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CodeNotes provides the most succinct, accurate, and speedy way
for a developer to ramp up on a new technology or language.
Unlike other programming books, CodeNotes drills down to the
core aspects of a technology, focusing on the key elements
needed in order to understand it quickly and implement it
immediately. It is a unique resource for developers, filling the
gap between comprehensive manuals and pocket references.
CodeNotes for Web Services in Java and .NET examines the core
specifications and technologies required for building SOAP-based
web services in both Java and .NET. Not only will you find
descriptions of SOAP, WSDL, and UDDI; you will also see how to
use each of these specifications with Java and .NET. In
addition, you will find specific sections on cross-language and
cross-platform compatibility between web services. This edition

of CodeNotes includes:

- A global overview of this technology and explanation of what problems it can be used to solve
- Real-world examples
- “How and Why” sections that provide hints, tricks, workarounds, and tips on what should be taken advantage of or avoided
- Instructions and classroom-style tutorials throughout from expert trainers and software developers

In this book, experts from Symbian, Nokia and Sun Microsystems expose the power of Java ME on Symbian OS. The book introduces programming with Java ME on Symbian OS, and also reveals what is found 'under-the-hood'. It is logically divided into four main sections: Introduction to Java ME and programming fundamentals Java ME on Symbian OS (core and advanced chapters) Drill down into MSA, DoJa and MIDP game development Under the hood of the Java ME platform The book also includes two appendixes onSNAP Mobile technology and WidSets. With over ten years' experience in Java technologies and over four years' experience at Symbian, the lead author Roy Ben Hayun now works for Sun Microsystems as a systems architect in the Engineering Services group, which leads the development, marketing and productizing of Java ME CLDC and CDC on different platforms. This book describes how to create Instant Messaging applications in Java and covers the Jabber IM protocols. If you want to create new IM systems, integrate them with your existing software, or wish to know more about the Jabber protocols, this is the book for you. Essential Code and Commands Java Phrasebook gives you the code phrases you need to quickly and effectively complete your programming projects in Java. Concise and Accessible Easy to carry and easy to use—lets you ditch all those bulky books for one portable guide Flexible and Functional Packed with more than 100 customizable code snippets—so you can readily code functional Java in just about any situation Timothy Fisher has been working professionally in the Java software development field since 1997 and is currently a consultant for the Compuware Corporation in Detroit, Michigan. He enjoys writing about technology and has been a contributor to Java Developer's Journal and XML Journal. Tim is also passionate about education and the use of advanced Internet technologies for education. Programming / Java Gain an understanding of Maven's dependency management and use it to organize basic and multi-module Maven projects. This short book is your quick-start tutorial for learning to use Maven. It includes inconsistently immutable collections, better array construction, and more from the latest Maven version 3.6. This

second edition covers the newest in today's most popular build tool for Java development and programming. You'll learn all about Maven and how to set it up. Firstly, you'll cover the Maven life cycle and how to effectively leverage it. Also, you'll see the basics of site plugins, generating Javadocs, test coverage/FindBugs reports, and version/release notes. Furthermore, you'll take advantage of Maven's archetypes to bootstrap new projects easily. Finally, you will learn how to integrate the Nexus repository manager with Maven release phases.

What You Will Learn

- Set up your basic project in Maven
- Create more advanced projects
- Apply the Maven life cycle to your build
- Work with Maven archetypes and manage Maven releases
- Integrate with Jenkins, Eclipse, and other IDEs
- Carry out debugging and password encryption

Who This Book Is For

Those new to Maven or those who are familiar with Maven, but maybe not with the latest Maven 3.6 release.

Learn Objective-C for Java Developers

will guide experienced Java developers into the world of Objective-C. It will show them how to take their existing language knowledge and design patterns and transfer that experience to Objective-C and the Cocoa runtime library. This is the express train to productivity for every Java developer who has dreamed of developing for Mac OS X or iPhone, but felt that Objective-C was too intimidating. So hop on and enjoy the ride!

