

Object Oriented Programming Through Java P Radha Krishna

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CONCUR 2004 -- Concurrency Theory - Philippa Gardner 2011-03-22
This book constitutes the refereed proceedings of the 15th International Conference on Concurrency Theory, CONCUR 2004, held in London, UK in August/September 2004. The 29 revised full papers presented together with 4 invited papers were carefully reviewed and selected from 134 submissions. Among the topics covered are concurrency related aspects of models of computation, semantic domains, process algebras, Petri nets, event structures, real-time systems, hybrid systems, decidability, model checking, verification techniques, refinement, term and graph rewriting, distributed programming, constraint logic programming, object-oriented programming, typing systems and algorithms, case studies, tools, and environments for programming and verification.

Progress in Artificial Intelligence - Fernando Moura Pires 2003-11-24
This book constitutes the refereed proceedings of the 11th Portuguese Conference on Artificial Intelligence, EPIA 2003, held in Beja, Portugal in December 2003. The 29 revised full papers and 20 revised short papers

presented were carefully reviewed and selected from a total of 119 submissions. In accordance with the five constituting workshops, the papers are organized in topical sections on artificial life and evolutionary algorithms, constraint and logic programming systems, extraction of knowledge from databases, multi-agent systems and AI for the Internet, and natural language processing and text retrieval.

Learning Java Through Games - Lubomir Stanchev 2013-11-12
Learning Java Through Games teaches students how to use the different features of the Java language as well as how to program. Suitable for self-study or as part of a two-course introduction to programming, the book covers as much material as possible from the latest Java standard while requiring no previous programming experience. Taking an application-motivated approach, the text presents an abundance of games. Students must read through the whole chapter to understand all the features that are needed to implement the game. Most chapters start with a description of a game and then introduce different Java constructs for implementing the features of the game on need-to-use bases. The text

teaches students not only how to write code that works but also how to follow good software practices. All sample programs in the text strive to achieve low cohesion and high coupling—the hallmarks of well-designed code. Many programs are refactored multiple times to achieve code that is easy to understand, reuse, and maintain. The first part of the book covers basic programming techniques, such as conditional statements, loops, methods, arrays, and classes. The second part focuses on more advanced topics, including class inheritance, recursions, sorting algorithms, GUI programming, exception handling, files, and applets.

Java: A Beginner's Guide, Eighth Edition - Herbert Schildt
2018-11-09

A practical introduction to Java programming—fully revised for long-term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time. •Clearly explains all of the new Java SE 11 features•Features self-tests, exercises, and downloadable code samples•Written by bestselling author and leading Java authority Herbert Schildt

DATABASE MANAGEMENT SYSTEM ORACLE SQL AND PL/SQL -
PRANAB KUMAR DAS GUPTA 2013-10-18

Database Management System (DBMS) and Oracle are essentially a part of the curriculum for undergraduate and postgraduate courses in Computer Science, Computer Applications, Computer Science and Engineering, Information Technology and Management. The book is organized into three parts to introduce the theoretical and programming

concepts of DBMS. Part I (Basic Concepts and Oracle SQL) deals with DBMS basic, software analysis and design, data flow diagram, ER model, relational algebra, normal forms, SQL queries, functions, subqueries, different types of joins, DCL, DDL, DML, object constraints and security in Oracle. Part II (Application Using Oracle PL/SQL) explains PL/SQL basics, functions, procedures, packages, exception handling, triggers, implicit, explicit and advanced cursors using suitable examples. This part also covers advanced concepts related to PL/SQL, such as collection, records, objects, dynamic SQL and performance tuning. Part III (Advanced Concepts and Technologies) elaborates on advanced database concepts such as query processing, file organization, distributed architecture, backup, recovery, data warehousing, online analytical processing and data mining concepts and their techniques. All the chapters include a large number of examples. To further reinforce the concepts, numerous objective type questions and workouts are provided at the end of each chapter. Key Features • Explains each topic in a step-by-step detail. • Includes about 300 examples to illustrate the concepts. • Offers about 400 objective type questions to quiz students on key points. • Provides about 100 challenging workouts that invite deeper analysis and interpretation of the subject matter. New to the Second Edition • The book reorganized into three parts for better understanding of DBMS concepts. • All the existing chapters thoroughly revised and eight new chapters added. • New chapters discuss Oracle PL/SQL advanced programming concepts, data warehousing, OLTP, OLAP and data mining concepts. • Additional examples, questions and workouts in each chapter. TEACHING AID MATERIAL Teaching Aid Material for all the chapters is provided on the website of PHI Learning, which can be used by the faculties/teachers for delivering lectures. Visit www.phindia.com/gupta to explore the contents.

