

Baixar Livro Java

Explorando APIs e bibliotecas Java
Beginning Java EE 7
HTML and CSS
Think Java
XML: How To Program (With Cd)
The Java Virtual Machine Specification
Advanced Robotic Vehicles Programming
Java For Dummies
Thinking in Java
SOA e Web Services em Java
Company of One
Kotlin em ação
Domain-driven Design
Core Java, Volume II--Advanced Features
Java Enterprise Edition 6 - Desenvolvendo Aplicações Corporativas
Deep Learning
OCA Java SE 8: Guia de Estudos para o Exame 1Z0-808
Effective Java
Certificação Java 6 - Volume 1 - Teoria
Data Structures and Algorithms in Java
Programação Orientada a Aspectos em Java
Programação Java para a Web 2ª edição
The Java EE 7 Tutorial
An Introduction to Computer Simulation Methods
Cloud Native Java
Natural Language Processing with Java
GUIA PRATICO DE CRIAÇÃO DE SITES
Dulu O Android Studio Revelado
Objective-C Fundamentals
JavaScript for Kids
Programming with Java
Eloquent JavaScript
Architecting Modern Java EE Applications
Core Java 2SCJP Sun Certified Programmer for Java 6 Study Guide
The Java Programming Language
Practical Database Programming with Java
Java Swing
Java Design Patterns

Explorando APIs e bibliotecas Java

Java Enterprise Edition (Java EE) continues to be one of the leading Java

Get Free Baixar Livro Java

technologies and platforms. Beginning Java EE 7 is the first tutorial book on Java EE 7. Step by step and easy to follow, this book describes many of the Java EE 7 specifications and reference implementations, and shows them in action using practical examples. This definitive book also uses the newest version of GlassFish to deploy and administer the code examples. Written by an expert member of the Java EE specification request and review board in the Java Community Process (JCP), this book contains the best information possible, from an expert's perspective on enterprise Java technologies. What you'll learn Get started with the latest version of the Java EE Platform. Explore and use the EJB and JPA APIs from entities to session beans to message driven beans, and more. Discover web tier development APIs including JSF, Facelets and Expression Language. Uncover SOAP web services, RESTful web services, and more available in this latest Java EE. Create dynamic user interfaces for your enterprise and transactional Java applications. Who this book is for This book is for Java or Spring programmers with some experience and those new to Java EE platform. Architects will also find information about how to layer their Java EE applications. Table of Contents Java EE 7 Environment Context and Dependency Injection Bean Validation Java Persistence API Object-Relational Mapping Managing Persistent Object Enterprise Java Beans Callbacks, Timer Service, and Authorization Interceptors and Transactions JavaServer Faces Processing and Navigation XML and JSON Messaging SOAP Web Services RESTful Web Service

Beginning Java EE 7

JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code.

HTML and CSS

The Best Fully Integrated Study System Available--Written by the Lead Developers of Exam 310-065 With hundreds of practice questions and hands-on exercises, SCJP Sun Certified Programmer for Java 6 Study Guide covers what you need to know--and shows you how to prepare--for this challenging exam. 100% complete coverage of all official objectives for exam 310-065 Exam Objective Highlights in every chapter point out certification objectives to ensure you're focused on passing the exam Exam Watch sections in every chapter highlight key exam topics covered Simulated exam questions match the format, tone, topics, and difficulty of the real exam Covers all SCJP exam topics, including: Declarations and Access Control · Object Orientation · Assignments · Operators · Flow Control, Exceptions, and

Get Free Baixar Livro Java

Assertions · Strings, I/O, Formatting, and Parsing · Generics and Collections · Inner Classes · Threads · Development CD-ROM includes: Complete MasterExam practice testing engine, featuring: Two full practice exams; Detailed answers with explanations; Score Report performance assessment tool Electronic book for studying on the go Bonus coverage of the SCJD exam included! Bonus downloadable MasterExam practice test with free online registration.

