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KEY=BIG - NOBLE WILLIAMSON

BIG JAVA

EARLY OBJECTS

Wiley Global Education Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

BIG JAVA

EARLY OBJECTS

Cay Horstmann's fifth edition of Big Java, Early Objects provides a comprehensive and approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts. The inclusion of advanced chapters makes the text suitable for a 2-semester course sequence, or as a comprehensive reference to programming in Java. The fifth edition includes new exercises from science and business which engages students with real world applications of Java in different industries -- BACK COVER.

BIG JAVA

COMPATIBLE WITH JAVA 5, 6 AND 7

John Wiley & Sons This book introduces programmers to objects at a gradual pace. The syntax boxes are revised to show typical code examples rather than abstract notation. This includes optional example modules using Alice and Greenfoot. The examples feature annotations with dos and don'ts along with cross references to more detailed explanations in the text. New tables show a large number of typical and cautionary examples. New programming and review problems are also presented that ensure a broad coverage of topics. In addition, Java 7 features are included to provide programmers with the most up-to-date information.

BIG JAVA LATE OBJECTS, 2ND EDITION

Wiley Global Education Cay Horstmann's Big Java Late Objects, 2nd Edition provides a comprehensive and approachable introduction to fundamental programming techniques and design skills, and helps students master basic concepts and become competent coders. The inclusion of advanced chapters makes the text suitable for a 2 or 3-term sequence, or as a comprehensive reference to programming in Python. Major rewrites and an updated visual design make this student-friendly text even more engaging. Filled with realistic programming examples, a great quantity and variety of homework assignments, and lab exercises that build student problem-solving abilities, it is no surprise Bi Java Late Objects is the number one text for early objects in the Python market.

BIG JAVA

LATE OBJECTS

Wiley Big Java: Late Objects is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It is designed for a two-semester first course in programming for computer science students. Using an innovative visual design that leads readers step-by-step through intricacies of Java programming, Big Java: Late Objects instills confidence in beginning programmers and confidence leads to success.

JAVA WEB SERVICES: UP AND RUNNING

UP AND RUNNING

"O'Reilly Media, Inc." This example-driven book offers a thorough introduction to Java's APIs for XML Web Services (JAX-WS) and RESTful Web Services (JAX-RS). Java Web Services: Up and Running takes a clear, pragmatic approach to these technologies by providing a mix of architectural overview, complete working code examples, and short yet precise instructions for compiling, deploying, and executing an application. You'll learn how to write web services from scratch and integrate existing services into your Java applications. With Java Web Services: Up and Running, you will: Understand the distinction between SOAP-based and REST-style services Write, deploy, and consume SOAP-based services in core Java Understand the Web Service Definition Language (WSDL) service contract Recognize the structure of a SOAP message Learn how to deliver Java-based RESTful web services and consume commercial RESTful services Know security requirements for SOAP- and REST-based web services Learn how to implement JAX-WS in various application servers Ideal for students as well as experienced programmers, Java Web Services: Up and Running is the concise guide you need to start working with these technologies right away.

DATA STRUCTURES AND ALGORITHMS IN JAVA

John Wiley & Sons The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

ARTIFICIAL INTELLIGENCE FOR BIG DATA

COMPLETE GUIDE TO AUTOMATING BIG DATA SOLUTIONS USING ARTIFICIAL INTELLIGENCE TECHNIQUES

Packt Publishing Ltd Build next-generation Artificial Intelligence systems with Java Key Features Implement AI techniques to build smart applications using Deeplearning4j Perform big data analytics to derive quality insights using Spark MLlib Create self-learning systems using neural networks, NLP, and reinforcement learning Book Description In this age of big data, companies have larger amount of consumer data than ever before, far more than what the current technologies can ever hope to keep up with. However, Artificial Intelligence closes the gap by moving past human limitations in order to analyze data. With the help of Artificial Intelligence for big data, you will learn to use Machine Learning algorithms such as k-means, SVM, RBF, and regression to perform advanced data analysis. You will understand the current status of Machine and Deep Learning techniques to work on Genetic and Neuro-Fuzzy algorithms. In addition, you will explore how to develop Artificial Intelligence algorithms to learn from data, why they are necessary, and how they can help solve real-world problems. By the end of this book, you'll have learned how to implement various Artificial Intelligence algorithms for your