Core Java for the Impatient - Cay S. Horstmann 2015

The release of Java SE 8 introduced significant enhancements that impact the Core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer required and new features like lambda expressions will increase programmer productivity, but

navigating these changes can be challenging. Core Java® for the Impatient is a complete but concise guide to Java SE 8. Written by Cay Horstmann--the author of Java SE 8 for the Really Impatient and Core Java(tm), the classic, two-volume introduction to the Java language--this indispensable new tutorial offers a faster, easier pathway for learning the language and libraries. Given the size of the language and the scope of the new features introduced in Java SE 8, there's plenty of material to cover, but it's presented in small chunks organized for quick access and easy understanding. If you're an experienced programmer, Horstmann's practical insights and sample code will help you quickly take advantage of lambda expressions (closures), streams, and other Java language and platform improvements. Horstmann covers everything developers need to know about modern Java, including Crisp and effective coverage of lambda expressions, enabling you to express actions with a concise syntax A thorough introduction to the new streams API, which makes working with data far more flexible and efficient A treatment of concurrent programming that encourages you to design your programs in terms of cooperating tasks instead of low-level threads and locks Up-to-date coverage of new libraries like Date and Time Other new features that will be especially valuable for server-side or mobile programmers Whether you are just getting started with modern Java or are an experienced developer, this guide will be invaluable for anyone who wants to write tomorrow's most robust, efficient, and secure Java code.

Flexible, Reliable Software - Henrik B. Christensen 2011-06-21
Flexible, Reliable Software: Using Patterns and Agile Development guides students through the software development process. By describing practical stories, explaining the design and programming process in detail, and using projects as a learning context, the text helps readers understand why a given technique is required and why techniques must be combined to overcome the challenges facing software developers. The presentation is pedagogically organized as a realistic development story in which customer requests require introducing new techniques to combat ever-increasing software complexity. After an overview and introduction of basic terminology, the

book presents the core practices, concepts, tools, and analytic skills for designing flexible and reliable software, including test-driven development, refactoring, design patterns, test doubles, and responsibility driven and compositional design. It then provides a collection of design patterns leading to a thorough discussion of frameworks, exemplified by a graphical user interface framework (MiniDraw). The author also discusses the important topics of configuration management and systematic testing. In the last chapter, projects lead students to design and implement their own frameworks, resulting in a reliable and usable implementation of a large and complex software system complete with a graphical user interface. This text teaches how to design, program, and maintain flexible and reliable software. Installation guides, source code for the examples, exercises, and projects can be found on the author's website.

Programming in Java - Sachin Malhotra 2013-12-28

The second edition of Programming in Java confirms to Java Standard Edition 7, the latest release since Oracle took over Sun Microsystems. It is significant in the sense that the last update was six years back and this major release comes bundled with plenty of enhancements which were overdue. To list a few noticeable enhancements, Java 7 includes support for strings in switch statements, try-with-resources statement, improved multi-catch, binary numeric literals, numeric literals with underscores, new APIs in NIO like Path and Files, automatic resource management, and much more. The second edition presents all these new topics with suitable examples. This second edition is not just about the enhancements introduced in Java 7; practically every chapter has been revisited to refine the text as much as possible with new example codes and greater topical coverage.

