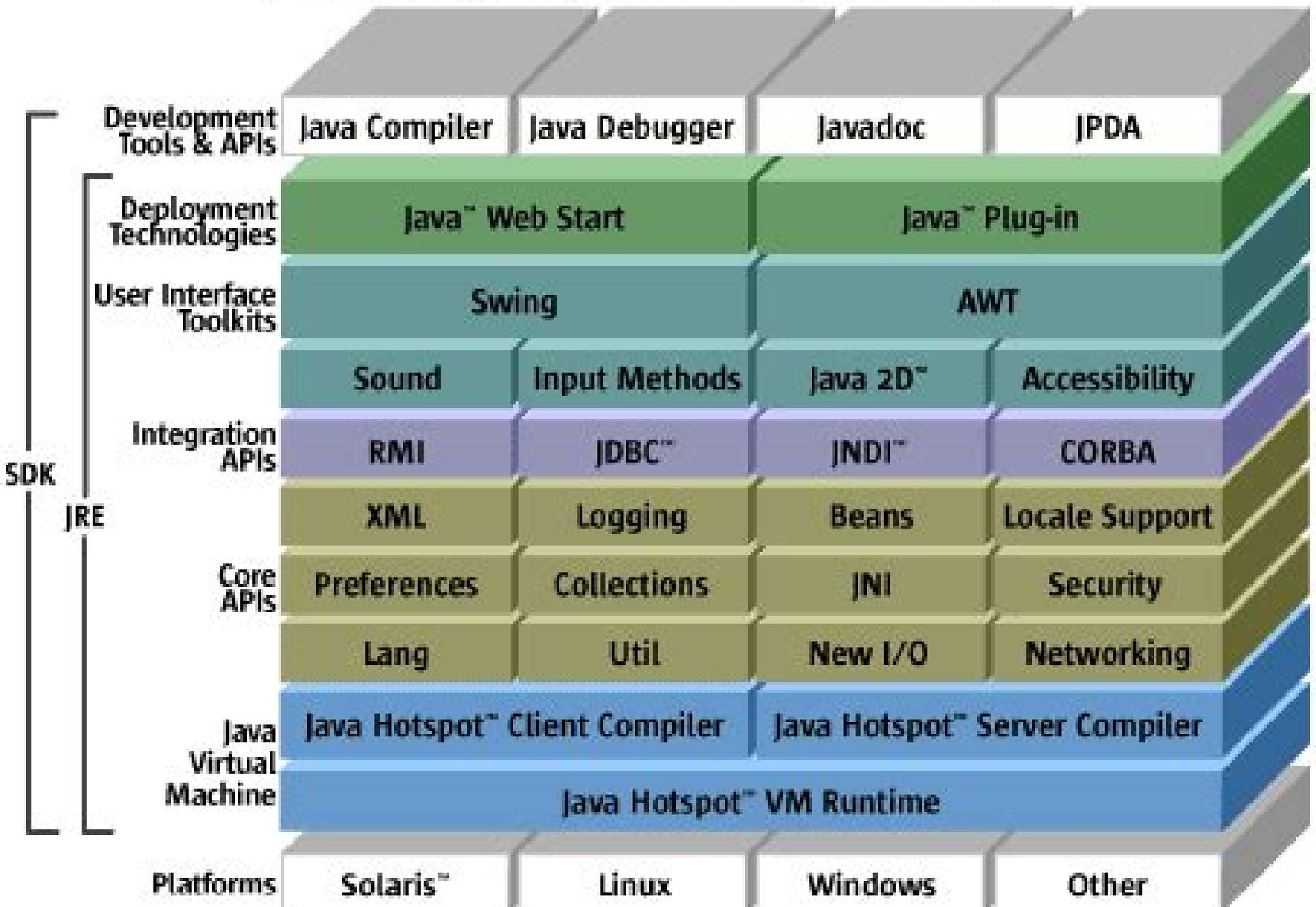


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Using Java 2 Platform

Alain Trottier



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Programming Wireless Devices with the Java 2 Platform Roger Riggs, 2003 bull Provides a key overview and introduction to J2ME and two vital J2ME technologies: Mobile Information Device Profile (MIDP) 2.0 and Connected Limited Device Configuration (CLDC) bull Shows how to build, develop, and code J2ME Applications; how to understand the Game Profile API and the latest J2ME security enhancements bull Written by the architects of the Java 2 Micro Edition platform

Special Edition Using Java 2 Brian Keeton, Chuck Cavaness, Geoff Friesen, 2001 An epic fantasy adventure that will make you laugh and cry. You'll fall in love with some characters and hate the others: Elves, Giants, Druids, Dwarves, and wraiths. What more could you desire.

