
Java 9 All It Ebooks

Develop modular and secure Java applications using concurrency and advanced JDK libraries, 2nd Edition
 Java 9 High Performance
 Java in 24 Hours, Sams Teach Yourself (Covering Java 9)
 Core Java for the Impatient
 Build domain-driven microservice-based applications with Spring, Spring Cloud, and Angular
 Practical techniques and best practices for optimizing Java applications through concurrency, reactive programming, and more
 Master advanced Java features and implement them to build amazing projects
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 Java 9 Concurrency Cookbook
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 Patterns and Practices for Developing Maintainable Applications
 Java SE 8 for the Really Impatient
 Simple Solutions to Difficult Problems in Java 8 and 9
 A Modern Introduction to Programming
 Java 9 Programming By Example
 The Java Module System
 Core Java Volume I--Fundamentals
 Write loosely coupled code with Spring 5 and Guice
 A Brain-Friendly Guide
 Digital Video Editing Fundamentals
 Java 9 Dependency Injection
 Learn to Program the Fundamentals the Java 9+ Way

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RAMOS MARISOL

Develop modular and secure Java applications using concurrency and advanced JDK libraries, 2nd Edition Pearson Professional
 Get the steps you need to discover the world of Java 9 programming using real-world examples About This Book We bridge the gap between “learning” and “doing” by providing real-world examples that will improve your software development Our example-based approach will get you started quickly with software programming, get you up-to-speed with Java 9, and improve your Java skills This book will show you the best practices of Java coding and improve your productivity Who This Book Is For This book is for anyone who wants to learn the Java programming language. You are expected to have some prior programming experience with another language, such as JavaScript or Python, but no knowledge of earlier versions of Java is assumed. What You Will Learn Compile, package and run a trivial program using a build management tool Get to know the principles of test-driven development and dependency management Separate the wiring of multiple modules from the application logic into an application using dependency injection

Benchmark Java execution using Java 9 microbenchmarking See the workings of the Spring framework and use Java annotations for the configuration Master the scripting API built into the Java language and use the built-in JavaScript interpreter Understand static versus dynamic implementation of code and high-order reactive programming in Java In Detail This book gets you started with essential software development easily and quickly, guiding you through Java's different facets. By adopting this approach, you can bridge the gap between learning and doing immediately. You will learn the new features of Java 9 quickly and experience a simple and powerful approach to software development. You will be able to use the Java runtime tools, understand the Java environment, and create Java programs. We then cover more simple examples to build your foundation before diving to some complex data structure problems that will solidify your Java 9 skills. With a special focus on modularity and HTTP 2.0, this book will guide you to get employed as a top notch Java developer. By the end of the book, you will have a firm foundation to continue your journey towards becoming a professional Java developer. Style and approach Throughout this book, our aim is to build Java programs. We will be building multiple applications ranging from simpler ones to more complex ones. Learning by doing has its advantages as you will immediately see the concepts explained

in action.

Java 9 High Performance Prentice Hall

The #1 Guide for Serious Programmers: Fully Updated for Java SE 9, 10 & 11 Cay Horstmann's *Core Java, Volume I—Fundamentals*, Eleventh Edition, is the definitive guide to writing robust, maintainable code with the Java SE 9, 10, and 11 language and libraries. Horstmann writes for serious programmers who use Java in production projects, and need a deep, practical understanding of the language and API. Throughout, he delivers what you need most: hundreds of real (non-toy) examples revealing the most powerful, effective ways to get the job done. Updated examples reflect the new var keyword and take advantage of improvements in the Java API. You'll learn how to use JShell's new Read-Eval-Print Loop (REPL) for more rapid and exploratory development, and apply new features of the APIs for streams, input/output, processes, and concurrency. In this first of two volumes, Horstmann offers in-depth coverage of fundamental Java and UI programming, including object-oriented programming, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. If you're an experienced programmer moving to Java SE 9, 10, or 11, there's no better source for expert insight, solutions, and code. Master foundational techniques, idioms, and best practices for writing superior Java code Efficiently implement encapsulation and inheritance Use sound principles of object-oriented design Leverage the full power of objects with interfaces, lambda expressions, and inner classes Harden programs through effective exception handling and debugging Write safer, more reusable code with generic programming Improve performance and efficiency with Java's standard collections Build cross-platform GUIs with the Swing toolkit Fully utilize multicore processors with Java's improved concurrency See *Core Java, Volume II—Advanced Features*, Eleventh Edition (ISBN-13: 978-0-13-516631-4), for expert coverage of Java 9, 10, and 11 enterprise features, the module system, annotations, networking, security, and advanced UI programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Java in 24 Hours, Sams Teach Yourself (Covering Java 9) "O'Reilly Media, Inc."

Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. *Java for Absolute Beginners* teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. *Java for Absolute Beginners* gives you all you need to start your Java 9+ programming journey. No

experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Core Java for the Impatient Pearson Education

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In *Java Concurrency in Practice*, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. *Java Concurrency in Practice* arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety Techniques for building and composing thread-safe classes Using the concurrency building blocks in `java.util.concurrent` Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

Build domain-driven microservice-based applications with Spring, Spring Cloud, and Angular Prentice Hall

Gain concepts central to digital video using the affordable Corel Video Studio Ultimate X9 software package as well as open source digital video editing package EditShare Lightworks 12. This compact visual guide builds on the essential concepts of digital imaging, audio, illustration, and painting, and gets more advanced as chapters progress, covering what digital video new media formats are best for use with Android Studio, Java and JavaFX, iOS, and HTML5. Furthermore, *Digital Video Editing Fundamentals* covers the key factors of the data footprint optimization work process, streaming versus captive assets, and why these are important. What You'll Learn Create a digital video editing and effects pipeline Gain knowledge of the concepts behind digital video editing Work with resolution, aspect ratio, bit rate, and color depth Use pixel editing, color correction, layers, and compression Optimize data footprints Who This Book Is For Website developers, musicians, digital signage, e-learning content creators, Android developers, and iOS developers. *Practical techniques and best practices for optimizing Java applications through concurrency, reactive programming, and more* Hayden

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Master advanced Java features and implement them to build amazing projects Packt Publishing Ltd

This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

Java 9 Data Structures and Algorithms Packt Publishing Ltd
The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Late Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you will receive via email the code and instructions on how to access this product. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Core Java SE 9 for the Impatient Packt Publishing Ltd
WAR IS PEACE FREEDOM IS SLAVERY IGNORANCE IS STRENGTH
Winston Smith is a good worker. He supports the Party. He is good at his job rewriting history to Government specification. Big Brother watches him, but there is nothing to see. Winston's struggle against the totalitarian world he inhabits is a closely guarded secret. It exists only in his mind until he begins a secret love affair with Julia, a fellow worker. Is this enough to push him to revolution? Or is it the beginning of his downfall? A masterwork of dystopian fiction, Nineteen Eighty-Four is harrowingly prescient, and its impact has stretched around the globe. With a new introduction by political editor and writer Ian Dunt, this brand new edition of a science fiction classic is a must-have for any collector.

Distributed Computing in Java 9 Packt Publishing Ltd
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.

Head First Design Patterns Sams Publishing
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 Packt Publishing Ltd
Solve real world problems using Regex in Java. About This Book Discover regular expressions and how they work Implement regular expressions with Java to your code base Learn to use regular expressions in emails, URLs, paths, and IP addresses Who This Book Is For This book is for Java developers who would like to understand and use regular expressions. A basic knowledge of Java is assumed. What You Will Learn Understand the semantics, rules, and core concepts of writing Java code involving regular expressions Learn about the java.util.Regex package using the Pattern class, Matcher class, code snippets, and more Match and capture text in regex and use back-references to the captured groups Explore Regex using Java String methods and regex capabilities in the Java Scanner API Use zero-width assertions and lookarounds in regex Test and optimize a poorly performing regex and various other performance tips In Detail Regular expressions are a powerful tool in the programmer's toolbox and allow pattern matching. They are also used for manipulating text and data. This book will provide you with the know-how (and practical examples) to solve real-world problems using regex in Java. You will begin by discovering what regular expressions are and how they work with Java. This easy-to-follow guide is a great place from which to familiarize yourself with the core concepts of regular expressions and to master its implementation with the features of Java 9. You will learn how to match, extract, and transform text by matching specific words, characters, and patterns. You will learn when and where to apply the methods for finding patterns in digits, letters, Unicode characters, and string literals. Going forward, you will learn to use zero-length assertions and lookarounds, parsing the source code, and processing the log files. Finally, you will master tips, tricks, and best practices in regex with Java. Style and approach This book will take readers through this learning journey using simple, easy-to-understand, step-by-step instructions and hands-on examples at every stage.