Think Java

Guia oficial para o exame de entrada na certificação Oracle Certified Associate Java SE 8 Programmer I. Em cada capítulo você encontrará exercícios desafiadores, um resumo para a certificação, uma revisão rápida e um teste simulado para reforçar conceitos apresentados. Este valioso recurso vai ajudá-lo a passar no exame e também será essencial no dia a dia de trabalho.

Xml: How To Program (With Cd)

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice

solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several “items” presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, *Effective Java™*, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

The Java Virtual Machine Specification

Neste livro estaremos abordando tudo sobre o Android Studio e as bases da

Get Free Baixar Livro Java

programação em Android! Começando pelo básico e caminhando em direção ao avançado! Ensinarei você a instalar a baixar, e instalar o Java SDK e o Android Studio. Aqui trago imagens e códigos testados e executados durante a criação da obra; Códigos e imagens de cada componente do Android e da sua paleta usado aqui, onde abordo desde o início. Conhecerá o Android Studio, como criar um novo projeto, sua tela, menus, principal, superior, laterais, explorador de pastas, java, manifest, res / resources, drawable, layout, mipmap, values, colors, dimen's, strings, styles, e Gradle. Depois começaremos uma viagem alucinante conhecendo quase todos os componentes da paleta; Deixando de fora apenas os Expert's e Custom's; Pois deixei pra outra hora em um livro para programadores avançados; Afinal aqui também já teremos um conteúdo muito grande e completo. Começando pelos Tipos de layouts, e seus usos, Frame Layout, Linear Layout Horizontal, Linear Layout Vertical, Table Layout e Table Row, Grid Layout, Relative Layout. Depois estudando os Widgets, TextView, Button, RadioButton, CheckBox, Switch, ToggleButton, ImageView, ProgressBar, SeekBar, RatingBar, Spinner e WebView. Aprenderemos aqui também sobre TextField e EditText. Avançando, estudamos os Containers, RadioGroup, ListView, ExpandableListView, ScrollView, SearchView, TabHost, SlidingDrawer, Gallery, VideoView, TwoLineListItem e DialerFilter. Quando chegarmos em Data e Hora; e aprenderemos sobre TextClock, AnalogClock, DigitalClock, Chronometer, DatePicker, TimePicker, CalendarView. Daí mostro a vocês o Logcat e suas páginas, Run, TODO, Android Monitor, Terminal, Messages, Event Log e Gradle Console. Mostro os Atalhos Laterais, e depois finalizo com um

estudo sobre a estrutura de um Java Android, Package, Imports, Identificando Componentes do Java, Iniciando a Atividade Java, e falando sobre o onCreate. Para Terminar o Estudo ensino como usar o Sqlite, Criar um AVD, Como Gerar o APK de Publicação e Instalação, e por último deixo algumas dicas! Bons Estudos!

Advanced Robotic Vehicles Programming

Covers fundamental and advanced Java database programming techniques for beginning and experienced readers This book covers the practical considerations and applications in database programming using Java NetBeans IDE, JavaServer Pages, JavaServer Faces, and Java Beans, and comes complete with authentic examples and detailed explanations. Two data-action methods are developed and presented in this important resource. With Java Persistence API and plug-in Tools, readers are directed step by step through the entire database programming development process and will be able to design and build professional data-action projects with a few lines of code in mere minutes. The second method, runtime object, allows readers to design and build more sophisticated and practical Java database applications. Advanced and updated Java database programming techniques such as Java Enterprise Edition development kits, Enterprise Java Beans, JavaServer Pages, JavaServer Faces, Java RowSet Object, and JavaUpdatable ResultSet are also discussed and implemented with numerous example projects. Ideal for classroom and professional training use,

Get Free Baixar Livro Java

this text also features: A detailed introduction to NetBeans Integrated Development Environment Java web-based database programming techniques (web applications and web services) More than thirty detailed, real-life sample projects analyzed via line-by-line illustrations Problems and solutions for each chapter A wealth of supplemental material available for download from the book's ftp site, including PowerPoint slides, solution manual, JSP pages, sample image files, and sample databases Coverage of two popular database systems: SQL Server 2008 and Oracle This book provides undergraduate and graduate students as well as database programmers and software engineers with the necessary tools to handle the database programming issues in the Java NetBeans environment. To obtain instructor materials please send an email to: pressbooks@ieee.org

