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Java in 21 Days, Sams Teach Yourself (Covering Java 8)

Functional Programming in Java

Building User Experience and Interfaces with Java 8

An Unofficial Guide

Java 9 Modularity

Lambdas, streams, functional and reactive programming

OCP: Oracle Certified Professional Java SE 8

Programmer II Study Guide

What's New in Java 7

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Programmer I Study Guide

Java in 21 Days, Sams Teach Yourself (Covering Java 8)

Wicked Cool Java

Java EE 8 Microservices

Java in 24 Hours, Sams Teach Yourself (Covering Java 9)

Java 8 in Action

Pragmatic Functional Programming

Get Your Hands Dirty on Clean Architecture

OCA / OCP Java SE 8 Programmer Practice Tests
Modern Java Recipes
A Comprehensive OCPJP 8 Certification Guide
Exam 1Z0-808
A hands-on guide to creating clean web
applications with code examples in Java
Patterns and Practices for Developing
Maintainable Applications
Exam 1Z0-809
On Java 8
Java Performance: The Definitive Guide
Pragmatic Unit Testing in Java 8 With Junit
Java SE 8 for the Really Impatient
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Java 8 Lambdas
Teach Yourself Java for Macintosh in 21 Days
Harnessing the Power Of Java 8 Lambda
Expressions
Modern Java in Action
OCA Java SE 8 Programmer I Certification Guide
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can be used to implement the microservice
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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

<p>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!</p>	<p><i>Java in 21 Days, Sams Teach Yourself (Covering Java 8)</i> Pearson Education India Test your knowledge and prepare for the OCA/OCP exams OCA/OCP Java SE 8 Programmer Practice Tests complements the Sybex OCA: Oracle Certified Associate Java SE 8 Programmer I Certification Study Guide and the OCP: Oracle Certified Professional Java SE 8 Programmer II</p>	<p>Study Guide for exams 1Z0-808 and 1Z0-809 by providing last minute review of 100% of exam objectives. Get the advantage of over 1,000 expert crafted questions that not only provide the answer, but also give detailed explanations. You will have access to unique practice questions that cover all 21 objective domains in the OCA/OCP exams in the format you desire--test</p>
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Studying the objectives are one thing, but diving deeper and uncovering areas where further attention is needed can increase your chance of exam day success. Full coverage of all domains

shows you what to expect on exam day, and accompanying explanations help you pinpoint which objectives deserve another look.
Functional Programming in Java
Orange Grove Text Plus
Full coverage of functional programming and all OCA Java Programmer exam objectives
OCA, Oracle Certified Associate Java SE 8 Programmer I Study Guide, Exam 1Z0-808

is a comprehensive study guide for those taking the Oracle Certified Associate Java SE 8 Programmer I exam (1Z0-808). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to confidently take the exam. The release of Java 8 brought the language's biggest changes to date, and for the first time,

candidates are required to learn functional programming to pass the exam. This study guide has you covered, with thorough functional programming explanation and information on all key topic areas Java programmers need to know. You'll cover Java inside and out, and learn how to apply it efficiently and effectively to create solutions applicable to real-world scenarios.

Work confidently with operators, conditionals, and loops. Understand object-oriented design principles and patterns. Master functional programming fundamentals. **Building User Experience and Interfaces with Java 8**. Pragmatic Bookshelf. Intermediate level, for programmers fairly familiar with Java, but new to the functional style of

programming and lambda expressions. Get ready to program in a whole new way. Functional Programming in Java will help you quickly get on top of the new, essential Java 8 language features and the functional style that will change and improve your code. This short, targeted book will help you make the paradigm shift from the old imperative way to a less error-prone, more elegant,

and concise coding style that's also a breeze to parallelize. You'll explore the syntax and semantics of lambda expressions, method and constructor references, and functional interfaces. You'll design and write applications better using the new standards in Java 8 and the JDK. Lambda expressions are lightweight, highly concise anonymous methods backed by functional interfaces in

Java 8. You can use them to leap forward into a whole new world of programming in Java. With functional programming capabilities, which have been around for decades in other languages, you can now write elegant, concise, less error-prone code using standard Java. This book will guide you through the paradigm change, offer the essential details about the new features, and show you how

to transition from your old way of coding to an improved style. In this book you'll see popular design patterns, such as decorator, builder, and strategy, come to life to solve common design problems, but with little ceremony and effort. With these new capabilities in hand, *Functional Programming in Java* will help you pick up techniques to implement designs that were beyond easy reach in

earlier versions of Java. You'll see how you can reap the benefits of tail call optimization, memoization, and effortless parallelization techniques. Java 8 will change the way you write applications. If you're eager to take advantage of the new features in the language, this is the book for you. What you need: Java 8 with support for lambda expressions and the JDK is required to make use of the concepts

and the examples in this book. *An Unofficial Guide Apress* This book is for you if you want to learn Java and specialize in Android application development. To save you time and effort, this book covers the most important Java programming concepts that are directly related to Android programming. All in an easy to follow tutorial. It is a guide to building real-world mobile applications in