Provides a translation service that turns Java problem-solving skills into Objective-C solutions

Allows Java developers to leverage their existing experience and quickly launch themselves into a new domain

Takes the risk out of learning Objective-C

Practical instruction helps the reader master new features of Java 1.4 by working through a project similar to what is required to successfully complete the Sun Certified Developer Examination. The book is aimed at Java developers who wish to develop Java EE applications while taking advantage of NetBeans functionality to automate repetitive tasks. Familiarity with NetBeans or Java EE is not assumed. This title takes a hands-on approach to assist Java developers in acquiring essential skills for working on Microsoft's .NET Framework. It covers all the major concepts of .NET Development, from creating Windows and web applications, to Data Access and .NET Remoting. By the end of this book you should be well positioned to create your own solutions with this powerful technology

Understanding Java from the JVM up gives you a solid foundation to grow your expertise and take on advanced techniques for performance, concurrency,

containerization, and more. In *The Well-Grounded Java Developer, Second Edition* you will learn: The new Java module system and why you should use it Bytecode for the JVM, including operations and classloading Performance tuning the JVM Working with Java's built-in concurrency and expanded options Programming in Kotlin and Clojure on the JVM Maximizing the benefits from your build/CI tooling with Maven and Gradle Running the JVM in containers Planning for future JVM releases

The Well-Grounded Java Developer, Second Edition introduces both the modern innovations and timeless fundamentals you need to know to become a Java master. Authors Ben Evans, Martijn Verburg, and Jason Clark distill their decades of experience as Java Champions, veteran developers, and key contributors to the Java ecosystem into this clear and practical guide. You'll discover how Java works under the hood and learn design secrets from Java's long history. Each concept is illustrated with hands-on examples, including a fully modularized application/library and creating your own multithreaded application. Foreword by Heinz Kabutz.

About the technology Java is the beating heart of enterprise software engineering. Developers who really know Java can expect easy job hunting and interesting work. Written by experts with years of boots-on-the-ground experience, this book upgrades your Java skills. It dives into powerful features like modules and concurrency models and even reveals some of Java's deep secrets.

About the book With *The Well-Grounded Java Developer, Second Edition* you will go beyond feature descriptions and learn how Java operates at the bytecode level. Master high-value techniques for concurrency and performance optimization, along with must-know practices for build, test, and deployment. You'll even look at alternate JVM languages like Kotlin and Clojure.

Digest this book and stand out from the pack. What's inside

The new Java module system Performance tuning the JVM Maximizing CI/CD with Maven and Gradle Running the JVM in containers Planning for future JVM releases

About the reader For intermediate Java developers. About the author Benjamin J. Evans is a senior principal engineer at Red Hat. Martijn Verburg is the principal SWE manager for Microsoft's Java Engineering Group. Both Benjamin and Martijn are Java Champions. Jason Clark is a principal engineer and architect at New Relic.

Table of Contents

PART 1 - FROM 8 TO 11 AND BEYOND!