Core Java: An Integrated Approach: Covers Concepts, programs and Interview Questions w/CD - R. Nageswara Rao/kogent Solutions 2008-02
The book is written in such a way that learners without any background in programming are able to follow and understand it entirely. It discusses the concepts of Java in a simple and straightforward language with a clear cut explanation, without beating around the bush. On reading the

book, readers are able to write simple programs on their own, as this is the first requirement to become a Java Programmer. The book provides ample solved programs which could be used by the students not only in their examinations but also to remove the fear of programming from their minds. After reading the book, the students gain the confidence to apply for a software development company, face the interview board and come out successful. The book covers sample interview questions which were asked in various interviews. It helps students to prepare for their future careers.

Think Java - Allen B. Downey 2016-05-06

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

Object Oriented Programming using Java - Simon Kendal 2009

Java Programming Fundamentals - Premchand S. Nair 2008-11-20

While Java texts are plentiful, it's difficult to find one that takes a real-world approach, and encourages novice programmers to build on their Java skills through practical exercise. Written by an expert with 19

experience teaching computer programming, *Java Programming Fundamentals* presents object-oriented programming by employing examples taken

Mastering Cloud Computing - Rajkumar Buyya 2013-04-05

Mastering Cloud Computing is designed for undergraduate students learning to develop cloud computing applications. Tomorrow's applications won't live on a single computer but will be deployed from and reside on a virtual server, accessible anywhere, any time. Tomorrow's application developers need to understand the requirements of building apps for these virtual systems, including concurrent programming, high-performance computing, and data-intensive systems. The book introduces the principles of distributed and parallel computing underlying cloud architectures and specifically focuses on virtualization, thread programming, task programming, and map-reduce programming. There are examples demonstrating all of these and more, with exercises and labs throughout. Explains how to make design choices and tradeoffs to consider when building applications to run in a virtual cloud environment Real-world case studies include scientific, business, and energy-efficiency considerations

Interactive Object Oriented Programming in Java - Vaskaran Sarcar 2016-12-19

Discover object oriented programming with Java in this unique tutorial. This book uses Java and Eclipse to write and generate output for examples in topics such as classes, interfaces, overloading, and overriding. *Interactive Object Oriented Programming in Java* uniquely presents its material in a dialogue with the reader to encourage thinking and experimentation. Later chapters cover further Java programming concepts, such as abstract classes, packages, and exception handling. At each stage you'll be challenged by the author to help you absorb the information and become a proficient Java programmer. Additionally, each chapter contains simple assignments to encourage you and boost your confidence level. What You Will Learn Become proficient in object oriented programming Test your skills in the basics of Java Develop as a Java programmer Use the Eclipse IDE to write your code Who This Book

Is For Software developers and software testers.

Object Models - Peter Coad 1997

This is a new edition of this pack which covers the three leading object modelling notations, Coad, OMT and the new Unified (Booch-Rumbaugh) methodology. It presents 177 state-of-the-art strategies and 31 patterns for object model development. The new edition includes 29 new strategies which include: using feature milestones to deliver results more quickly; extracting useful content from data models; using patterns to discover new features, separating definition from usage; when to use, or not use, inheritance; how to decide whether you need an attribute or something more; and why you should nearly always ask for more than a data value.

Concurrent Programming in Java - Douglas Lea 2000

Software -- Programming Languages.

Understanding Object-oriented Programming with JAVA - Timothy Budd 2002

This work teaches the fundamentals of Java and object-oriented programming to those with some programming experience. The principles and practices are illustrated throughout the book with extensive examples from the Java standard library.

