

Effective Java 3rd Edition

Effective Java
 A Handbook of Agile Software Craftsmanship
 A Modern Introduction to Programming
 Developing Java Software
 The Java Language Specification
 Java Precisely, third edition
 Sams Teach Yourself Java 2 in 24 Hours
 Effective Java Program
 Effective Java
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 Java Concurrency in Practice

Effective Java 3rd Edition

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CHRIS WARREN

Effective Java Effective Java
 JUnit in Action, Third Edition has been completely rewritten for this release. The book is full of examples that demonstrate JUnit's modern features, including its new architecture; nested, tagged, and dynamic tests; and dependency injection. Summary JUnit is the gold standard for unit testing Java applications. Filled with powerful new features designed to automate software testing, JUnit 5 boosts your productivity and helps avoid debugging nightmares. Whether you're just starting with JUnit or you want to ramp up on the new features, JUnit in Action, Third Edition has you covered. Extensively revised with new code and new chapters, JUnit in Action, Third Edition is an up-to-date guide to smooth software testing. Dozens of hands-on examples illustrate JUnit 5's innovations for dependency injection, nested testing, parameterized tests, and more. Throughout, you'll learn how to use JUnit 5 to automate your testing, for a process that consumes less resources, and gives you more time for developing. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology The JUnit

framework is the gold standard for unit testing Java applications—and knowing it is an essential skill for Java developers. The latest version, JUnit 5, is a total overhaul, now supporting modern Java features like Lambdas and Streams. About the book JUnit in Action, Third Edition has been completely rewritten for this release. The book is full of examples that demonstrate JUnit's modern features, including its new architecture; nested, tagged, and dynamic tests; and dependency injection. You'll benefit from author Catalin Tudose's unique "pyramid" testing strategy, which breaks the testing process into layers and sets you on the path to bug-free code creation. What's inside Migrating from JUnit 4 to 5 Effective test automation Test-driven development and behavior-driven development Using mocks for test isolation Connecting JUnit 5 with Maven or Gradle About the reader For intermediate Java developers. About the author Catalin Tudose has a Ph.D. in Computer Science, and over 15 years of experience as a Senior Java Developer and Technical Team Lead. Previous editions were authored by Petar Tahchiev, Felipe Leme, Gary Gregory, and Vincent Massol. Table of Contents PART 1 - JUNIT 1 JUnit jump-start 2 Exploring core JUnit 3 JUnit architecture 4 Migrating from JUnit 4 to JUnit 5 5 Software testing principles PART 2 - DIFFERENT TESTING STRATEGIES 6 Test quality 7 Coarse-grained testing with stubs 8 Testing with mock objects 9 In-container testing PART 3 - WORKING WITH JUNIT 5 AND OTHER TOOLS 10 Runing JUnit

tests from Maven 3 11 Running JUnit tests from Gradle 6 12 JUnit 5 IDE support 13 Coninuous integration with JUnit 5 PART 4 - WORKING WITH MODERN FRAMEWORKS AND JUNIT 5 14 JUnit 5 extension model 15 Presentation-layer testing 16 Testing Spring applications 17 Testing Spring Boot applications 18 Testing a REST API 19 Testing database applications PART 5 - DEVELOPING APPLICATIONS WITH JUNIT 5 20 Test-driven development with JUnit 5 21 Behavior-driven development in JUnit 5 22 Implementing a test pyramid strategy with JUnit 5
[A Handbook of Agile Software Craftsmanship](#) Apress
 Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

A Modern Introduction to Programming MIT Press
 For nearly five years, one book has served as the definitive reference to Java for all serious developers: The Java Language Specification, by James Gosling, Bill Joy, and Guy Steele. Now, these world-renowned Java authorities (along with new co-author Gilad Bracha) have delivered a monumental update. This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision, offering the invaluable insights of

Java's creators to every developer. There is no better source for learning everything about the Syntax and Semantics of the Java programming language. Developers will turn to this book again and again.