1 Introducing modern Java

2 Java modules

3 Java 17

PART 2 - UNDER THE HOOD

4 Class files and bytecode

5 Java concurrency fundamentals

6 JDK

concurrency libraries 7 Understanding Java performance PART 3 -
NON-JAVA LANGUAGES ON THE JVM 8 Alternative JVM languages 9
Kotlin 10 Clojure: A different view of programming PART 4 -
BUILD AND DEPLOYMENT 11 Building with Gradle and Maven 12
Running Java in containers 13 Testing fundamentals 14 Testing
beyond JUnit PART 5 - JAVA FRONTIERS 15 Advanced functional
programming 16 Advanced concurrent programming 17 Modern
internals 18 Future Java Agile Java™ Development With Spring,
Hibernate and Eclipse is a book about robust technologies and
effective methods which help bring simplicity back into the
world of enterprise Java development. The three key technologies
covered in this book, the Spring Framework, Hibernate and
Eclipse, help reduce the complexity of enterprise Java
development significantly. Furthermore, these technologies
enable plain old Java objects (POJOs) to be deployed in light-
weight containers versus heavy-handed remote objects that
require heavy EJB containers. This book also extensively covers
technologies such as Ant, JUnit, JSP tag libraries and touches
upon other areas such as logging, GUI based debugging,
monitoring using JMX, job scheduling, emailing, and more. Also,
Extreme Programming (XP), Agile Model Driven Development (AMDD)
and refactoring are methods that can expedite the software
development projects by reducing the amount of up front
requirements and design; hence these methods are embedded
throughout the book but with just enough details and examples to
not sidetrack the focus of this book. In addition, this book
contains well separated, subjective material (opinion sidebars),
comic illustrations, tips and tricks, all of which provide real-
world and practical perspectives on relevant topics. Last but
not least, this book demonstrates the complete lifecycle by
building and following a sample application, chapter-by-chapter,
starting from conceptualization to production using the
technology and processes covered in this book. In summary, by
using the technologies and methods covered in this book, the
reader will be able to effectively develop enterprise-class Java
applications, in an agile manner! This text allows Java
programmers to quickly begin using C# and the .NET Framework,
through a meticulous comparison of Java and C#. "The book has
been fully updated to use JasperReports 3.5, the latest version
of JasperReports. Previously accepted techniques that have now
been deprecated have been replaced with their modern
counterparts. All examples in the book have been updated to use

XML schemas for report templates. Coverage of new data sources that JasperReports now supports has been added to the book. Additionally, JasperReports can now export reports to even more formats than before and exporting reports to these new formats is covered in this new edition of the book. Starting with the basics of adding reporting capabilities to your application and creating report templates, you will first see how to produce your reports through the use of JRXML files, custom ANT targets, and then preview them in both the web browser and the native browser of JasperReports. All examples have been updated to use XML schemas. New export formats, such as OpenDocument Text, and new data sources now supported by JasperReports are now covered in this updated edition"--Resource description p. Java Programmers, Prepare for Microsoft's .NET initiative while enhancing your repertoire and marketability with C# for Java Programmers! C# for Java Programmers will prepare readers for the .NET framework by building on what they already know about object-oriented languages and give them the means to maintain their flexibility and effectiveness in an un-certain marketplace. This book will compare and contrast the advantages and disadvantages of both Java and C# to allow programmers to make their own decisions regarding what each language is best used for. Whatever your feelings are about Microsoft and its .NET initiative, there can be no denying that C# is here to stay. The C# language, a close cousin to Java, is a new object-oriented programming language (OOPL) designed to work within the .NET framework. It improves upon many of the vague or ill-defined areas of C++ that frequently lead programmers into trouble. C# is a strongly-typed, object-oriented language designed to give the optimum blend of simplicity, expressiveness, and performance. Written specifically for Java programmers. C# for Java Programmers is not an introductory guide to C#, but builds on what Java programmers already know about object-oriented languages to give them an efficient means for making in-roads to the .NET framework. Compare and Contrast. This book will compare and contrast many of the advantages and drawbacks of Java and C# to allow programmers to make informed, intelligent decisions based on the unique uses of each language. Since the second edition of this text, the use of the Internet and networks generally has continued to expand at a phenomenal rate. This has led to both an increase in demand for network software and to improvements in the technology used to run such

networks, with the latter naturally leading to changes in the former. During this time, the Java libraries have been updated to keep up with the new developments in network technology, so that the Java programming language continues to be one of the mainstays of network software development. In providing a very readable text that avoids getting immersed in low-level technical details, while still providing a useful, practical guide to network programming for both undergraduates and busy IT professionals, this third edition continues the trend of its predecessors. To retain its currency, the text has been updated to reflect changes that have taken place in Java's network technology over the past seven years (including the release of Java 7), whilst retaining its notable features of numerous code examples, screenshots and end-of-chapter exercises. Gibbons shows developers how to move a J2EE application to .NET at the enterprise level, with detailed and serious discussions of how to port Servlet, JSP or EJB-based applications to ASP.NET. 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. Summary AOP in .NET introduces aspect-oriented programming to .NET developers and provides practical guidance on how to get the most benefit from this technique in your everyday coding. The book's many examples concentrate on modularizing non-functional requirements that often sprawl throughout object-oriented projects. Even if you've never tried