Programming Methodology - Annabelle McIver 2012-12-06

Written by the members of the IFIP Working Group 2.3 (Programming Methodology) this text constitutes an exciting reference on the front-line of research activity in programming methodology. The range of subjects reflects the current interests of the members, and will offer insightful and controversial opinions on modern programming methods and practice. The material is arranged in thematic sections, each one introduced by a problem which epitomizes the spirit of that topic. The exemplary problem will encourage vigorous discussion and will form the basis for an introduction/tutorial for its section.

Programming with JAVA - A Primer - E. Balaguruswamy 2014-06-04

Programming with JAVA, 3e, incorporates all the updates and enhancements added to JAVA 2 and J2SE 5.0 releases. The book presents the language concepts in extremely simple and easy-to-understand style

with illustrations and examples wherever necessary. Salient Features Fully explains the entire Java language. Discusses Java's unique features such as packages and interfaces. Shows how to create and implement applets. Illustrates the use of advanced concepts like multithread and graphics. Covers exception handling in depth. Debugging exercises and two full-fledged projects. Includes model questions from the Sun Certified JAVA Programmer Exam.

[Java for Programmers](#) - Paul J. Deitel 2009-02-12

PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces, Nested Classes Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study JavaServer™ Faces, Ajax-Enabled Web Applications, Web Services, Networking JDBC™, SQL, Java DB, MySQL® Threads and the Concurrency APIs I/O, Types, Control Statements, Methods Arrays, Generics, Collections Exception Handling, Files GUI, Graphics, GroupLayout, JDIC Using the Debugger and the API Docs And more... VISIT WWW.DEITEL.COM For information on Deitel's Dive Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com) Download code examples Check out the growing list of programming, Web 2.0, and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived issues of the DEITEL® BUZZ ONLINE The practicing programmer's DEITEL® guide to Java™ development and the Powerful Java™ Platform Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java language and Java APIs in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions and program outputs. The book features 220 Java applications with over 18,000 lines of proven Java code, and hundreds of tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then

rapidly move on to more advanced topics, including GUI, graphics, exception handling, generics, collections, JDBC™, web-application development with JavaServer™ Faces, web services and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build object-oriented Java applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including Java™, C++, .NET, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "Presenting software engineering side by side with core Java concepts is highly refreshing; gives readers insight into how professional software is developed."—Clark Richey (Java Champion), RABA Technologies, LLC. "The quality of the design and code examples is second to none!"—Terrell Hull, Enterprise Architect "The JDBC chapter is very hands on. I like the fact that Java DB/Apache Derby is used in the examples, which makes it really simple to learn and understand JDBC."—Sandeep Konchady, Sun Microsystems "Equips you with the latest web application technologies. Examples are impressive and real! Want to develop a simple address locator with Ajax and JSF? Jump to Chapter 22."—Vadiraj Deshpande, Sun Microsystems "Covers web services with Java SE 6 and Java EE 5 in a real-life, example-based, friendly approach. The Deitel Web Services Resource Center is really good, even for advanced developers."—Sanjay Dhamankar, Sun Microsystems "Mandatory book for any serious Java EE developer looking for improved productivity: JSF development, visual web development and web services development have never been easier."—Ludovic Chapenois, Sun Microsystems "I teach Java programming and object-oriented analysis and design. The OOD/UML 2 case study is the best presentation of the ATM example I have seen."—Craig W. Slinkman, University of Texas–Arlington "Introduces OOP and UML 2 early. The conceptual level is perfect. No other book comes close to its quality of organization and presentation. The live-code approach to presenting exemplary code makes a big difference in the

