* - Michael J. Donahoo 2009-03-02

TCP/IP Sockets in C: Practical Guide for Programmers, Second Edition is a quick and affordable way to gain the knowledge and skills needed to develop sophisticated and powerful web-based applications. The book's focused, tutorial-based approach enables the reader to master the tasks and techniques essential to virtually all client-server projects using sockets in C. This edition has been expanded to include new advancements such as support for IPv6 as well as detailed defensive programming strategies. If you program using Java, be sure to check out this book's companion, TCP/IP Sockets in Java: Practical Guide for Programmers, 2nd Edition. Includes completely new and expanded sections that address the IPv6 network environment, defensive programming, and the select() system call, thereby allowing the reader

to program in accordance with the most current standards for internetworking. Streamlined and concise tutelage in conjunction with line-by-line code commentary allows readers to quickly program web-based applications without having to wade through unrelated and discursive networking tenets.

**Interdisciplinary Computing in Java Programming** - Sun-Chong Wang 2012-12-06

Books on computation in the marketplace tend to discuss the topics within specific fields. Many computational algorithms, however, share common roots. Great advantages emerge if numerical methodologies break the boundaries and find their uses across disciplines.

Interdisciplinary Computing In Java Programming Language introduces readers of different backgrounds to the beauty of the selected algorithms. Serious quantitative researchers, writing customized codes for computation, enjoy cracking source codes as opposed to the black-box approach. Most C and Fortran programs, despite being slightly faster in program execution, lack built-in support for plotting and graphical user interface. This book selects Java as the platform where source codes are developed and applications are run, helping readers/users best appreciate the fun of computation. Interdisciplinary Computing In Java Programming Language is designed to meet the needs of a professional audience composed of practitioners and researchers in science and technology. This book is also suitable for senior undergraduate and graduate-level students in computer science, as a secondary text.

**An Introduction to Network Programming with Java** - Jan Graba 2006-12-11

The 1st edition of this book was equally useful as an undergraduate textbook and as the lucid, no-nonsense guide required by IT professionals, featuring many code examples, screenshots and exercises. The new 2nd edition adds revised language reflecting significant changes in J2SE 5.0; update of support software; non-blocking servers; DataSource interface and Data Access Objects for connecting to remote databases.

Java Performance - Scott Oaks 2020-02-11

Coding and testing are generally considered separate areas of expertise. In this practical book, Java expert Scott Oaks takes the approach that anyone who works with Java should be adept at understanding how code behaves in the Java Virtual Machine—including the tunings likely to help performance. This updated second edition helps you gain in-depth knowledge of Java application performance using both the JVM and the Java platform. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way the Java 8 and 11 LTS releases perform. While the emphasis is on production-supported releases and features, this book also features previews of exciting new technologies such as ahead-of-time compilation and experimental garbage collections. Understand how various Java platforms and compilers affect performance Learn how Java garbage collection works Apply four principles to obtain best results from performance testing Use the JDK and other tools to learn how a Java application is performing Minimize the garbage collector's impact through tuning and programming practices Tackle performance issues in Java APIs Improve Java-driven database application performance

**Learning Java** - Patrick Niemeyer 2002

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.

*C++ Network Programming, Volume 2* - Douglas Schmidt 2002-10-29

Do you need to develop flexible software that can be customized quickly? Do you need to add the power and efficiency of frameworks to your software? The ADAPTIVE Communication Environment (ACE) is an open-source toolkit for building high-performance networked applications and next-generation middleware. ACE's power and flexibility arise from object-oriented frameworks, used to achieve the systematic reuse of networked application software. ACE frameworks handle common network programming tasks and can be customized using C++ language features to produce complete distributed applications. C++ Network Programming, Volume 2, focuses on ACE frameworks, providing thorough coverage of the concepts, patterns, and usage rules that form their structure. This book is a practical guide to designing object-oriented frameworks and shows developers how to apply frameworks to concurrent networked applications. C++ Networking, Volume 1, introduced ACE and the wrapper facades, which are basic network computing ingredients. Volume 2 explains how frameworks build on wrapper facades to provide higher-level communication services. Written

by two experts in the ACE community, this book contains: An overview of ACE frameworks Design dimensions for networked services Descriptions of the key capabilities of the most important ACE frameworks Numerous C++ code examples that demonstrate how to use ACE frameworks C++ Network Programming, Volume 2, teaches how to use frameworks to write networked applications quickly, reducing development effort and overhead. It will be an invaluable asset to any C++ developer working on networked applications.

*Advanced Network Programming - Principles and Techniques* - Bogdan Ciubotaru 2013-07-15

Answering the need for an accessible overview of the field, this text/reference presents a manageable introduction to both the theoretical and practical aspects of computer networks and network

programming. Clearly structured and easy to follow, the book describes cutting-edge developments in network architectures, communication protocols, and programming techniques and models, supported by code examples for hands-on practice with creating network-based applications. Features: presents detailed coverage of network architectures; gently introduces the reader to the basic ideas underpinning computer networking, before gradually building up to more advanced concepts; provides numerous step-by-step descriptions of practical examples; examines a range of network programming techniques; reviews network-based data storage and multimedia transfer; includes an extensive set of practical code examples, together with detailed comments and explanations.