Java. <i>Java 9</i> <i>Modularity</i> Simon and Schuster Gain insight into how hexagonal architecture can help to keep the cost of development low over the complete lifetime of an application Key Features Explore ways to make your software flexible, extensible, and adaptable Learn new concepts that you can easily blend with your own software development style Develop	the mindset of building maintainable solutions instead of taking shortcuts Book Description We would all like to build software architecture that yields adaptable and flexible software with low development costs. But, unreasonable deadlines and shortcuts make it very hard to create such an architecture. Get Your Hands Dirty on Clean Architecture starts with a	discussion about the conventional layered architecture style and its disadvantages . It also talks about the advantages of the domain- centric architecture styles of Robert C. Martin's Clean Architecture and Alistair Cockburn's Hexagonal Architecture. Then, the book dives into hands-on chapters that show you how to manifest a hexagonal architecture in actual code. You'll learn in detail about
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different mapping strategies between the layers of a hexagonal architecture and see how to assemble the architecture elements into an application. The later chapters demonstrate how to enforce architecture boundaries. You'll also learn what shortcuts produce what types of technical debt and how, sometimes, it is a good idea to willingly take on those debts. After

reading this book, you'll have all the knowledge you need to create applications using the hexagonal architecture style of web development. What you will learn Identify potential shortcomings of using a layered architecture Apply methods to enforce architecture boundaries Find out how potential shortcuts can affect the software architecture Produce arguments for

when to use which style of architecture Structure your code according to the architecture Apply various types of tests that will cover each element of the architecture Who this book is for This book is for you if you care about the architecture of the software you are building. To get the most out of this book, you must have some experience with web development. The code

examples in this book are in Java. If you are not a Java programmer but can read object-oriented code in other languages, you will be fine. In the few places where Java or framework specifics are needed, they are thoroughly explained. "O'Reilly Media, Inc." Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like

Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and

filters it to the background so it won't interfere with your brain's real work-- recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your

brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals

to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more

important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique

approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you. *Lambdas, streams, functional and reactive programming* Simon and Schuster

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 *OCP: Oracle Certified Professional Java SE 8 Programmer II*

Study Guide
 Pearson Education 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

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Problem with	to-work	the software
the Android	examples that	and creating a
Studio	bring you up	simple
Emulator	to speed on	interface.
<u>What's New in</u>	the major	From there,
<u>Java 7</u>	facets of the	you'll move in

progressive steps through the process of developing applications using JavaFX's standard drawing primitives. You'll then explore images, animations, media, and web. This new edition incorporates the changes resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the

book is full of working code that you can adapt and extend to all your future projects. Entirely example-based Filled with fun and practical code examples Covers all that's new in Java 8 relating to JavaFX such as Lambda expressions and Streams Covers gesture devices, 3D display, embedded systems, and other advanced topics
OCA: Oracle Certified Associate Java

SE 8 Programmer I Study Guide
Apress
The java projects book enables you to develop java applications using an easy and simple approach. The book is designed for the readers, who are familiar with java programming. The book provides numerous listings and figures for an affective understanding of java concepts. The book consists of a CD that includes source code

for all the java applications.	Chapter 8	this book,
Table of contents:	Share trading application	you'll employ open source software as tools to help you quickly and efficiently build your Java game applications.
Chapter 1	Chapter 9	You'll learn how to utilize vector and bit-wise graphics; create sprites and sprite animations; handle events; process inputs; create and insert multimedia and audio files; and more.
Creating a calculator applications	Online banking applications	Furthermore, you'll learn about JavaFX 8, now integrated into Java 8 and which
Chapter 2	<u>Java in 21 Days, Sams Teach Yourself (Covering Java 8)</u>	
Creating analog clock applications	Beginning Java 8 Games Development	
Chapter 3	Beginning Java 8 Games Development, written by Java expert and author Wallace Jackson, teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language. In	
Creating a 9-box puzzle game	Chapter 4	
Chapter 4	Student information management system	
Chapter 5	Creating a text editor applications	
Chapter 6	Creating an online test applications	
Chapter 7	Creating a shopping cart applications	

gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller footprint; so, your game application can run on your PC, mobile and embedded devices. After reading and using this tutorial, you'll come away with a cool Java-based 2D game application template that you can re-use and apply to your own game making ambitions or for fun.

