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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 (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

The Ruby Way Hal Fulton, 2002 The Ruby Way assumes that the reader is already familiar with the subject matter Using many code samples it focuses on how to use Ruby for specific applications either as a stand alone language or in conjunction with other languages Topics covered include Simple data tasks Manipulating structured data External data manipulation User interfaces Handling threads System programming Network and web programming Tools and utilities Note The appendices offer instruction on migrating from Perl and Python to Ruby and extending Ruby in C and C++

Sams Teach Yourself XSLT in 21 Days Michiel Van Otegem, 2002-01-31 The book covers XSLT and Xpath as a part of XSLT as these topics have everything to do with processing XML It will also cover XML from an XSLT processing and design point of view Other XML technologies will not be discussed as superset of XSLT most notably XSL XSL Formatting Objects alone is enough material for an entire book Apart from that XSLT and Xpath form the processing programming section of the entire XSL specification This book presents an overview of XSLT and guides readers through transforming their first XML data In this book you will also learn Selecting Data Stylesheets and Xpath Basics Inserting text and elements in output Copying elements from the source and inserting text Conditional processing basics and expressions Modularizing stylesheets Understanding creating and using templates Controlling output as well as creating more advanced output Using multi file stylesheets variables and parameters Working with numbers strings multiple XML sources and namespaces Selecting data based upon keys Recursion Creating computational stylesheets Working with parses Designing XML and XSLT applications Extending XSLT

Java in 21 Days, Sams Teach Yourself (Covering Java 8) Rogers Cadenhead, 2015-12-22 In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets With this complete tutorial you ll quickly master the basics and then move on to more advanced features and concepts Completely updated for Java 8 this book teaches you about the Java language and how to use it to create applications for any computing environment and Android apps By the time you have finished the book you ll have well rounded knowledge of Java and the Java class libraries Using your new skills you will be able to develop your own programs for tasks such as web services database connectivity XML processing and mobile programming 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 8 Learn to develop Java applications and Android apps using NetBeans and Google s new Android Studio two excellent and free programming platforms Covers new features of Java 8 such as closures the most eagerly anticipated language feature in years 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 2 programming with the Derby database and XML parsing with the open source XOM class library Learn how to use streams to write programs that communicate with the Internet including socket programming buffers channels and URL handling Contents at a Glance WEEK 1 The Java Language DAY 1 Getting Started with Java DAY 2 The ABCs of Programming DAY 3 Working with Objects DAY 4 Lists Logic and Loops DAY 5 Creating Classes and Methods DAY 6 Packages Interfaces and

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