Java For Dummies

Os desenvolvedores querem que seu trabalho seja feito – e quanto menos complicações houver, melhor. Programar com Kotlin significa ter menos complicações. A linguagem de programação Kotlin oferece uma sintaxe expressiva, um sistema de tipos robusto e intuitivo e o suporte de um ótimo conjunto de ferramentas, juntamente com uma interoperabilidade natural com códigos, bibliotecas e frameworks Java. A linguagem Kotlin pode ser compilada para bytecode Java, portanto você pode usá-la em todos os lugares em que Java é utilizada, inclusive no Android. Com um compilador eficiente e uma pequena

Get Free Baixar Livro Java

biblioteca-padrão, Kotlin praticamente não impõe nenhum overhead em tempo de execução. Kotlin em ação ensina você a usar a linguagem Kotlin em aplicações com qualidade compatível para ambientes de produção. Escrito para desenvolvedores com experiência em Java, este livro repleto de exemplos vai além da maioria dos livros sobre linguagens de programação, incluindo tópicos interessantes como construção de DSLs com sintaxe de linguagem natural. Os autores são desenvolvedores do núcleo de Kotlin, portanto você poderá estar certo de que mesmo os detalhes mais intrincados serão apresentados com extrema precisão. O que o livro contém: programação funcional na JVM; como escrever um código claro e idiomático; como combinar Kotlin e Java; linguagens de domínio específico.

Thinking in Java

Physics is a discipline which lends itself especially well to visualization. This text teaches physics through computer simulation using TrueBasic--a friendly, accessible, non-commercialized or packaged language. The emphasis is on physics instruction through computer simulation as opposed to teaching programming or numerical analysis.

SOA e Web Services em Java

Get Free Baixar Livro Java

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Company of One

Explore various approaches to organize and extract useful text from unstructured data using Java Key Features Use deep learning and NLP techniques in Java to discover hidden insights in text Work with popular Java libraries such as CoreNLP, OpenNLP, and Mallet Explore machine translation, identifying parts of speech, and topic modeling Book Description Natural Language Processing (NLP) allows you to take any sentence and identify patterns, special names, company names, and more. The second edition of Natural Language Processing with Java teaches you how to perform language analysis with the help of Java libraries, while constantly gaining insights from the outcomes. You'll start by understanding how NLP and its various concepts work. Having got to grips with the basics, you'll explore important tools and libraries in Java for NLP, such as CoreNLP, OpenNLP, Neuroph, and Mallet. You'll then start performing NLP on different inputs and tasks, such as tokenization, model training, parts-of-speech and parsing trees. You'll learn about statistical machine translation, summarization, dialog systems, complex searches, supervised and unsupervised NLP, and more. By the end of this book, you'll have learned more about NLP, neural networks, and various other trained models in Java for

Get Free Baixar Livro Java

enhancing the performance of NLP applications. What you will learn Understand basic NLP tasks and how they relate to one another Discover and use the available tokenization engines Apply search techniques to find people, as well as things, within a document Construct solutions to identify parts of speech within sentences Use parsers to extract relationships between elements of a document Identify topics in a set of documents Explore topic modeling from a document Who this book is for Natural Language Processing with Java is for you if you are a data analyst, data scientist, or machine learning engineer who wants to extract information from a language using Java. Knowledge of Java programming is needed, while a basic understanding of statistics will be useful but not mandatory.

Kotlin em ação

Accompanying CD-ROM contains Java 2 SDK standard edition, 1.3.1, Java Media Framework API 2.1.1, Forte for Java, release 2.0, Community ed., Java Plug-in HTML converter 1.3.