AOP before, you'll appreciate the straightforward introduction using familiar C#-based examples. AOP tools for .NET have now reached the level of practical maturity Java developers have relied on for many years, and you'll explore the leading options, PostSharp, and Castle DynamicProxy. About the Technology Core concerns that cut across all parts of your application, such as logging or authorization, are difficult to maintain independently. In aspect-oriented programming (AOP) you isolate these cross-cutting concerns into their own classes, disentangling them from business logic. Mature AOP tools like PostSharp and Castle DynamicProxy now offer .NET developers the level of support Java coders have relied on for years. About this Book AOP in .NET introduces aspect-oriented programming and provides guidance on how to get the most practical benefit from this technique. The book's many examples concentrate on modularizing non-functional requirements that often sprawl throughout object-oriented projects. You'll appreciate its straightforward introduction using familiar C#-based examples. This book requires no prior experience with AOP. Readers should know C# or another OO language. What's Inside Clear and simple introduction to AOP Maximum benefit with minimal theory PostSharp and Castle DynamicProxy Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Author Matthew D. Groves is a developer with over ten years of professional experience working with C#, ASP.NET, JavaScript, and PHP. Table of Contents PART 1 GETTING STARTED WITH AOP Introducing AOP Acme Car Rental PART 2 THE FUNDAMENTALS OF AOP Call this instead: intercepting methods Before and after: boundary aspects Get this instead: intercepting locations Unit testing aspects PART 3 ADVANCED AOP CONCEPTS AOP implementation types Using AOP as an architectural tool Aspect composition: example and execution Solve practical real-world problems using JavaScript and Node.js About This Book Learn the concepts of Node.js to gain a high-level understanding of the Node.js execution model Build an interactive web application with MongoDB and Redis and create your own JavaScript modules that work both on the client side and server side Familiarize yourself with the new features of Node.js and JavaScript with this exclusive step-by-step guide Who This Book Is For This book is for developers who want to learn JavaScript and Node.js. Previous experience with programming is desired, but no JavaScript or Node.js knowledge is required. The book

focuses mostly on web development, such as networking, serving dynamic pages, and real-time client-server communication. What You Will Learn Understand which problems Node.js best solves Write idiomatic JavaScript and Node.js code Build web applications and command-line tools Minimise complexity and efficiently solve difficult problems Test and deploy Node.js applications Work with persistent data Implement real-time client-server applications Integrate .NET and Node.js code In Detail Node.js is an open source, cross-platform runtime environment that allows you to use JavaScript to develop server-side web applications. This short guide will help you develop applications using JavaScript and Node.js, leverage your existing programming skills from .NET or Java, and make the most of these other platforms through understanding the Node.js programming model. You will learn how to build web applications and APIs in Node, discover packages in the Node.js ecosystem, test and deploy your Node.js code, and more. Finally, you will discover how to integrate Node.js and .NET code. Style and approach This is a step-by-step and practical guide to Node.js for .Net developers. It covers the fundamentals relating to typical applications. The focus is on providing the practical skills required to develop applications, with a summary of the key concepts covered. This book aims to bridge the gap between this documentation and the e-speak developer community. A practical introduction to programming in Perl utilizing the rich capabilities of Perl and the services provided by .NET. Most .NET developers will use a high-level language, such as C# or VB .NET, to develop their systems. However, the core language of .NET is the Common Intermediate Language, or CIL. This language is the language of .NET-whatever is allowed by the .NET specifications can be done in CIL, and it can do much that C# and VB .NET cannot. Understanding how the CIL works will give .NET developers a deep, language-independent insight into the core parts of .NET. Furthermore, such knowledge is essential for creating dynamic types, a powerful part of the .NET Framework. In this book, Bock covers the essentials of programming the CIL. First, he discusses the basics of what .NET: assemblies are, how manifests fit into the picture, and much more. Bock then shows how to create assemblies in .NET-this will cover the ilasm directives and CIL opcodes, and how these are used to define assemblies, classes, field, methods, and method definitions. Bock also covers how C# and VB .NET and other non-MS languages