big data systems and integrate them into your product offerings such as reinforcement learning, natural language processing, image recognition, genetic algorithms, and fuzzy logic systems. What you will learn Manage Artificial Intelligence techniques for big data with Java Build smart systems to analyze data for enhanced customer experience Learn to use Artificial Intelligence frameworks for big data Understand complex problems with algorithms and Neuro-Fuzzy systems Design stratagems to leverage data using Machine Learning process Apply Deep Learning techniques to prepare data for modeling Construct models that learn from data using open source tools Analyze big data problems using scalable Machine Learning algorithms Who this book is for This book is for you if you are a data scientist, big data professional, or novice who has basic knowledge of big data and wish to get proficiency in Artificial Intelligence techniques for big data. Some competence in mathematics is an added advantage in the field of elementary linear algebra and calculus.

EFFECTIVE JAVA

Addison-Wesley Professional 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.

JAVA NETWORK PROGRAMMING

"O'Reilly Media, Inc." 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.

BUILDING JAVA PROGRAMS

A BACK TO BASICS APPROACH

Addison-Wesley NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 0133437302/ 9780133437300 Building Java Programs: A Back to Basics Approach plus MyProgrammingLab with Pearson eText -- Access Card Package, 3/e Package consists of: 0133360903/ 9780133360905 Building Java Programs, 3/e 0133379787/ 9780133379785 MyProgrammingLab with Pearson eText -- Access Card -- for Building Java Programs, 3/e

JAVA COOKBOOK

SOLUTIONS AND EXAMPLES FOR JAVA DEVELOPERS

"O'Reilly Media, Inc." From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will

bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

THE ANARCHIST COOKBOOK

Lulu Press, Inc The Anarchist Cookbook will shock, it will disturb, it will provoke. It places in historical perspective an era when "Turn on, Burn down, Blow up" are revolutionary slogans of the day. Says the author "This book... is not written for the members of fringe political groups, such as the Weatherman, or The Minutemen. Those radical groups don't need this book. They already know everything that's in here. If the real people of America, the silent majority, are going to survive, they must educate themselves. That is the purpose of this book." In what the author considers a survival guide, there is explicit information on the uses and effects of drugs, ranging from pot to heroin to peanuts. There i detailed advice concerning electronics, sabotage, and surveillance, with data on everything from bugs to scramblers. There is a comprehensive chapter on natural, non-lethal, and lethal weapons, running the gamut from cattle prods to sub-machine guns to bows and arrows.

INTRODUCTION TO PROBABILITY

CRC Press Developed from celebrated Harvard statistics lectures, Introduction to Probability provides essential language and tools for understanding statistics, randomness, and uncertainty. The book explores a wide variety of applications and examples, ranging from coincidences and paradoxes to Google PageRank and Markov chain Monte Carlo (MCMC). Additional

JAVA 9 MODULARITY

PATTERNS AND PRACTICES FOR DEVELOPING MAINTAINABLE APPLICATIONS

"O'Reilly Media, Inc." The upcoming Java 9 module system will affect existing applications and offer new ways of creating modular and maintainable applications. With this hands-on book, Java developers will learn not only about the joys of modularity, but also about the patterns needed to create truly modular and reliable applications. Authors Sander Mak and Paul Bakker teach you the concepts behind the Java 9 module system, along with the new tools it offers. You'll also gain learn how to modularize existing code and how to build new Java applications in a modular way. Understand Java 9 module system concepts Master the patterns and practices for building truly modular applications Migrate existing applications and libraries to Java 9 modules Use JDK 9 tools for modular development and migration