Domain-driven Design

Programação Java para a Web é um livro inovador, com enfoque extremamente prático, que mostra passo a passo como desenvolver uma aplicação web utilizando

Get Free Baixar Livro Java

Java e as tecnologias mais poderosas e populares do arsenal dos desenvolvedores, como JavaServer Faces e Hibernate. A metodologia de aprendizado é baseada no projeto de uma aplicação financeira pessoal completa, em que serão abordadas várias técnicas de desenvolvimento, desde as mais tradicionais e conhecidas até as mais modernas. Tudo isso sem abrir mão de uma arquitetura bem-definida e baseada no modelo MVC. O conteúdo deste livro inclui desde a preparação do ambiente de desenvolvimento, com Tomcat, MySQL e Eclipse, até a entrega do sistema final completo, funcional e fácil de entender, que poderá ser adaptado às suas necessidades. Aborda os requisitos básicos de um sistema construído de forma profissional, como criação de interfaces web, gravação em banco de dados, segurança, internacionalização, geração de gráficos, relatórios em PDF, web services e busca de informações em meios externos. A obra destina-se tanto a iniciantes com algum conhecimento prévio em Java quanto a desenvolvedores experientes que desejam conhecer as técnicas e as ferramentas mais atuais e poderosas. O livro aborda os seguintes assuntos:

- Desenvolvimento Web usando JavaServer Faces com Ajax
- Gravação e consulta em banco de dados usando Hibernate
- Gerenciamento de dependências usando Maven
- Segurança de acesso e controle de usuários com Spring Security
- Estilos com CSS e uso de templates
- Envio de email e integração com o Google Gmail
- Construção de relatórios com iReports e JasperReports
- Integração com o Yahoo! Finance para obtenção de gráficos e cotação de ações da Bovespa
- Como tornar sua aplicação multi-idiomas
- Modelagem e uso de web services
- Geração de gráficos

Core Java, Volume II--Advanced Features

The sixth edition of this most trusted book on JAVA for beginners is here with some essential updates. Retaining its quintessential style of concept explanation with exhaustive programs, solved examples, and illustrations, this test takes the journey of understanding JAVA to slightly higher level. The book introduces readers to some of the Core JAVA topics like JDBC, Java Servlets, Java Beans, Lambada Expression and much more. Practical real-life projects will give a better understanding of JAVA usage and make students industry-ready.

Java Enterprise Edition 6 - Desenvolvendo Aplicações Corporativas

Data Structures and Algorithms in Java, Second Edition is designed to be easy to read and understand although the topic itself is complicated. Algorithms are the procedures that software programs use to manipulate data structures. Besides clear and simple example programs, the author includes a workshop as a small demonstration program executable on a Web browser. The programs demonstrate in graphical form what data structures look like and how they operate. In the second edition, the program is rewritten to improve operation and clarify the algorithms, the example programs are revised to work with the latest version of

the Java JDK, and questions and exercises will be added at the end of each chapter making the book even more useful. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

Deep Learning

"Core Java 2" continues to deliver the real-world guidance developers need to build sophisticated, production-quality Java applications. Updated to cover new features and functions in Release 1.4 of J2SE, it delivers detailed coverage of object-oriented programming, reflection and proxies, interfaces and inner classes, and more.

OCA Java SE 8: Guia de Estudos para o Exame 1Z0-808

What if the real key to a richer and more fulfilling career was not to create and scale a new start-up, but rather, to be able to work for yourself, determine your own hours, and become a (highly profitable) and sustainable company of one? Suppose the better—and smarter—solution is simply to remain small? This book explains how to do just that. Company of One is a refreshingly new approach

centered on staying small and avoiding growth, for any size business. Not as a freelancer who only gets paid on a per piece basis, and not as an entrepreneurial start-up that wants to scale as soon as possible, but as a small business that is deliberately committed to staying that way. By staying small, one can have freedom to pursue more meaningful pleasures in life, and avoid the headaches that result from dealing with employees, long meetings, or worrying about expansion. Company of One introduces this unique business strategy and explains how to make it work for you, including how to generate cash flow on an ongoing basis. Paul Jarvis left the corporate world when he realized that working in a high-pressure, high profile world was not his idea of success. Instead, he now works for himself out of his home on a small, lush island off of Vancouver, and lives a much more rewarding and productive life. He no longer has to contend with an environment that constantly demands more productivity, more output, and more growth. In Company of One, Jarvis explains how you can find the right pathway to do the same, including planning how to set up your shop, determining your desired revenues, dealing with unexpected crises, keeping your key clients happy, and of course, doing all of this on your own.