learning outcome."—Walt Bunch, Chapman University/
Types and Programming Languages - Benjamin C. Pierce 2002-01-04
A comprehensive introduction to type systems and programming languages. A type system is a syntactic method for automatically checking the absence of certain erroneous behaviors by classifying program phrases according to the kinds of values they compute. The study of type systems—and of programming languages from a type-theoretic perspective—has important applications in software engineering, language design, high-performance compilers, and security. This text provides a comprehensive introduction both to type systems in computer science and to the basic theory of programming languages. The approach is pragmatic and operational; each new concept is motivated by programming examples and the more theoretical sections are driven by the needs of implementations. Each chapter is accompanied by numerous exercises and solutions, as well as a running implementation, available via the Web. Dependencies between chapters are explicitly identified, allowing readers to choose a variety of paths through the material. The core topics include the untyped lambda-calculus, simple type systems, type reconstruction, universal and existential polymorphism, subtyping, bounded quantification, recursive types, kinds, and type operators. Extended case studies develop a variety of approaches to modeling the features of object-oriented languages.
Object Oriented Programming Through Java - P. Radha Krishna 2007-01-29
Covering both the fundamentals and applications, Object Oriented Programming through Java provides a thorough introduction to this popular programming paradigm. It includes coverage of essential topics such as classes, objects, packages, interfaces, multithreading, AWT, Applets, and Swings. The book also includes a detailed overview of various practical applications, including JDBC, Networking classes, and servlets. It contains exercises at the end of every chapter, and sample illustrative programs are used throughout the book. It is a text for courses on object oriented Java programming and a reference for professionals.

Programming Concepts in C, DS, C++, Java. - Mr. Ramalingeswara Rao K V 2016-07-01

"Programming Concepts in C, DS, C++, Java" book covers all major concepts in different programming languages individually.

Object Oriented Programming Through Java - P. Radha Krishna 2007
This book can be used by B.E. (Computer Science), B.Tech. (I.T), M.Tech., M.Sc.and M.C.A. students for their curriculum. Independent learners will also find the book self-explanatory, providing a wealth of information and detail. Supplementary material can be accessed by following the weblinks given in the book.

Introduction to Programming Using Python - Y. Daniel Liang 2013

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133050556/ISBN-13: 9780133050554. That package includes ISBN-10: 0132747189/ISBN-13: 9780132747189 and ISBN-10: 0133019861/ISBN-13: 9780133019865 . MyProgrammingLab should only be purchased when required by an instructor. Introduction to Programming Using Python is intended for use in the introduction to programming course. Daniel Liang is known for his "fundamentals-first" approach to teaching programming concepts and techniques.

"Fundamentals-first" means that students learn fundamental programming concepts like selection statements, loops, and functions, before moving into defining classes. Students learn basic logic and programming concepts before moving into object-oriented programming, and GUI programming. Another aspect of Introduction to Programming Using Python is that in addition to the typical programming examples that feature games and some math, Liang gives an example or two early in the chapter that uses a simple graphic to engage the students. Rather than asking them to average 10 numbers together, they learn the concepts in the context of a fun example that generates something visually interesting. Using the graphics examples is optional in this textbook. Turtle graphics can be used in Chapters 1-5 to introduce the fundamentals of programming and Tkinter can be used for developing

comprehensive graphical user interfaces and for learning object-oriented programming.

Beginning Android Application Development - Wei-Ming Lee 2011-03-10
Create must-have applications for the latest Android OS The Android OS is a popular and flexible platform for many of today's most in-demand mobile devices. This full-color guide offers you a hands-on introduction to creating Android applications for the latest mobile devices. Veteran author Wei Meng Lee accompanies each lesson with real-world examples to drive home the content he covers. Beginning with an overview of core Android features and tools, he moves at a steady pace while teaching everything you need to know to successfully develop your own Android applications. Explains what an activity is and reviews its lifecycle Zeroes in on customizing activities by applying styles and themes Looks at the components of a screen, including LinearLayout, AbsoluteLayout, and RelativeLayout, among others Details ways to adapt to different screen sizes and adjust display orientation Reviews the variety of views such as TextView, ProgressBar, TimePicker, and more Beginning Android Application Development pares down the most essential steps you need to know so you can start creating Android applications today.