Inside Java 2 Platform Security Li Gong, Gary Ellison, Mary Dageforde, 2003 This authoritative Java security book is written by the architect of the Java security model. It chronicles J2EE v1.4 security model enhancements that will allow developers to build safer, more reliable, and more impenetrable programs.

Programming Wireless Devices with the Java 2 Platform, Micro Edition Roger Riggs, Antero Taivalasaari, Mark VandenBrink, 2001 Sun's J2ME Platform brings unprecedented power and platform independence to the wireless market. Sun has collaborated with virtually every wireless leader, including Motorola, Nokia, NTT DoCoMo, Palm, RIM, and Siemens. Now a team of J2ME creators and leading edge developers have come together to present the definitive guide to real-world J2ME development. Whether you're building next-generation cell phones, two-way pagers, personal organizers, or any other wireless device, this book delivers the specific techniques you need to succeed. *Programming Wireless Devices With the J2ME Platform* starts with a much-needed general introduction and technical overview of J2ME technology and standards and presents detailed case studies demonstrating J2ME at work in actual applications. The authors introduce key J2ME standards such as Connected Limited Device Configuration (CLDC) and Mobile Information Device Profile (MIDP) and show how to maximize performance, portability, and consistency in real-world J2ME development. For wireless developers, consumer and embedded systems engineers, and all Java developers who want to leverage their expertise in next-generation wireless application development.

Java 2 Platform Unleashed Jamie Jaworski, 1999 This complete reference covers all the core APIs of the Java 2 platform, as well as secondary topics that experienced Java programmers need to know. The CD-ROM contains Borland JBuilder 2, Kawa tools, and all the applets and code examples from the book.

Handbook of Digital and Multimedia Forensic Evidence John J. Barbara, 2007-12-28 This volume presents an overview of computer forensics, perfect for beginners. A distinguished group of specialist authors have crafted chapters rich with detail, yet accessible for readers who

are not experts in the field Tying together topics as diverse as applicable laws on search and seizure investigating cybercrime and preparation for courtroom testimony Handbook of Digital and Multimedia Evidence is an ideal overall reference for this multi faceted discipline

Sun Java 2 Enterprise Edition (J2EE) Web Component Developer Exam Alain Trottier,2002 Annotation The authoritative solution to passing the 310 080 exam Alain Trottier is a well respected authority in the Java community Training Guidesare the most effective self study guides in the marketplace featuring exam tips study strategies review exercises case studies practice exams ExamGear testing software and more Each Training Guideis subjected to rigorous technical review by a team of industry experts ensuring content is superior in both coverage and technical accuracy This certification is for Sun Certified Programmers for Java 2 Platform who are using servlet and JavaServer Pages JSP APIs to develop Web applications using the Java 2 Platform Enterprise Edition J2EE The certification consists of one exam and requires Sun Certified Programmer for Java 2 Platform status Readers preparing for this exam find the Training Guide series to be the most successful self study tool in the market This book is their one stop shop because of its teaching methodology the accompanying ExamGear testing software and superior Web site support at www.quepublishing.com certification Alain Trottieris a Sun Certified Java Programmer and a Microsoft Certified Solution Developer He is the lead technologist at Strategic Business Resources and an adjunct Professor at Vanguard University He has been using reading and writing computer language documentation for over a decade He has co authored or contributed to Sun Certification Training Guide 310 025 310 027 Java 2 Programmer and Developer Exams Que 078972765X 06 02 and Java 2 Core Language Little Black Book Coriolis 158880271X 03 02

Sams Teach Yourself Java 2 in 24 Hours Rogers Cadenhead,2002 Cadenhead presents a step by step tutorial that teaches someone with no previous programming experience how to create simple Java programs and applets It starts out at a lower level than Sams Teach Yourself Java in 21 Days and takes things at a slower pace focusing on key programming concepts and essential Java basics

Advanced Java 2 Platform Harvey M. Deitel,Paul J. Deitel,Sean Santry,2002 This book looks at the exciting world of advanced programming concepts with the three major Java platforms Java 2 Enterprise Edition J2EE Java 2 Standard Edition J2SE and Java 2 Micro Edition J2ME

SAMS Teach Yourself Java 2 Platform in 21 Days Laura Lemay,Rogers Cadenhead,1999 Providing step by step lessons for Java 1 2 this work includes updated coverage of Java Foundation Classes Java 2D Classes JavaBeans and the new security model