Developing Java Software "O'Reilly Media, Inc."

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

[The Java Language Specification](#) Pearson Education India

Since this Jolt-award winning classic was last updated in 2008 (shortly after Java 6 was released), Java has changed dramatically. In this new edition, Bloch updates the work to take advantage of Java's new language and library features, and provides specific best practices for their use.

(Computers - Languages/Programming)

[Java Precisely, third edition](#) Simon and Schuster

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.

Sams Teach Yourself Java 2 in 24 Hours BPB Publications

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.

[Effective Java Program](#) John Wiley & Sons

Kotlin is a powerful and pragmatic language, but it's not enough to know about its features. We also need to know when they should be used and in what way. This book is a guide for Kotlin developers on how to become excellent Kotlin developers. It presents and explains in-depth the best practices for Kotlin development. Each item is presented as a clear rule of thumb, supported by detailed explanations and practical examples.

Effective Java Addison-Wesley Professional

Seit der Voraufgabe von "Effective Java", die kurz nach dem Release von Java 6 erschienen ist, hat sich Java dramatisch verändert. Dieser preisgekrönte Klassiker wurde nun gründlich aktualisiert, um die neuesten Sprach- und Bibliotheksfunktionen vorzustellen. Best Practices zeigen, wie Java moderne Programmierparadigmen unterstützt. Wie in früheren Ausgaben besteht jedes Kapitel von "Effective Java" aus mehreren Themen, die jeweils in Form eines kurzen, eigenständigen Essays präsentiert werden. Dieses enthält jeweils spezifische Ratschläge, Einblicke in die Feinheiten der Java-Plattform und Codebeispiele. Umfassenden Beschreibungen und Erklärungen für jedes Thema beleuchten, was zu tun ist, was nicht zu tun ist und warum es zu tun ist.

Effective Java Addison-Wesley Professional

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 *Java Performance: The Definitive Guide* "O'Reilly Media, Inc."

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.

[More than 70 solutions to common Hibernate problems](#) "O'Reilly Media, Inc."

The third edition of Java Gently by Judith Bishop continues the successful approach that made earlier versions popular and has added improvements which will maintain its place as a worldwide bestseller. Java Gently teaches the reader how to program and how to do it in the best possible style in Java. In the process, it details the fundamental structures of the Java 2 language and most of its core libraries and utilities. The book covers object-orientation, software design, structured programming, graphical user interfacing, event-driven programming, networking, and an introduction to data structures. Java Gently gets students started on meaningful input/output in an object-oriented way without hiding basic concepts. Applets, multimedia, graphics, and networking are introduced as students encounter and can handle classes, objects, instantiation, and inheritance. The textbook's excellent pedagogy reinforces understanding and demonstrates good programming practice. The three kinds of diagrams include model, form, and algorithm diagrams. The fully worked examples have been carefully chosen to illustrate recently introduced concepts and solve real-world problems in a user-friendly manner. End of chapter multiple choice quizzes and problems allow students to test their comprehension of the material. Features - NEW! Updated for Java 2 including an introduction to the Swing set - NEW! Model diagrams easier to draw and brought into line with UML-based notation - NEW! Expanded form diagrams include a semantics section and are collected at the end of the book as a useful reference - NEW! A Web site containing quizzes, examples, FAQs, a discussion board and emailcontact with the author and the Java Gently team can be found at www.booksites.net Java Gently is intended for first time programmers as well as those fascinated by the possibilities of Java and the Internet. Judith Bishop is Professor of Computer Science at the University of Pretoria, and has a wealth of experience teaching programming to undergraduates. She is the author of nine other textbooks. She serves on IFIP and IEEE committees concerned with the technical programming issues and the worldwide promotion of computing.