Java Programming: A Comprehensive Introduction - Dale Skrien 2012-01-20

Java Programming: A Comprehensive Introduction is designed for an introductory programming course using Java. This text takes a logical approach to the presentation of core topics, moving step-by-step from the basics to more advanced material, with objects being introduced at the appropriate time. The book is divided into three parts: Part One covers the elements of the Java language and the fundamentals of programming. An introduction to object-oriented design is also included. Part Two introduces GUI (Graphical User Interface) programming using Swing. Part Three explores key aspects of Java's API (Application Programming Interface) library, including the Collections Framework and the concurrency API. Herb Schildt has written many successful programming books in Java, C++, C, and C#. His books have sold more than three million copies. Dale Skrien is a professor at Colby College with degrees

from the University of Illinois-Champaign, the University of Washington, and St. Olaf College. He's also authored two books and is very active in SIGCSE.

OBJECT ORIENTED PROGRAMMING WITH JAVA - M. T.

SOMASHEKARA 2017-06-01

This self-readable and highly informative text presents the exhaustive coverage of the concepts of Object Oriented Programming with JAVA. A number of good illustrative examples are provided for each concept supported by well-crafted programs, thus making it useful for even those having no previous knowledge of programming. Starting from the preliminaries of the language and the basic principles of OOP, this textbook moves gradually towards advanced concepts like exception handling, multithreaded programming, GUI support by the language through AWT controls, string handling, file handling and basic utility classes. In addition, the well-planned material in the book acts as a precursor to move towards high-end programming in Java, which includes the discussion of Servlets, Java Server Pages, JDBC, Swings, etc. The book is highly suitable for all undergraduate and postgraduate students of computer science, computer applications, computer science and engineering and information technology. KEY FEATURES Extensive coverage of syllabi of various Indian universities Comprehensive coverage of the OOP concepts and Core Java Explanation of the concepts using simple and expressive language Complete explanation of the working of each program with more emphasis on the core segment of the program Chapter-end summary, over 230 illustrative programs, around 225 review questions, about 190 true/false questions and over 130 programming exercises

OSGi in Action - Karl Pauls 2011-04-05

What is OSGi? Simply put, OSGi is a standardized technology that allows developers to create the highly modular Java applications that are required for enterprise development. OSGi lets you install, start, stop, update, or uninstall components without taking down your entire system. The interest in OSGi based applications has exploded since major vendors like Sun, Spring, Oracle, BEA, and IBM have gotten behind the standard.

OSGi in Action is a comprehensive guide to OSGi with two primary goals. First, it provides a clear introduction to OSGi concepts with examples that are relevant both for architects and developers. Then, it explores numerous practical scenarios and techniques, answering questions like: How much of OSGi do you actually need? How do you embed OSGi inside other containers? What are the best practices for moving legacy systems to OSGi? Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Pragmatic Unit Testing in Java 8 with JUnit - Jeff Langr 2015-03-09

The Pragmatic Programmers classic is back! Freshly updated for modern software development, Pragmatic Unit Testing in Java 8 With JUnit teaches you how to write and run easily maintained unit tests in JUnit with confidence. You'll learn mnemonics to help you know what tests to write, how to remember all the boundary conditions, and what the qualities of a good test are. You'll see how unit tests can pay off by allowing you to keep your system code clean, and you'll learn how to handle the stuff that seems too tough to test. Pragmatic Unit Testing in Java 8 With JUnit steps you through all the important unit testing topics. If you've never written a unit test, you'll see screen shots from Eclipse, IntelliJ IDEA, and NetBeans that will help you get past the hard part--getting set up and started. Once past the basics, you'll learn why you want to write unit tests and how to effectively use JUnit. But the meaty part of the book is its collected unit testing wisdom from people who've been there, done that on production systems for at least 15 years: veteran author and developer Jeff Langr, building on the wisdom of Pragmatic Programmers Andy Hunt and Dave Thomas. You'll learn: How to craft your unit tests to minimize your effort in maintaining them. How to use unit tests to help keep your system clean. How to test the tough stuff. Memorable mnemonics to help you remember what's important when writing unit tests. How to help your team reap and sustain the benefits of unit testing. You won't just learn about unit testing in theory--you'll work through numerous code examples. When it comes to programming, hands-on is the only way to learn!