emit CIL and how they differ. Finally, Bock shows how one can create dynamic assemblies at runtime via the Emitter classes. 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. Offers a guide to the C# computer programming language for current Java users. Although Java and C# share many similarities, there are fundamental differences between them. This volume is an ideal guide to help any Java developer master .NET programming with C#. Java EE and .NET Interoperability addresses issues encountered during the integration process, such as a diverse technology set, incompatible APIs, and disparate environment maintenance. The experienced authors outline strategies, approaches, and best practices, including messaging, Web services, and integration-related frameworks and patterns. The book also introduces readers to Service Oriented Architecture (SOA), the building block for scalable and reliable enterprise integration solutions. This indispensable book provides the Java EE and .NET developer community with multiple strategies to integrate between Java EE and .NET platforms that save developers time and effort. Applying proven interoperability solutions significantly reduces the application development cycle. Coverage includes . Effective Java EE-.NET integration strategies and best practices . Detailed enterprise coverage, as well as standalone Java EE component integration with .NET . SOA as a building block for Java EE-.NET interoperability . Interoperability security issues and risk mitigation . Managing reliability, availability, and scalability for Web services built on Java EE and .NET . The latest interoperability standards and specifications, including Web SSO MEX and WS-Management . Current interoperability technologies, such as Windows Communication Foundation, WSE 3.0, JAX-WS, and Enterprise Service Bus Learn Java for Android Development, Third Edition, is an update of a strong selling book that now includes a primer on Android app development (in Chapter 1 and Appendix C, which is distributed in the book's code archive). This book teaches programmers the essential Java language skills necessary for effectively picking up and using the new Android SDK platform to build mobile, embedded, and even PC apps, especially game apps. Android development is hot, and many programmers are interested in joining the fun. However, because this technology is based on Java, you should first

obtain a solid grasp of the Java language and its APIs in order to improve your chances of succeeding as an effective Android app developer. This book helps you do that. Each of the book's 16 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 700 exercises are provided in an appendix. A second appendix provides a significant game-oriented Java application, which you can convert into an Android app. Once you complete this one-of-a-kind book written by Jeff Friesen, an expert Java developer and JavaWorld.com columnist, you should be ready to begin your indie or professional Android app development journey. What you'll learn

The Java skills necessary for Android development

The core Java language fundamentals

Classes, objects, inheritance, polymorphism, and interfaces

Advanced Java language features (such as generics)

The basic Java APIs necessary for Android (such as the String class and threading)

The Collections Framework for organizing objects

The Concurrency Utilities for simplifying multithreading

Classic and New I/O

Networking and database access

Parsing, creating, and transforming XML documents

Additional APIs for creating and accessing ZIP and JAR files, and more

Who this book is for

This book is for any programmer—including existing Java programmers and Objective-C based iPhone and iPad programmers—of any skill level who needs to obtain a solid understanding of the Java language and foundational Java APIs before jumping into Android app development.