TEACH YOURSELF JAVA FOR MACINTOSH IN 21 DAYS

Hayden Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

MODERN JAVA RECIPES

SIMPLE SOLUTIONS TO DIFFICULT PROBLEMS IN JAVA 8 AND 9

"O'Reilly Media, Inc." The introduction of functional programming concepts in Java SE 8 was a drastic change for this venerable object-oriented language. Lambda expressions, method references, and streams fundamentally changed the idioms of the language, and many developers have been trying to catch up ever since. This cookbook will help. With more than 70 detailed recipes, author Ken Kousen shows you how to use the newest features of Java to solve a wide range of problems. For developers comfortable with previous Java versions, this guide covers nearly all of Java SE 8, and includes a chapter focused on changes coming in Java 9. Need to understand how functional idioms will change the way you write code? This cookbook—chock full of use cases—is for you. Recipes cover: The basics of lambda expressions and method references Interfaces in the java.util.function package Stream operations for transforming and filtering data Comparators and Collectors for sorting and converting streaming data Combining lambdas, method references, and streams Creating instances and extract values from Java's Optional type New I/O capabilities that support functional streams The Date-Time API that replaces the legacy Date and Calendar classes Mechanisms for experimenting with concurrency and parallelism

BUILDING MAINTAINABLE SOFTWARE, JAVA EDITION

TEN GUIDELINES FOR FUTURE-PROOF CODE

"O'Reilly Media, Inc." Have you ever felt frustrated working with someone else's code? Difficult-to-maintain source code is a big problem in software development today, leading to costly delays and defects. Be part of the solution. With this practical book, you'll learn 10 easy-to-follow guidelines for delivering Java software that's easy to maintain and adapt. These guidelines have been derived from analyzing hundreds of real-world systems. Written by consultants from the Software Improvement Group (SIG), this book provides clear and concise explanations, with advice for turning the guidelines into practice. Examples for this edition are written in Java, while our companion C# book provides workable examples in that language. Write short units of code: limit the length of methods and constructors Write simple units of code: limit the number of branch points per method Write code once, rather than risk copying buggy code Keep unit interfaces small by extracting parameters into objects Separate concerns to avoid building large classes Couple architecture components loosely Balance the number and size of top-level components in your code Keep your codebase as small as possible Automate tests for your codebase Write clean code, avoiding "code smells" that indicate deeper problems

BRIEF JAVA

EARLY OBJECTS

Wiley Global Education Brief Java: Early Objects, 9th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

ORACLE 9I JAVA,

Apress While the integration of a Java Virtual Machine into the Oracle database has provided a whole host of new opportunities and challenges to the Oracle developer and DBA, it has also provoked much debate as to when it makes sense to exploit this feature. This book clearly demonstrates many practical, real-world applications that developers can put to immediate use in their day-to-day jobs. With Java and Oracle, the developer can now compress LOBs, use multicast sockets to automatically alert clients when data has changed, and run an FTP Java client in the database, to name but a few of the examples covered here. In addition, this book gives in-depth consideration to the question of when it is appropriate to use Java from a performance perspective, including benchmarks. Who is this book for? This book is for experienced Oracle developers looking to exploit Java. It will be of interest to DBAs who need to know how Java is likely to be used inside the database and how this affects them, and also to Java developers looking to apply their knowledge in the Oracle database. Knowledge of SQL, PL/SQL, and Oracle architecture is assumed. If you are relatively new to Java, then the explanations in the text should allow you to grasp all of the fundamental issues discussed. This book is ideal for an Oracle developer migrating from C to Java. What does this book cover? Java messaging and image generation utilities; Solutions using PL/SQL and Java together; Use of operating system resources; Java application performance; Benchmarks for SQL execution in PL/SQL and Java; Oracle JDBC and SQLJ; A Java tutorial for PL/SQL programmers.

BIG DATA AND THE INTERNET OF THINGS

ENTERPRISE INFORMATION ARCHITECTURE FOR A NEW AGE

Apress Enterprise Information Architecture for a New Age: Big Data and The Internet of Things, provides guidance in designing an information architecture to accommodate increasingly large amounts of data, massively large amounts of data, not only from traditional sources, but also from novel sources such everyday objects that are fast becoming wired into global Internet. No business can afford to be