Effective Java

The Java EE 7 Tutorial: Volume 1, Fifth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition

7 (Java EE 7). Written by members of the Java EE documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide includes descriptions of platform features and provides instructions for using the latest versions of NetBeans IDE and GlassFish Server Open Source Edition. The book introduces platform basics, including resource creation, resource injection, and packaging. It covers JavaServer Faces, Java Servlets, the Java API for WebSocket, the Java API for JSON Processing (JSON-P), internationalization and localization, Bean Validation, Contexts and Dependency Injection for Java EE (CDI), and web services (JAX-WS and JAX-RS).

Certificação Java 6 - Volume 1 - Teoria

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with

examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards The updated second edition of Think Java also features new chapters on polymorphism and data processing, as well as content covering changes through Java 12.

Data Structures and Algorithms in Java

Swing is a fully-featured user interface development kit for Java applications. Building on the foundations of the Abstract Window Toolkit (AWT), Swing enables cross-platform applications to use any of several pluggable look-and-feels. Swing developers can take advantage of its rich, flexible features and modular components, building elegant user interfaces with very little code. This second edition of Java Swing thoroughly covers all the features available in Java 2 SDK 1.3 and 1.4. More than simply a reference, this new edition takes a practical approach. It is a book by developers for developers, with hundreds of useful examples, from beginning level to advanced, covering every component available in Swing. All these features mean that there's a lot to learn. Even setting aside its platform flexibility, Swing compares favorably with any widely available user interface

toolkit--it has great depth. Swing makes it easy to do simple things but is powerful enough to create complex, intricate interfaces. Java Swing, 2nd edition includes : A new chapter on Drag and Drop Accessibility features for creating a user interface meeting the needs of all users Coverage of the improved key binding infrastructure introduced in SDK 1.3 A new chapter on JFormattedTextField and input validation Mac OS X coverage and examples Coverage of the improved focus system introduced in SDK 1.4 Pluggable Look-and-Feel coverage Coverage of the new layout manager, SpringLayout, from SDK 1.4 Properties tables that summarize important features of each component Coverage of the 1.4 Spinner component Details about using HTML in components A new appendix listing bound actions for each component A supporting web site with utilities, examples, and supplemental materials Whether you're a seasoned Java developer or just trying to find out what Java can do, you'll find Java Swing, 2nd edition an indispensable guide.

Programação Orientada a Aspectos em Java

Learn how to program robotic vehicles with ardupilot libraries and pixhawk autopilot, both of which are open source technologies with a global scope. This book is focused on quadcopters but the knowledge is easily extendable to three-dimensional vehicles such as drones, submarines, and rovers. Pixhawk and the ardupilot libraries have grown dramatically in popularity due to the fact that the hardware and software offer a real-time task scheduler, huge data processing

capabilities, interconnectivity, low power consumption, and a global developer support. This book shows you how take your robotic programming skills to the next level. From hardware to software, Advanced Robotic Vehicles Programming links theory with practice in the development of unmanned vehicles. By the end of this book, you'll learn the pixhawk software and ardupilot libraries to develop your own autonomous vehicles. What You'll Learn Model and implement elementary controls in any unmanned vehicle Select hardware and software components during the design process of an unmanned vehicle Use other compatible hardware and software development packages Understand popular scientific and technical nomenclature in the field Identify relevant complexities and processes for the operation of an unmanned vehicle Who This Book Is For Undergraduate and graduate students, researchers, makers, hobbyists, and those who want to go beyond basic programming of an Arduino for any kind of robotic vehicle.