JavaTech, an Introduction to Scientific and Technical Computing with Java Clark S. Lindsey,Johnny S. Tolliver,Thomas Lindblad,2005-10-13 JavaTech is a practical introduction to the Java programming language with an emphasis on the features that benefit technical computing After presenting the basics of object oriented programming in Java it examines introductory topics such as graphical interfaces and thread processes It goes on to review network programming and develops Web client server examples for tasks such as monitoring remote devices The focus then shifts to distributed computing with RMI Finally it examines how Java programs can access the local platform and interact with hardware Topics include combining native

code with Java communication via serial lines and programming embedded processors An extensive web site supports the book with additional instructional materials JavaTech demonstrates the ease with which Java can be used to create powerful network applications and distributed computing applications It will be used as a textbook for programming courses and by researchers who need to learn Java for a particular task *Schaum's Outline of Programming with Java* John R. Hubbard,2004-04-16 Tough Test Questions Missed Lectures Not Enough Time Fortunately for you there s Schaum s Outlines More than 40 million students have trusted Schaum s to help them succeed in the classroom and on exams Schaum s is the key to faster learning and higher grades in every subject Each Outline presents all the essential course information in an easy to follow topic by topic format You also get hundreds of examples solved problems and practice exercises to test your skills This Schaum s Outline gives you Practice problems with full explanations that reinforce knowledge Coverage of the most up to date developments in your course field In depth review of practices and applications Fully compatible with your classroom text Schaum s highlights all the important facts you need to know Use Schaum s to shorten your study time and get your best test scores Schaum s Outlines Problem Solved **Murach's Beginning Java 2** Andrea Steelman,2001 An exciting new approach to Java instruction that includes the latest Java releases 1 3 1 and 1 4 In just twenty chapters you grow from beginner to entry level professional Along the way you learn how to develop GUIs with Swing components how to work with files how to use JDBC to work with databases how to develop applets that are run from Internet browsers how to work with threads and much more It s all there in the unique Murach style that has been training professional programmers for more than 25 years Includes CD Rom *Computerworld* ,1999-06-21 For more than 40 years Computerworld has been the leading source of technology news and information for IT influencers worldwide Computerworld s award winning Web site Computerworld com twice monthly publication focused conference series and custom research form the hub of the world s largest global IT media network **Creating Content Management Systems in Java** Arron Ferguson,2007 In today s fast paced information packed world it s critical for businesses to organize and manipulate the data gathered from customers sales and product responses etc into usable information Content Management Systems CMS can do this for your business easily and efficiently There are several commercial systems available but customizing one for your specific needs is usually necessary based on your data Creating Content Management Systems in Java teaches you how to develop an open source CMS from scratch using XML as the storage mechanism XSLT as the presentation layer and Java and JSPs Servlets to realize the multi tiered architecture The book also covers data modeling in XML and the use of XSLT as a presentation vehicle for custom XML formats Creating Content Management Systems in Java is written for Web and software developers specifically Java developers who wish to learn more about the field of content management The book provides a practical applied perspective with complete demonstrations using code to show you how a solution or feature can be implemented Throughout the book you will work through the development of a complete open source working CMS example beginning with the

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Java 2 Certification Jamie Jaworski,
Wireless Java Programming with Java 2 Micro Edition Yu Feng,Jun Zhu,2001 Wireless Device Programming with Java 2 Micro Edition assumes readers are motivated to build the next generation wireless application by leveraging the J2ME technology The book provides commercial quality code and examples primarily based on the industry leading Motorola phone emulator

Constructing Intelligent Agents Using Java Joseph P. Bigus,Jennifer Bigus,2001 A state of the art guide on how to build intelligent Web based applications using Java Joseph and Jennifer Bigus update and significantly expand their book on building intelligent Web based applications using Java Geared to network programmers or Web developers who have previously programmed agents in Smalltalk or C this practical book explains in detail how to construct agents capable of learning and competing including both design principles and actual code for personal agents network or Web agents multi agent systems and commercial agents New and revised coverage includes agent tools agent uses for Web applications including personalization cross selling and e commerce and additional AI technologies such as fuzzy logic and genetic algorithms

The Real-time Specification for Java Gregory Bollella,2000 Real time programming is a critical component in the development of many consumer and industrial devices The long awaited Real Time Java specification has arrived delivering the powerful benefits of Java to the embedded software development community The Real Time Specification for Java introduces the new specification in detail giving developers all the information and insight they need to start building powerful Java based software The book is the definitive reference to the semantics extensions and modifications to the Java programming language that enable the Java platform to meet the requirements and constraints of real time development For all Java programmers embedded systems programmers and system architects

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