Programming with C++ - B. L. Juneja 2009

About the Book: Authors have taken special care to present the various topics in Programming with C++ in an easy-to-learn style. Almost every topic is followed by well designed live programmes so that it becomes easy to grasp the underlying principle or programming technique. A total of more than 450 live programmes are included in the book. It is also taken care that programmes are short and do not include such details which do not relate to the topic on hand. This makes them easy to be tested and suitable for practice students. Authors are confident that the book will prove its worth for th.

Discrete Mathematics for Computer Science - Gary Haggard 2005

Master the fundamentals of discrete mathematics with DISCRETE MATHEMATICS FOR COMPUTER SCIENCE with Student Solutions Manual CD-ROM! An increasing number of computer scientists from diverse areas are using discrete mathematical structures to explain concepts and problems and this mathematics text shows you how to express precise ideas in clear mathematical language. Through a wealth of exercises and examples, you will learn how mastering discrete mathematics will help you develop important reasoning skills that will continue to be useful throughout your career.

Database Management System Oracle Sql And Pl/Sql - Pranab Kumar Das Gupta 2009

Digital Computer Fundamentals - Thomas C. Bartee 1985

UML Distilled - Martin Fowler 2018-08-30

More than 300,000 developers have benefited from past editions of UML Distilled . This third edition is the best resource for quick, no-nonsense insights into understanding and using UML 2.0 and prior versions of the UML. Some readers will want to quickly get up to speed with the UML 2.0 and learn the essentials of the UML. Others will use this book as a handy, quick reference to the most common parts of the UML. The author delivers on both of these promises in a short, concise, and focused presentation. This book describes all the major UML diagram types, what

they're used for, and the basic notation involved in creating and deciphering them. These diagrams include class, sequence, object, package, deployment, use case, state machine, activity, communication, composite structure, component, interaction overview, and timing diagrams. The examples are clear and the explanations cut to the fundamental design logic. Includes a quick reference to the most useful parts of the UML notation and a useful summary of diagram types that were added to the UML 2.0. If you are like most developers, you don't have time to keep up with all the new innovations in software engineering. This new edition of Fowler's classic work gets you acquainted with some of the best thinking about efficient object-oriented software design using the UML--in a convenient format that will be essential to anyone who designs software professionally.

Applications of Object-oriented Programming - Lewis J. Pinson 1990
Case studies implemented in several object-oriented programming languages including CÊÊ, Smalltalk, Objective-C, Actor and Object pascal.

Java Gems - Dwight Deugo 1998-02-13

The support of Java Report by the pioneers of the language has always made it the source for Java development. From the very beginnings of Java, Java Report was there, examining each new aspect of the language with a clear independent eye. Now, Dwight Deugo, the editor of Java Report, has gathered the most important articles from the first year of the magazine. Written by a savvy Who's Who of industry experts, Java Gems covers today's most important aspects of Java development. Top writers and developers walk you through the topic areas that are essential to today's Java developers, including multitasking, design patterns, class libraries, persistence, distributed computing, and Java vs C++.

A Guide to MATLAB Object-Oriented Programming - Andy H. Register 2007-05-14

A Guide to MATLAB Object-Oriented Programming is the first book to deliver broad coverage of the documented and undocumented object-oriented features of MATLAB. Unlike the typical approach of other

resources, this guide explains why each feature is important, demonstrates how each feature is used, and promotes an understanding of

Object Oriented Programming Through Java - Vijaya Bhaskar 2009

Software Development - Allen Tucker 2011-01-19

To understand the principles and practice of software development, there is no better motivator than participating in a software project with real-world value and a life beyond the academic arena. *Software Development: An Open Source Approach* immerses students directly into an agile free and open source software (FOSS) development process. It focus