Programação Java para a Web 2ª edição

Tendo o HTML como ponto de partida, este livro fornece a base fundamental para os leitores que desejam aprender não apenas a criar sites para internet, mas fazer isso de forma bem estruturada e padronizada, o que faz toda a diferença na performance e navegabilidade. Entre os assuntos abordados, além do HTML, estão a criação de Folhas de Estilo (CSS), a utilização de recursos interativos em JavaScript, como utilizar o Dreamweaver para editar suas páginas e folhas de

estilo, e dicas de como hospedar e publicar seu website.

The Java EE 7 Tutorial

This New Book By The World S Leading Programming-Language Textbook Authors Carefully Explains Xml Based System Developments, Including Programming Multi-Tier, Client/Server, Database-Oriented, Internet And World-Wide-Web-Based Applications In Xml, How To Program, The Deitels And Their Colleagues, Tem R. Nieto, Ted Lin And Praveen Sadhu Discuss.

An Introduction to Computer Simulation Methods

"Objective-C Fundamentals" is a hands-on tutorial that leads readers from their first line of Objective-C code through the process of building native apps for the iPhone using the latest version of the SDK.

Cloud Native Java

An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, Deep Learning is the

only comprehensive book on the subject.” —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX

Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using

deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.

Natural Language Processing with Java

Este livro tem como objetivo apresentar alguns aspectos da plataforma Java EE, versão 6, como - Profiles de aplicação, RESTful Web Services, JavaServer Faces 2.0, Servlet 3.0 entre outros, podendo também funcionar como um guia, uma vez que o leitor também terá acesso a exemplos práticos de implementação dos diversos componentes disponíveis. Dentre as tecnologias explicadas no livro, estão - Servlets - Síncronos, assíncronos, filtros e listener; JavaServer Pages 2.1- TAGs, JSTL, Expression Language; JavaServer Faces 2.0 - Componentes, navegação, Facelets; Web Services - JAX-WS e RESTful; Enterprise JavaBeans 3.1; Java Persistence API 2.0.

GUIA PRATICO DE CRIAÇÃO DE SITES

The virtual machine concept represents a platform-independent set of computer instructions for compiling Java programs for multiple platforms. This abstract component of the Java language provides the mechanisms for exploiting portability, efficiency and reliability. This text, aimed at developers responsible for

performance tuning, security, reliability and other system-level programming issues, presents detailed machine-independent information, which provides readers with sufficient details to implement the abstract design in a range of technologies. Readers are guided through elements of the abstract machine design as well as strategies for creating concrete interchange formats for compiled Java code.

Dulu O Android Studio Revelado

Learn how to implement design patterns in Java: each pattern in Java Design Patterns is a complete implementation and the output is generated using Eclipse, making the code accessible to all. The examples are chosen so you will be able to absorb the core concepts easily and quickly. This book presents the topic of design patterns in Java in such a way that anyone can grasp the idea. By giving easy to follow examples, you will understand the concepts with increasing depth. The examples presented are straightforward and the topic is presented in a concise manner. Key features of the book: Each of the 23 patterns is described with straightforward Java code. There is no need to know advanced concepts of Java to use this book. Each of the concepts is connected with a real world example and a computer world example. The book uses Eclipse IDE to generate the output because it is the most popular IDE in this field. This is a practitioner's book on design patterns in Java. Design patterns are a popular topic in software

development. A design pattern is a common, well-described solution to a common software problem. There is a lot of written material available on design patterns, but scattered and not in one single reference source. Also, many of these examples are unnecessarily big and complex.

Objective-C Fundamentals

A new edition of the bestselling guide to Java If you want to learn to speak the world's most popular programming language like a native, Java For Dummies is your ideal companion. With a focus on reusing existing code, it quickly and easily shows you how to create basic Java objects, work with Java classes and methods, understand the value of variables, learn to control program flow with loops or decision-making statements, and so much more! Java is everywhere, runs on almost any computer, and is the engine that drives the coolest applications. Written for anyone who's ever wanted to tackle programming with Java but never knew quite where to begin, this bestselling guide is your ticket to success! Featuring updates on everything you'll encounter in Java 9—and brimming with tons of step-by-step instruction—it's the perfect resource to get you up and running with Java in a jiffy! Discover the latest features and tools in Java 9 Learn to combine several smaller programs to create a bigger program Create basic Java objects and reuse code Confidently handle exceptions and events If you're ready to jump into Java, this bestselling guide will help keep your head above water!