caught out by missing the value to be mined from the increasingly large amounts of available data generated by everyday devices. The text provides background as to how analytical solutions and enterprise architecture methodologies and concepts have evolved (including the roles of data warehouses, business intelligence tools, predictive analytics, data discovery, Big Data, and the impact of the Internet of Things). Then you're taken through a series of steps by which to define a future state architecture and create a plan for how to reach that future state. Enterprise Information Architecture for a New Age: Big Data and The Internet of Things helps you gain an understanding of the following: Implications of Big Data from a variety of new data sources (including data from sensors that are part of the Internet of Things) upon an information architecture How establishing a vision for data usage by defining a roadmap that aligns IT with line-of-business needs is a key early step The importance and details of taking a step-by-step approach when dealing with shifting business challenges and changing technology capabilities How to mitigate risk when evaluating existing infrastructure and designing and deploying new infrastructure Enterprise Information Architecture for a New Age: Big Data and The Internet of Things combines practical advice with technical considerations. Author Robert Stackowiak and his team are recognized worldwide for their expertise in large data solutions, including analytics. Don't miss your chance to read this book and gain the benefit of their advice as you look forward in thinking through your own choices and designing your own architecture to accommodate the burgeoning explosion in data that can be analyzed and converted into valuable information to drive your business forward toward success.

BIG DATA PROCESSING WITH APACHE SPARK

Lulu.com Apache Spark is a popular open-source big-data processing framework that's built around speed, ease of use, and unified distributed computing architecture. Not only it supports developing applications in different languages like Java, Scala, Python, and R, it's also hundred times faster in memory and ten times faster even when running on disk compared to traditional data processing frameworks. Whether you are currently working on a big data project or interested in learning more about topics like machine learning, streaming data processing, and graph data analytics, this book is for you. You can learn about Apache Spark and develop Spark programs for various use cases in big data analytics using the code examples provided. This book covers all the libraries in Spark ecosystem: Spark Core, Spark SQL, Spark Streaming, Spark ML, and Spark GraphX.

CLOJURE COOKBOOK

RECIPES FOR FUNCTIONAL PROGRAMMING

"O'Reilly Media, Inc." With more than 150 detailed recipes, this cookbook shows experienced Clojure developers how to solve a variety of programming tasks with this JVM language. The solutions cover everything from building dynamic websites and working with databases to network communication, cloud computing, and advanced testing strategies. And more than 60 of the world's best Clojurians contributed recipes. Each recipe includes code that you can use right away, along with a discussion on how and why the solution works, so you can adapt these patterns, approaches, and techniques to situations not specifically covered in this cookbook. Master built-in primitive and composite data structures Create, develop and publish libraries, using the Leiningen tool Interact with the local computer that's running your application Manage network communication protocols and libraries Use techniques for connecting to and using a variety of databases Build and maintain dynamic websites, using the Ring HTTP server library Tackle application tasks such as packaging, distributing, profiling, and logging Take on cloud computing and heavyweight distributed data crunching Dive into unit, integration, simulation, and property-based testing Clojure Cookbook is a collaborative project with contributions from some of the world's best Clojurians, whose backgrounds range from aerospace to social media, banking to robotics, AI research to e-commerce.

THE PRAGMATIC PROGRAMMER

FROM JOURNEYMAN TO MASTER

Addison-Wesley Professional What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any

software team is in having talented developers who really know their craft well. An excellent book.” —Pete McBreen, Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.” —Jared Richardson, Senior Software Developer, iRenaissance, Inc. “I would like to see this issued to every new employee at my company....” —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. “If I’m putting together a project, it’s the authors of this book that I want. . . . And failing that I’d settle for people who’ve read their book.” —Ward Cunningham Straight from the programming trenches, *The Pragmatic Programmer* cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

JAVA FOR EVERYONE

LATE OBJECTS

Wiley Authoritative but accessible information on Java programming fundamentals As one of the most popular programming languages in the world, Java is widely used in everything from application software to web applications. This helpful book escorts you through the fundamentals and concepts of Java programming using a first/late objects approach. Packed with extensive opportunities for programming practice, *Java For Everyone* is an ideal resource for learning all there is to know about Java programming. Serves as an authoritative guide on the fundamentals of Java programming Features accessible coverage compatible with Java 5, 6, 7 Uses first/late objects approach and provides a variety of opportunities for programming practice If you're interested in learning the basics of Java programming, then this is the book you need.