Table of Contents

1. Getting Started with Java
2. Learning Language Fundamentals
3. Discovering Classes and Objects
4. Discovering Inheritance, Polymorphism, and Interfaces
5. Mastering Advanced Language Features Part 1
6. Mastering Advanced Language Features Part 2
7. Exploring the Basic APIs Part 1
8. Exploring the Basic APIs Part 2
9. Exploring the Collections Framework
10. Exploring the Concurrency Utilities
11. Performing Classic I/O
12. Accessing Networks
13. Migrating to New I/O
14. Accessing Databases
15. Parsing, Creating, and Transforming XML Documents
16. Focusing on Odds and Ends
17. Appendix A: Solutions to Exercises
18. Appendix B: Four of a Kind
19. Appendix C: Getting Started with Android

***NOTE: Appendix C is not included in the physical book. Instead, it's distributed as a PDF file that's bundled with the book's code. A developer's guide provides a wealth of examples that demonstrate how to create powerful web applications, covering such topics as

adding applets to HTML pages, the HotJava browser, and integrating animation and audio. Original. (Intermediate). Shows you, using detailed comparisons and commentary, how to translate your hard-earned Java knowledge and skills into the world of Ruby and Rails. The Spring Framework is a major open source application development framework that makes Java/J2EE™ development easier and more productive. This book shows you not only what Spring can do but why, explaining its functionality and motivation to help you use all parts of the framework to develop successful applications. You will be guided through all the Spring features and see how they form a coherent whole. In turn, this will help you understand the rationale for Spring's approach, when to use Spring, and how to follow best practices. All this is illustrated with a complete sample application. When you finish the book, you will be well equipped to use Spring effectively in everything from simple Web applications to complex enterprise applications. What you will learn from this book

The core Inversion of Control container and the concept of Dependency Injection Spring's Aspect Oriented Programming (AOP) framework and why AOP is important in J2EE development How to use Spring's programmatic and declarative transaction management services effectively Ways to access data using Spring's JDBC functionality, iBATIS SQL Maps, Hibernate, and other O/R mapping frameworks Spring services for accessing and implementing EJBs Spring's remoting framework Who this book is for This book is for Java/J2EE architects and developers who want to gain a deeper knowledge of the Spring Framework and use it effectively. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job. Intended for programmers producing games for the Internet, this manual details the development of four full Internet games. Assuming some working knowledge of Java, the text focuses on the advanced features of game development and includes a CD-Rom that offers sample applications and demo software. Are you a seasoned Java developer who wishes to learn Python? Perhaps you've just joined a project where a chunk of system integration code is written in Python. Or maybe you need to implement a report generation module in the next sprint and your colleague

mentioned that Python would be the perfect tool for the job. In any case, if you are in a situation where you have to pick up the Python programming language overnight, this book is just for you! Hit the ground running and gain a fast-paced overview of what the Python language is all about, the syntax that it uses and the ecosystem of libraries and tools that surround the language. This concise book doesn't spend time on details from an introductory programming course or document every single Python feature. Instead, Python for the Busy Java Developer is designed for experienced Java developers to obtain sufficient familiarity with the language and dive into coding, quickly.

What You'll Learn Discover the fundamentals of the core Python language and how they compare to Java Understand Python syntax and the differences between Python 2.x and 3.x Explore the Python ecosystem, its standard libraries, and how to implement them

Who This Book Is For Working programmers who are comfortable with Java or another object-oriented programming language such as C#

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.

Praise for The Visual Basic .NET Programming Language

"There is no substitute to getting the inside scoop directly from a book written by the father of a programming language such as Bjarne Stroustrup for C++, James Gosling for Java and Alan Cooper for the original version of Visual Basic. Paul Vick, the father of Visual Basic .NET, explains the whys and hows of this exciting new language better than any other human being on the planet." --Ted Pattison, Barracuda.NET

"The Visual Basic .NET Programming Language includes nuances that in all my use and study of VB .NET, I haven't seen discussed anywhere else. For example, I learned that you can use the Imports statement to import an Enum name, so that you needn't refer to the enum in all its uses. In addition, I learned that the dictionary lookup operator, '!', works in VB .NET--I thought this one had been retired. In any case, if you're searching for a book that covers all the language syntax issues, and more, Paul Vick's book is a great place to look." --Ken Getz, Senior Consultant, MCW Technologies, LLC