JavaScript for Kids

A full-color introduction to the basics of HTML and CSS from the publishers of Wrox! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781119038634; and in softcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781118907443.

Programming with Java

Esta série está dividida em dois volumes - teoria e prática. Ambos os textos são complementares, o leitor compreende a teoria por meio do estudo de todos os tópicos do exame e, posteriormente, realiza exercícios-simulados similares aos da prova. Trata-se de um guia passo a passo em que cada capítulo abrange um assunto específico. Além de uma gama de programas comentados, ao final de cada capítulo o leitor encontrará exercícios de revisão. Os exercícios seguem formato idêntico ao do exame.

Eloquent JavaScript

JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: Create functions to organize and reuse your codeWrite and modify HTML to create dynamic web pagesUse the DOM and jQuery to make your web pages react to user inputUse the Canvas element to draw and animate graphicsProgram real user-controlled games

Get Free Baixar Livro Java

with collision detection and score keeping. With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)

Architecting Modern Java EE Applications

Core Java 2

What separates the traditional enterprise from the likes of Amazon, Netflix, and Etsy? Those companies have refined the art of cloud native development to maintain their competitive edge and stay well ahead of the competition. This practical guide shows Java/JVM developers how to build better software, faster, using Spring Boot, Spring Cloud, and Cloud Foundry. Many organizations have already waded into cloud computing, test-driven development, microservices, and continuous integration and delivery. Authors Josh Long and Kenny Bastani fully immerse you in the tools and methodologies that will help you transform your legacy application into one that is genuinely cloud native. In four sections, this book takes you through: The Basics: learn the motivations behind cloud native

Get Free Baixar Livro Java

thinking; configure and test a Spring Boot application; and move your legacy application to the cloud
Web Services: build HTTP and RESTful services with Spring; route requests in your distributed system; and build edge services closer to the data
Data Integration: manage your data with Spring Data, and integrate distributed services with Spring's support for event-driven, messaging-centric architectures
Production: make your system observable; use service brokers to connect stateful services; and understand the big ideas behind continuous delivery

SCJP Sun Certified Programmer for Java 6 Study Guide

Describes ways to incorporate domain modeling into software development.

The Java Programming Language

Find out how to craft effective, business-oriented Java EE 8 applications that target customer's demands in the age of Cloud platforms and container technology.

About This Book Understand the principles of modern Java EE and how to realize effective architectures
Gain knowledge of how to design enterprise software in the age of automation, Continuous Delivery and Cloud platforms
Learn about the reasoning and motivations behind state-of-the-art enterprise Java technology, that focuses on business
Who This Book Is For This book is for experienced Java EE

Get Free Baixar Livro Java

developers who are aspiring to become the architects of enterprise-grade applications, or software architects who would like to leverage Java EE to create effective blueprints of applications. What You Will Learn What enterprise software engineers should focus on Implement applications, packages, and components in a modern way Design and structure application architectures Discover how to realize technical and cross-cutting aspects Get to grips with containers and container orchestration technology Realize zero-dependency, 12-factor, and Cloud-native applications Implement automated, fast, reliable, and maintainable software tests Discover distributed system architectures and their requirements In Detail Java EE 8 brings with it a load of features, mainly targeting newer architectures such as microservices, modernized security APIs, and cloud deployments. This book will teach you to design and develop modern, business-oriented applications using Java EE 8. It shows how to structure systems and applications, and how design patterns and Domain Driven Design aspects are realized in the age of Java EE 8. You will learn about the concepts and principles behind Java EE applications, and how to effect communication, persistence, technical and cross-cutting concerns, and asynchronous behavior. This book covers Continuous Delivery, DevOps, infrastructure-as-code, containers, container orchestration technologies, such as Docker and Kubernetes, and why and especially how Java EE fits into this world. It also covers the requirements behind containerized, zero-dependency applications and how modern Java EE application servers support these approaches. You will also learn about automated, fast, and reliable software tests, in different test