Wicked Cool Java John Wiley & Sons
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 EE 8
Microservices
Sams Publishing
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! *Java in 24 Hours, Sams Teach Yourself (Covering Java 9)* "O'Reilly Media, Inc." Containing 101 fun, interesting, and useful ways to get more out of Java, this title targets developers

and system architects who have some basic Java knowledge but may not be familiar with the wide range of libraries available. [Java 8 in Action](#) "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?

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PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA	Future and reactive programming	Conclusions and where next for Java
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Refactoring, testing, and	Reactive	Packt Publishing Ltd Complete, trusted preparation for the Java Programmer II exam OCP: Oracle Certified

Professional Java SE 8 Programmer II Study Guide is your comprehensive companion for preparing for Exam 1Z0-809 as well as upgrade Exam 1Z0-810 and Exam 1Z0-813. With full coverage of 100% of exam objectives, this invaluable guide reinforces what you know, teaches you what you don't know, and gives you the hands-on practice you need to boost your skills. Written by

expert Java developers, this book goes beyond mere exam prep with the insight, explanations and perspectives that come from years of experience. You'll review the basics of object-oriented programming, understand functional programming, apply your knowledge to database work, and much more. From the basic to the advanced, this guide walks you through everything

you need to know to confidently take the OCP 1Z0-809 Exam and upgrade exams 1Z0-810 and 1Z0-813. Java 8 represents the biggest changes to the language to date, and the latest exam now requires that you demonstrate functional programming competence in order to pass. This guide has you covered, with clear explanations and expert advice. Understand abstract classes,

interfaces, and class design Learn object-oriented design principles and patterns Delve into functional programming, advanced strings, and localization Master IO, NIO, and JDBC with expert-led database practice If you're ready to take the next step in your IT career, OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide is your ideal companion on the road to certification.

Get Your Hands Dirty on Clean Architecture Apress
In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 8, this book teaches

you about the Java language and how to use it to create applications for any computing environment and Android apps. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. Using your new skills, you will be able to develop your own programs for tasks such as web services, database connectivity, XML processing,

and mobile programming. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies , or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 8 Learn to develop Java applications and Android apps using NetBeans and Google's new Android Studio -- two excellent (and free!) programming platforms Covers new features of Java 8 such as closures, the most eagerly anticipated language feature in years Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about

JDBC 4.2 programming with the Derby database and XML parsing with the open source XOM class library	Objects DAY 4 Lists, Logic, and Loops DAY 5 Creating Classes and Methods DAY 6 Packages, Interfaces, and Other Class Features DAY 7 Exceptions and Threads WEEK 2: The Java Class Library DAY 8 Data Structures DAY 9 Working with Swing DAY 10 Building a Swing Interface DAY 11 Arranging Components on a User Interface DAY 12 Responding to User Input	DAY 13 Creating Java2D Graphics DAY 14 Developing Swing Applications WEEK 3: Java Programming DAY 15 Working with Input and Output DAY 16 Using Inner Classes and Closures DAY 17 Communicating Across the Internet DAY 18 Accessing Databases with JDBC 4.2 and Derby DAY 19 Reading and Writing RSS Feeds DAY 20 XML Web Services DAY 21 Writing Android Apps
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for Java	applications	from
APPENDIX A	with the latest	monolithic to
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APPENDIX B	Features	With the help
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<i>Practice Tests</i>	Packt	connect it in a
Packt	Publishing Ltd	traditional
Publishing Ltd	Build	way and use
Build	microservices-	advanced
microservices-	based	approaches
based	enterprise	for
enterprise		

asynchronous communication. Once you have learned the basics, you'll explore advanced topics to make your microservices robust, scalable, and secure. Microservices form distributed applications, and by the end of this book you'll have discovered how to develop, pack, ship, and support distributed applications using Java EE. What you will learn Build microservices

from the ground up with Java EE 8 Implement and deploy microservices with Spring Boot Develop reactive pipelines for asynchronous communication Use caching mechanisms and JSON Web Token (JWT) to create scalable and secure microservices Empower microservices with the Micro Profile effort and implement health checks, fault tolerance, and monitoring mechanisms Use containers

to build and deploy microservices Create contract-first documentation with Swagger and API Blueprint Who this book is for Java EE 8 Microservices is for Java EE developers keen to build microservice-based enterprise applications. Apress Java 7 has a number of features that will please developers. Madhusudhan Konda provides an overview of these, including

strings in switch statements, multi-catch exception handling, try- with-resource	statements, the new File System API, extensions of the JVM, support for dynamically-	typed languages, and the fork and join framework for task parallelism.
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