DESIGNING DATA-INTENSIVE APPLICATIONS

THE BIG IDEAS BEHIND RELIABLE, SCALABLE, AND MAINTAINABLE SYSTEMS

"O'Reilly Media, Inc." Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

HEAD FIRST JAVA

A BRAIN-FRIENDLY GUIDE

"O'Reilly Media, Inc." Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals,

mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

STORIES FOR YOUNG READERS, BOOK 2

GLOBAL EDITION

Kinney Brothers Publishing Stories for Young Readers, Book 2, by Kinney Brothers Publishing, is a series of ESL readings that includes questions, grammatical explanations, exercises, and puzzles for beginning students. This textbook presents English in clear, grammatically simple, and direct language. Teachers can utilize the stories and exercises in a variety of ways, including listening comprehension, reading, writing, and conversation. Most importantly, the textbook has been designed to extend students' skills and interest in developing their ability to communicate in English.

CRACKING THE CODING INTERVIEW

150 PROGRAMMING INTERVIEW QUESTIONS AND SOLUTIONS

CreateSpace Now in the 5th edition, Cracking the Coding Interview gives you the interview preparation you need to get the top software developer jobs. This book provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5 Algorithm Approaches: Stop being blind-sided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

DATA STRUCTURES ALGORITHMS ESSENTIALS

COMMON BIG O TIME COMPLEXITY BASICS, WITH REAL-LIFE IMPLEMENTATION SOLUTIONS IN C#

Independently Published This e-book is the Basics Edition. It illustrates the common, and essential data structures algorithms underscoring the BIG O Time Complexity basics. It also details, with examples, using one of the world's most commonly used programming language (C# - pronounced CSharp) to describe how it can be applied or implemented by developers, and novices alike, for the real-life scenario solutions, with codes, and including useful references. The objective is to help, established software developers, up-coming developers, scientists, mathematicians, and software novices alike. It captures the common, and the essential basics of data structures algorithms of the BIG O Time Complexity, and described them in clear, and unambiguous terms, detailing where and how to apply them in solution development in the real world, with great examples written with C# programming language. This can also be applied to any other programming language, such as Java, PHP, Ruby, C, C++, F# etc, just to mention a few. The aim is also to make it, serve as a first-hand personal reference guide, for anyone that may need it, or have to tackle solution/s involving, the BIG O Time Complexity with data structure algorithms, but also software developers/programmers, scientists, mathematicians, who may have at one point in their solution designing, and implementation work life, encountered the BIG O Time Complexity scenarios. This e-book provides a comprehensive basic list, and addresses, the down-to-basics, of how to handle, implement the time complexity issues, and how to turn them into viable implementable real-life solutions, using C# programming language.

PROGRAMMING EMBEDDED SYSTEMS

WITH C AND GNU DEVELOPMENT TOOLS

"O'Reilly Media, Inc." Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

LEARNING JAVA

"O'Reilly Media, Inc." A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

ABSOLUTE JAVA

Pearson NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase MyProgrammingLab, search for ISBN-10:0134243935 /ISBN-13: 9780134243931. That package includes ISBN-10: 0134041674 /ISBN-13: 9780134041674 and ISBN-10: 0134254015 /ISBN-13: 9780134254012. For courses in computer programming and engineering. *Beginner to Intermediate Programming in Java Absolute Java* provides a comprehensive reference to programming in the Java language. Accessible to both beginner and intermediate programmers, the text focuses around specifically using the Java language to practice programming techniques. The Sixth Edition is extremely flexible and easily applicable to a wide range of users. Standalone and optional chapters allow instructors to adapt the text to a variety of course content. Highly up-to-date with new content and information regarding the use of Java, this text introduces readers to the world of programming through a widely used and relevant language. Also Available with MyProgrammingLab™ This title is also available with MyProgrammingLab – an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. Students, if interested in purchasing this title with MyProgrammingLab, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. Interactive Practice helps students gain first-hand programming experience in an interactive online environment. Step-by-step VideoNote Tutorials enhance the programming concepts presented in your Pearson textbook by allowing students to view the entire problem-solving process outside of the classroom—when they need help the most. Pearson eText gives students access to their textbook anytime, anywhere. In addition to note taking, highlighting, and bookmarking, the Pearson eText offers interactive and sharing features. Rich media options let students watch lecture and example videos as they read or do their homework. Instructors can share their comments or highlights, and students can add their own, creating a tight community of learners in your class. The Pearson eText companion app allows existing subscribers to access their titles on an iPad or Android tablet for either online or offline viewing. Dynamic grading and assessment ensure your students' submissions are automatically graded, both saving you time, and offering students immediate learning opportunities. Gradebook results can be exported to Excel to use with your LMS.

