

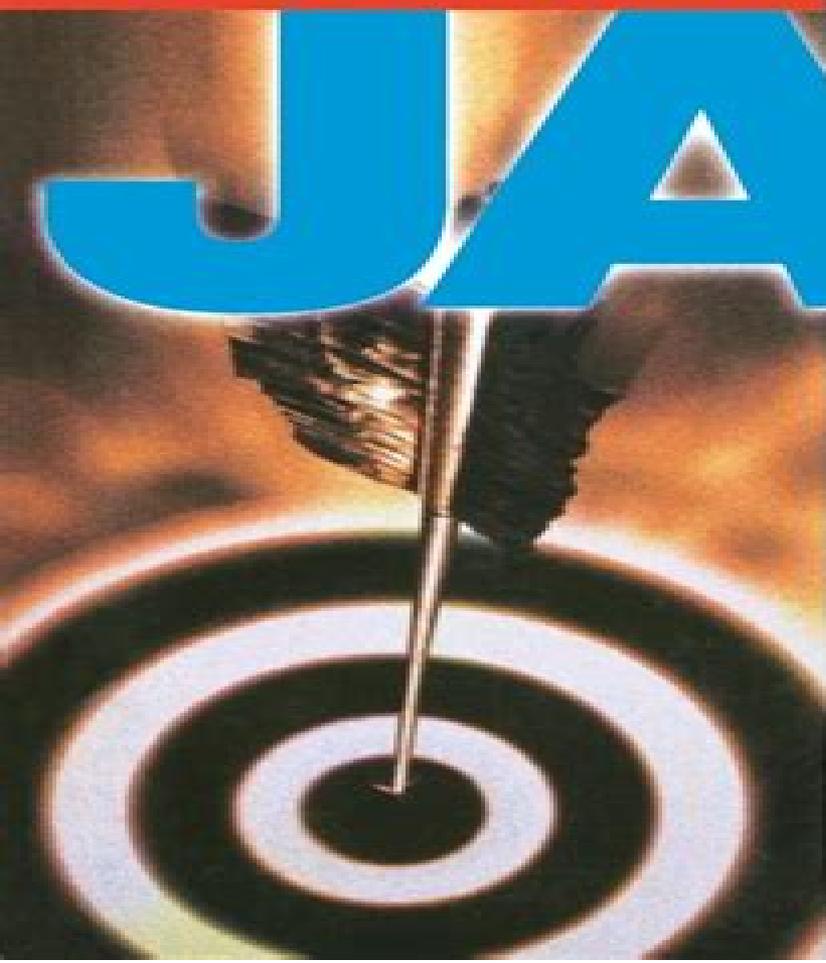
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Sams Teach Yourself Java in 21 Days Rogers Cadenhead,2013 This edition adds coverage of Java 7 and places emphasis on Android programming There is a new chapter on Android development and additional material where appropriate throughout the book Coverage of the JDK has been dropped in favor of NetBeans the free integrated IDE for Java

Sams Teach Yourself Java in 21 Days,19?? *Java in 24 Hours, Sams Teach Yourself (Covering Java 9)* Rogers Cadenhead,2017-09-08 Computer programming with Java is easier than it looks In just 24 lessons of one hour or less you can learn to write computer programs in Java Using a straightforward step by step approach popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs web services an Android app and even Minecraft mods in Java Each lesson builds on what you've already learned giving you a rock solid foundation for real world success Full color figures and clear step by step instructions visually show you how to program with Java Quizzes and Exercises at the end of each chapter help you test your knowledge Notes Tips and Cautions provide related information advice and warnings Learn how to Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object oriented programming Use Java 9's new HTTP client Use Java to create an Android app Expand your skills with closures Create Minecraft mods with Java Contents at a Glance Part I Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work Part II Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops Part III Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object is Like 12 Making the Most of Existing Objects Part IV Moving into Advanced Topics 13 Storing Objects in Data Structures 14 Handling Errors in a Program 15 Creating a Threaded Program 16 Using Inner Classes and Closures Part V Programming a Graphical User Interface 17 Building a Simple User Interface in Swing 18 Laying Out a User Interface 19 Responding to User Input Part VI Writing Internet Applications 20 Reading and Writing Files 21 Using Java 9's New HTTP Client 22 Creating Java2D Graphics 23 Creating Minecraft Mods with Java 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here Java Resources C This Book's Web Site D Fixing a Problem with the Android Studio Emulator

[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 **Sams Teach Yourself Java 2 Platform in 21 Days** Laura Lemay,Rogers Cadenhead,1999-01-01 JAVA manual text and CD ROM combination is the perfect starter kit for anyone wanting to learn Java Get full in depth coverage of the language basics in easy to understand text [Sams Teach Yourself Java in 24 Hours](#) Rogers Cadenhead,2017-09-10 This expanded and updated edition teaches Java 8 as a first programming language through short simple chapters that can be completed in no more than an hour each **Sams Teach Yourself Java in 21 Days (Covering Java 7 and Android)** Rogers Cadenhead,2012-08-16 Sams Teach Yourself Java in 21 Days Covering Java 7 and Android App Development Sams Teach Yourself Java in 21 Days continues to be one of the most popular best selling Java tutorials on the market Written by an expert technical writer it has been acclaimed for its clear and personable writing for its extensive use of examples and for its logical and complete organization The sixth edition of Sams Teach Yourself Java in 21 Days adds coverage of Java 7 and places a special emphasis on Android programming capitalizing on the fastest growing area of Java programming There will be a new chapter on Android development and additional material where appropriate throughout the book This edition also includes new material on using NetBeans the free integrated IDE for Java No previous programming experience required By following the 21 carefully organized lessons in this book anyone can learn the basics of Java programming Learn at your own pace You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies or you can focus on specific lessons to learn the techniques that interest you most Test your knowledge Each chapter ends with a Workshop section filled with questions answers and exercises for further study There are even certification practice questions Completely revised updated and expanded to cover the latest features of Java 7 Learn to develop standalone Java applications Android apps and Java Web Start applications Easy to understand practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about JDBC 4 1 programming with the Java DB database and XML parsing with the open source XOM class library Covers new features of Java 7 such as improved try catch exception handling the new switch and Nimbus look and feel *Java in 21 Days, Sams Teach Yourself (Covering Java 9)* Rogers Cadenhead,2018-11 In arenas ranging from enterprise development to Android app programming Java remains one of the world s most popular programming languages Sams Teach Yourself Java in 21 Days helps the serious learner gain true mastery over the new Java 9 In this book s straightforward step by step approach each lesson builds on everything that s come before helping readers learn Java s core features and techniques from the ground up Friendly accessible and conversational this book offers a practical grounding in the language without ever becoming overwhelming or intimidating Week 1 introduces the basic building blocks of the Java programming language keywords operators class and object definitions packages interfaces exceptions and threads Week 2 covers the Swing graphical user interface class

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Features for Developers 22 Java 8 Features for Developers Lambdas 23 Java 8 Functional interface Stream Time API 24 Key Features that Make Java More Secure than Other Languages

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