levels, scopes, and test technologies. This book covers the prerequisites and challenges of distributed systems that lead to microservice, shared-nothing architectures. The challenges and solutions of consistency versus scalability will further lead us to event sourcing, event-driven architectures, and the CQRS principle. This book also includes the nuts and bolts of application performance as well as how to realize resilience, logging, monitoring and tracing in a modern enterprise world. Last but not least the demands of securing enterprise systems are covered. By the end, you will understand the ins and outs of Java EE so that you can make critical design decisions that not only live up to, but also surpass your clients' expectations. Style and approach This book focuses on solving business problems and meeting customer demands in the enterprise world. It covers how to create enterprise applications with reasonable technology choices, free of cargo-cult and over-engineering. The aspects shown in this book not only demonstrate how to realize a certain solution, but also explain its motivations and reasoning.

Practical Database Programming with Java

The revised edition of the classic Core Java™, Volume II-Advanced Features, covers advanced user-interface programming and the enterprise features of the Java SE 6 platform. Like Volume I (which covers the core language and library features), this volume has been updated for Java SE 6 and new coverage is highlighted

Get Free Baixar Livro Java

throughout. All sample programs have been carefully crafted to illustrate the latest programming techniques, displaying best-practices solutions to the types of real-world problems professional developers encounter. Volume II includes new sections on the StAX API, JDBC 4, compiler API, scripting framework, splash screen and tray APIs, and many other Java SE 6 enhancements. In this book, the authors focus on the more advanced features of the Java language, including complete coverage of Streams and Files Networking Database programming XML JNDI and LDAP Internationalization Advanced GUI components Java 2D and advanced AWT JavaBeans Security RMI and Web services Collections Annotations Native methods For thorough coverage of Java fundamentals—including interfaces and inner classes, GUI programming with Swing, exception handling, generics, collections, and concurrency—look for the eighth edition of Core Java™, Volume I—Fundamentals (ISBN: 978-0-13-235476-9).

Java

Uma vez que você aprende Orientação a Objetos e o básico do Java, é necessário se tornar fluente em suas APIs, que não são poucas. Um programador Java eficaz conhece o que há disponível e sabe quando pode usar cada uma das possibilidades que a linguagem lhe oferece. É isso que queremos para você. Rodrigo Turini ensina como lidar com as diferentes APIs do Java com exemplos práticos e que são relevantes no seu dia a dia. Você vai aprender as diferentes

APIs para fazer IO, trabalhar com threads da forma correta, se conectar com banco de dados via JDBC, integrar com ferramentas de build e muito mais.

Java Swing

A guide for intermediate to advanced developers covers core Java fundamentals, advanced language features, classes, interfaces, class design, threading, and language statements.

Java Design Patterns

Na busca para reduzir a complexidade e aumentar a produtividade no desenvolvimento de software, pesquisadores em Engenharia de Software, no campo da Ciência da Computação, concluíram que o paradigma da Orientação a Objetos (OO) atingiu seus limites. Com tal constatação, a Orientação a Aspectos (OA) ganhou força na comunidade científica e tecnológica e tem ajudado a romper os limites atuais do conhecimento na área de desenvolvimento de sistemas. A Orientação a Aspectos (OA) propicia ao profissional reduzir a complexidade e aumentar a produtividade no desenvolvimento de software, permitindo a analistas e programadores facilidades inexistentes até seu surgimento. Muitas empresas têm incorporado rapidamente a OA, ou simplesmente a Programação Orientada a

Get Free Baixar Livro Java

Aspectos (POA). Após ler este livro e executar os exemplos e aplicações práticas contidas no CD-ROM, o leitor perceberá facilmente os ganhos que ela oferece e estará apto a implementá-los.

Get Free Baixar Livro Java

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)