JAVA CONCEPTS

EARLY OBJECTS

Wiley In *Java Concepts*, Cay Horstmann provides a comprehensive introduction to fundamental programming techniques and design skills helping the student master basic concepts. Realistic programming examples, homework assignments, and lab exercises build student problem-solving abilities.

BIG JAVA

John Wiley & Sons Incorporated This edition of Horstmann's bestselling text helps you absorb computing concepts and programming principles, develop strong problem-solving skills, and become a better programmer, all while exploring the elements of Java that are needed to write real-life programs.

DESIGNING BIG DATA PLATFORMS

HOW TO USE, DEPLOY, AND MAINTAIN BIG DATA SYSTEMS

John Wiley & Sons *DESIGNING BIG DATA PLATFORMS* Provides expert guidance and valuable insights on getting the most out of Big Data systems. An array of tools are currently available for managing and processing data—some are ready-to-go solutions that can be immediately deployed, while others require complex and time-intensive setups. With such a vast range of options, choosing the right tool to build a solution can be complicated, as can determining which tools work well with each other. *Designing Big Data Platforms* provides clear and authoritative guidance on the critical decisions necessary for successfully deploying, operating, and maintaining Big Data systems. This highly practical guide helps readers understand how to process large amounts of data with well-known Linux tools and

database solutions, use effective techniques to collect and manage data from multiple sources, transform data into meaningful business insights, and much more. Author Yusuf Aytas, a software engineer with a vast amount of big data experience, discusses the design of the ideal Big Data platform: one that meets the needs of data analysts, data engineers, data scientists, software engineers, and a spectrum of other stakeholders across an organization. Detailed yet accessible chapters cover key topics such as stream data processing, data analytics, data science, data discovery, and data security. This real-world manual for Big Data technologies: Provides up-to-date coverage of the tools currently used in Big Data processing and management Offers step-by-step guidance on building a data pipeline, from basic scripting to distributed systems Highlights and explains how data is processed at scale Includes an introduction to the foundation of a modern data platform Designing Big Data Platforms: How to Use, Deploy, and Maintain Big Data Systems is a must-have for all professionals working with Big Data, as well researchers and students in computer science and related fields.

JAVA COOKBOOK

PROBLEMS AND SOLUTIONS FOR JAVA DEVELOPERS

"O'Reilly Media, Inc." Java continues to grow and evolve, and this cookbook continues to evolve in tandem. With this guide, you'll get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from string handling and functional programming to network communication. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you're familiar with Java basics, this cookbook will bolster your knowledge of the language and its many recent changes, including how to apply them in your day-to-day development. This updated edition covers changes through Java 12 and parts of 13 and 14. Recipes include: Methods for compiling, running, and debugging Packaging Java classes and building applications Manipulating, comparing, and rearranging text Regular expressions for string and pattern matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Input/output, directory, and filesystem operations Network programming on both client and server Processing JSON for data interchange Multithreading and concurrency Using Java in big data applications Interfacing Java with other languages

JAVA METHODS, SECOND AP EDITION

OBJECT-ORIENTED PROGRAMMING AND DATA STRUCTURES

Skylight Pub

WIRELESS DATA SERVICES

TECHNOLOGIES, BUSINESS MODELS AND GLOBAL MARKETS

Cambridge University Press This book takes a deep look into why certain technologies, business models, and adoption strategies succeed while others fail, and how all these elements will impact the future of wireless communications. With the help of examples, case studies and interviews with industry luminaries, the authors identify the key factors behind the success or failure of different blueprints and provide insights into strategies of matching wireless technology and services to global markets.

NETWORK WORLD

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.