Java 9 Regular Expressions Packt Publishing Ltd
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 Mike Murach and Associates, Incorporated

Explore Java 9 with JShell and UML About This Book A full account of Java 9's new features This tutorial emphasises fluency using JShell exercises Get a thorough introduction to contract programming code reuse via Java generics Learn how to use the new module system How to use proper functional programming style inside Java 9 Who This Book Is For This book can be understood by anyone who is a graduate of computer science or someone who has just begun working as a software engineer. Basically, an understanding of an object-oriented programming language like Python, C++ or indeed, an earlier Java version is sufficient. It would be helpful to have participated in the full product cycle of a software engineering project. What You Will Learn Engage with object-oriented programming in Java 9, starting with code snippets in JShell Optimize your code, applying functional programming features Discover the advantages of modularity Become very proficient at using JShell itself Learn the new approach to Java programming, which uses the REPL as a prototyping tool In Detail The release of Java 9 has brought many subtle and not-so-subtle changes to the way in which Java programmers approach their code. The most important ones are definitely the availability of a REPL, known as JShell, which will make experiments and prototyping much more straightforward than the old IDE-based project-led approach. Another, more subtle change can be seen in the module system, which will lead to more modularized, maintainable code. The techniques to take full advantage of object-oriented code, functional programming and the new modularity features in Java 9 form the main subjects of this book. Each chapter will add to the full picture of Java 9 programming starting out with classes and instances and ending with generics and modularity in Java. Style and approach You will learn by doing: : using JShell as their prototyping environment, you will take full advantage of the new features of Java 9, in particular the full module system and the functional features of Java 9.. There won't be any theory, only small and medium-sized examples enabling the reader to use the new Java features in professional software engineering projects.

Eloquent JavaScript Prentice Hall Professional

This is the 5th edition of Murach's classic Java book that's trained thousands of developers in the last 15 years. Now fully updated to Java 9, this book helps any programmer learn Java faster and better than ever before: [[It's the one Java book that presents object-oriented features like inheritance, interfaces, and polymorphism in a way that's both understandable and useful in the real world. [[It offers new coverage of JavaFX, the date/time API, lambdas, and working with SQLite databases. [[It uses a self-paced approach that works whether you're a beginner or have years of programming experience. [[It's full of practical coding examples that enhance training and that provide starting code for new applications. [[It lets you practice what you've just learned at the end of every chapter, to solidify your skills. [[And

it's all done in the distinctive Murach style that has been training professional programmers for more than 43 years.

Murach's Java Programming Bookboon

Summary Manning's bestselling Java 8 book has been revised for Java 9! In *Modern Java in Action*, you'll build on your existing Java language skills with the newest features and techniques.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book *Modern Java in Action* connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java

Modern Java Recipes Apress

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

Thinking in Java Orange Grove Text Plus

Kick-start your modular programming journey and gear up for the future of Java development About This Book Master design patterns and best practices to build truly modular applications in Java 9 Upgrade your old Java code to Java 9 with ease Build and run a smooth functioning multi-module application. Who This Book Is For This book is written for Java developers who are interested in learning and understanding the techniques and best practices to build modular applications in Java. The book assumes some previous programming experience in Java 8 or earlier, familiarity with the basic Java types such as classes and interfaces, as well as experience in compiling and executing Java programs. What You Will Learn Get introduced to the concept of modules and modular programming by working on a fully modular Java application Build and configure your own Java 9 modules Work with multiple modules and establish inter-module dependencies Understand and use the principles of encapsulation, readability, and accessibility Use jlink to generate fully loaded custom runtime images like a pro Discover the best practices to help you write awesome modules that are a joy to use and maintain Upgrade your old Java code to use the new Java 9 module system In Detail The Java 9 module system is an important addition to the language that affects the way we design, write, and organize code and libraries in Java. It provides a new way to achieve maintainable code by the encapsulation of Java types, as well as a way to write better libraries that have clear interfaces. Effectively using the module system requires an understanding of how modules work and what the best practices of creating modules are. This book will give you step-by-step instructions to create new modules as well as migrate code from earlier versions of Java to the Java 9 module system. You'll be working on a fully modular sample application and add features to it as you learn about Java modules. You'll learn how to create module definitions, setup inter-module dependencies, and use the built-in modules from the modular JDK. You will also learn about module resolution and how to use jlink to generate custom runtime images. We will end our journey by taking a look at the road ahead. You will learn some powerful best practices that will help you as you start building modular applications. You will also learn how to upgrade an existing Java 8 codebase to Java 9, handle issues with libraries, and how to test Java 9 applications. Style and Approach The book is a step-by-step guide to understanding Modularity and building a complete application using a modular design.

Java 9 for Programmers Packt Publishing Ltd

Computer programming with Java is easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach,

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

Java: Graphical User Interfaces Pearson Education

The Java Module System, aka "Project Jigsaw", gives Java developers the ability to define and enforce modularity without an outside framework. In The Java Module System, readers will learn how the module system improves reliability and maintainability and can be used to reduce tight coupling of system components. They then discover how to build, compile, and run their own fully modular applications with best practices and expert techniques. Along the way, readers will also explore Java 9's compatibility challenges and how to migrate their application to the module system. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

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