Java: The Complete Reference, Twelfth Edition Pearson Education

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

[Core Java Volume I--Fundamentals](#) Prentice Hall

Peter Seibel interviews 15 of the most interesting computer programmers alive today in Coders at Work, offering a companion volume to Apress's highly acclaimed best-seller Founders at Work by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the Coders at Work web site: www.codersatwork.com. The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow Joe Armstrong: Inventor of Erlang Joshua Bloch: Author of the Java collections framework, now at Google Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger Douglas Crockford: JSON founder, JavaScript architect at Yahoo! L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlbal Dan Ingalls: Smalltalk implementor and designer Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler Donald Knuth: Author of The Art of Computer Programming and creator of TeX Peter Norvig: Director of Research at Google and author of the standard text on AI Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on

Fortress Ken Thompson: Inventor of UNIX
 Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker

Coders at Work John Wiley & Sons Incorporated

Coding and testing are often considered separate areas of expertise. In this comprehensive guide, author and Java expert Scott Oaks takes the approach that anyone who works with Java should be equally adept at understanding how code behaves in the JVM, as well as the tunings likely to help its performance. You'll gain in-depth knowledge of Java application performance, using the Java Virtual Machine (JVM) and the Java platform, including the language and API. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way Java 7 and 8 applications perform. Apply four principles for obtaining the best results from performance testing Use JDK tools to collect data on how a Java application is performing Understand the advantages and disadvantages of using a JIT compiler Tune JVM garbage collectors to affect programs as little as possible Use techniques to manage heap memory and JVM native memory Maximize Java threading and synchronization performance features Tackle performance issues in Java EE and Java SE APIs Improve Java-driven database application performance

On Java 8 Simon and Schuster

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

[WORK EFFECT LEG CODE_p1](#) Addison-Wesley Professional

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

Learn Java for Android Development Apress

Effective Java Addison-Wesley Professional

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Getting the Most Out of Your Code Pearson Education

Learn programming in Java from scratch - and keep on learning Developing Java Software The new edition of this excellent primer teaches how to program in an object-oriented style. Objects come first, providing a framework for understanding how Java programs work and how they can be designed, in an organised and systematic way. Programming is taught with a view to quality software engineering and is anchored in real-world issues, particularly testing. Examples and exercises provide motivation. Self-tests and class-project suggestions enhance this comprehensive Go, to, the support website at: <http://www.dcs.kcl.ac.uk/DevJavaSoft/> * More exercises * Selected solutions * Instructor's notes and resources * Code for case studies * Updates, revisions and bug fixes * Reviews and feedback Reviews of First Edition: 'If you want to learn to program this is an excellent book {and} if you are responsible for running a course on programming then this is a book that you should consider as a course text... Very much recommended.' Francis Glassborow 'A book suitable as a learning text or reference for professional programmers developing large scale applications and as a set teaching text for courses when one is concerned with more than Java programming... Highly recommended.' Brian Bramer, CVU '...provides a thorough curriculum - all in Java - from basic programming and core algorithms to software engineering issues; it will be a useful single reference for anyone wanting to program well.' New Scientist 1998 'The best part of the book is worked examples of medium-scale programs at the end in a case study section.' A reader's Posting on Amazon.Com Cover illustration: Paul Gaugin's 'At the Bottom of the Mountain'. Reproduced with permission from SuperStock.

Hibernate Tips Pearson Education India

"One of the most significant books in my life." -Obie Fernandez, Author, The Rails Way "Twenty years ago, the first edition of The Pragmatic Programmer completely changed the trajectory of my career. This new edition could do the same for yours." -Mike Cohn, Author of Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied ". . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come." -Andrea

Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks ". . . lightning does strike twice, and this book is proof." -VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks The Pragmatic Programmer is one of those rare tech books you'll read, re-read, and read again over the years. Whether you're new to the field or an experienced practitioner, you'll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range 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 Learn continuously Avoid the trap of duplicating knowledge Write flexible, dynamic, and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the underlying problems of concurrent code Guard against security vulnerabilities Build teams of Pragmatic Programmers Take responsibility for your work and career Test ruthlessly and effectively, including property-based testing Implement the Pragmatic Starter Kit Delight your users Written as a series of self-contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best approaches 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. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.