"This book is an excellent stepping stone

for Visual Basic developers wanting to get their toes wet in the .NET waters. Paul's presentation of the core topics all VB developers should tackle first is clear, concise, and unlike other books in the genre, does not overwhelm the reader. The VB6 vs. VB.NET task-oriented approach guides you through the new language and OO features, and then moves to basic threading and other CLR topics--as well as to the key points in the COM to .NET transition--in a well thought-out sequence. If you've been holding out on VB .NET, this is a great book to get you started." --Klaus H. Probst, Sr. Consultant/Architect, Spherion Technology Services, Microsoft MVP "There is no shortage of VB .NET books in the market, but this is the only book straight from the creators. While that is an excellent reason in itself for reading this book, it is the brevity and clarity of the content, along with the examples, that makes this book a must-have." --Amit Kalani, Developer "Overall, I liked this book and it definitely benefited me. I learned new things I didn't see anywhere else and I'll certainly put these to good use in the future. Paul's book makes a great reference manual for intermediate and advanced VB .NET developers." --Philip Williams, System Engineer, LDC Direct "This book contains a lot of great information I have seen nowhere else and addresses issues that other books do not." --Ethan Roberts, .NET Architect, General Casualty "This book is full of useful information and provides a good historical background for the Visual Basic .NET Language." --Dave Vitter, Technical Lead Developer and author of *Designing Visual Basic .NET Applications* (Coriolis, 2001) The definitive Microsoft Visual Basic .NET reference--authored by Visual Basic .NET's lead architect If you want to leverage all of VB .NET's immense power, get this book. It's the definitive VB .NET reference and tutorial, and the first Visual Basic book written by one of VB .NET's lead architects. No other book offers this much behind-the-scenes insight about why VB .NET works the way it does, how it evolved, and how you can make the most of it. The Visual Basic .NET Programming Language is a superb learning tool for new VB .NET programmers and a must-have reference for developers at every level. Paul Vick presents precise language descriptions, essential reference materials, practical insights, and hundreds of code samples, straight from Microsoft's VB .NET design team. Just some of the features include: A history and overview of Visual Basic's evolution into VB .NET Complete coverage of the

language syntax Transitioning from COM to the CLR and leveraging the .NET platform Runtime functions Taking full advantage of VB .NET's object-oriented features Notes on style, design, and compatibility throughout the text Notes for the advanced user throughout the text Vick exposes VB .NET's most powerful capabilities with unprecedented depth and clarity, and packs this book with information you simply won't find anywhere else. Whether you're an experienced VB .NET programmer, upgrading from earlier versions of Visual Basic, or coming to Visual Basic and .NET for the first time, you'll find this book indispensable. "Flex on Java" is for developers in the real world--where Flex is one more technology being added to existing systems developed in Java. The authors focus on test-driven development to enable readers to redesign applications that deliver more value and with zero defects. 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. The new third edition of this highly regarded introduction to Java networking programming has been thoroughly revised to cover all of the 100+ significant updates to Java Developers Kit (JDK) 1.5. It is a clear, complete introduction to developing network programs (both applets and applications) using Java, covering everything from networking fundamentals to remote method invocation (RMI). Java Network Programming, 3rd Edition includes chapters on TCP and UDP sockets, multicasting protocol and content handlers, servlets, multithreaded network programming, I/O, HTML parsing and display, the Java Mail API, and the Java Secure Sockets Extension. There's also significant information on the New I/O API that was developed in large part because of the needs of network programmers. This invaluable book is a complete, single source guide to writing sophisticated network applications. Packed with useful examples, it is the essential resource for any serious Java developer. Create Internet-scale applications using Oracle's Coherence high-performance data grid with this book and eBook This book looks at the two most popular

ways of using Java SE 6 to write 3D games on PCs: Java 3D (a high-level scene graph API) and JOGL (a Java layer over OpenGL). Written by Java gaming expert, Andrew Davison, this book uses the new Java (SE) 6 platform and its features including splash screens, scripting, and the desktop tray interface. This book is also unique in that it covers Java game development using the Java 3D API and Java for OpenGL--both critical components and libraries for Java-based 3D game application development

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