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Java John R Hubbard

*Programming With  
Java John R  
Hubbard*

Intermediate level, for programmers  
fairly familiar with Java, but new to

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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

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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

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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

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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

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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

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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,

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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

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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

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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.

This book constitutes the thoroughly refereed post-

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proceedings of the international conference NetObjectDays 2002, held in Erfurt, Germany, in October 2002. The 26 revised full papers presented were carefully selected during two rounds of reviewing and revision. The papers are organized

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in topical sections on embedded and distributed systems; components and MDA; Java technology; Web services; aspect-oriented software design; agents and mobility; software product lines; synchronization; testing,

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streamlined and updated format  
and the absolute essence of the  
subject, presented in a concise and  
readily understandable form.  
Graphic elements such as sidebars,  
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from the text, illuminate keys to learning, and give students quick pointers to the essentials. Designed to appeal to underprepared students and readers turned off by dense text Cartoons, sidebars, icons, and other graphic pointers

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get the material across fast Concise text focuses on the essence of the subject Delivers expert help from teachers who are authorities in their fields Perfect for last-minute test preparation So small and light that they fit in a backpack!

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recursion, and anonymous functions. No statistical knowledge is required, and your programming skills can range from hobbyist to pro. Along the way, you'll learn about functional and object-oriented programming, running

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forecasting the weather, or you just need to tame your data, *The Art of R Programming* is your guide to harnessing the power of statistical computing.

Java Programming for Android  
Developers For Dummies

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*"I enjoyed reading this useful  
overview of the techniques and  
challenges of implementing linkers  
and loaders. While most of the*

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*examples are focused on three computer architectures that are widely used today, there are also many side comments about interesting and quirky computer architectures of the past. I can tell from these war stories that the author really has been there*

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*himself and survived to tell the tale."*  
*-Guy Steele Whatever your  
programming language, whatever  
your platform, you probably tap into  
linker and loader functions all the  
time. But do you know how to use  
them to their greatest possible*

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*advantage? Only now, with the publication of Linkers & Loaders, is there an authoritative book devoted entirely to these deep-seated compile-time and run-time processes. The book begins with a detailed and comparative account of linking and*

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*loading that illustrates the differences among various compilers and operating systems. On top of this foundation, the author presents clear practical advice to help you create faster, cleaner code. You'll learn to avoid the pitfalls associated with*

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*Windows DLLs, take advantage of the space-saving, performance-improving techniques supported by many modern linkers, make the best use of the UNIX ELF library scheme, and much more. If you're serious about programming, you'll devour*

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*this unique guide to one of the field's  
least understood topics. Linkers &  
Loaders is also an ideal  
supplementary text for compiler and  
operating systems courses. Features: \**  
*Includes a linker construction project  
written in Perl, with project files*

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*available for download. \* Covers dynamic linking in Windows, UNIX, Linux, BeOS, and other operating systems. \* Explains the Java linking model and how it figures in network applets and extensible Java code. \* Helps you write more elegant and*

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*effective code, and build applications  
that compile, load, and run more  
efficiently.*

*This new edition provides step-by-step  
instruction on modern 3D graphics  
shader programming in OpenGL with  
Java, along with its theoretical*

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*foundations. It is appropriate both for computer science graphics courses, and for professionals interested in mastering 3D graphics skills. It has been designed in a 4-color, “teach-yourself” format with numerous examples that the reader can run just*

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*as presented. Every shader stage is explored, from the basics of modeling, textures, lighting, shadows, etc., through advanced techniques such as tessellation, normal mapping, noise maps, as well as new chapters on simulating water, stereoscopy, and*

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*ray tracing. FEATURES Covers modern OpenGL 4.0+ shader programming in Java, with instructions for both PC/Windows and Macintosh Illustrates every technique with running code examples. Everything needed to install*

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*the libraries, and complete source code for each example Includes step-by-step instruction for using each GLSL programmable pipeline stage (vertex, tessellation, geometry, and fragment) Explores practical examples for modeling, lighting and*

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*shadows (including soft shadows), terrain, water, and 3D materials such as wood and marble Adds new chapters on simulating water, stereoscopy, and ray tracing with compute shaders Explains how to optimize code with tools such as*

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*Nvidia's Nsight debugger Includes  
companion files with code, object  
models, figures, and more*

*In a microservices architecture, the  
whole is indeed greater than the sum  
of its parts. But in practice, individual  
microservices can inadvertently*

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*impact others and alter the end user experience. Effective microservices architectures require standardization on an organizational level with the help of a platform engineering team. This practical book provides a series of progressive steps that platform*

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*engineers can apply technically and organizationally to achieve highly resilient Java applications. Author Jonathan Schneider covers many effective SRE practices from companies leading the way in microservices adoption. You'll*

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*examine several patterns discovered through much trial and error in recent years, complete with Java code examples. Chapters are organized according to specific patterns, including: Application metrics: Monitoring for availability with*

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*Micrometer Debugging with  
observability: Logging and distributed  
tracing; failure injection testing  
Charting and alerting: Building  
effective charts; KPIs for Java  
microservices Safe multicloud  
delivery: Spinnaker, deployment*

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*strategies, and automated canary  
analysis Source code observability:  
Dependency management, API  
utilization, and end-to-end asset  
inventory Traffic management:  
Concurrency of systems; platform,  
gateway, and client-side load*

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*balancing*

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

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*Developing Java Software*

*16th European Conference Malaga,  
Spain, June 10-14, 2002 Proceedings*

*Beginning Programming with Java  
For Dummies*

*Harnessing the Power Of Java 8*

*Lambda Expressions*

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with Java, Second Edition*

This powerful study tool is the best tutor you can have if you want top grades and thorough understanding of programming with Java, the computing language being taught

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as a basic at more and more colleges. This student-friendly study guide leads you step-by-step through the entire beginning computer science course, giving you hundreds of problems with fully worked solutions and easy-to-follow

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Java database  
programming techniques for  
beginning and experienced readers  
This book covers the practical  
considerations and applications in  
database programming using Java  
NetBeans IDE, JavaServer

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Pages, JavaServer Faces, and Java Beans, and comes complete with authentic examples and detailed explanations. Two data-action methods are developed and presented in this important resource. With Java Persistence

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API and plug-in Tools, readers are directed step by step through the entire database programming development process and will be able to design and build professional data-action projects with a few lines of code in mere

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minutes. The second method, runtime object, allows readers to design and build more sophisticated and practical Java database applications. Advanced and updated Java database programming techniques such as

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Java Enterprise Edition  
development kits, Enterprise Java  
Beans, JavaServer Pages,  
JavaServer Faces, Java RowSet  
Object, and JavaUpdatable  
ResultSet are also discussed and  
implemented with numerous

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example projects. Ideal for  
classroom and professional training  
use, this text also features: A  
detailed introduction to NetBeans  
Integrated  
Development Environment Java  
web-based database programming

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manual, JSP pages, sample image  
files, and sample databases  
Coverage of two popular database  
systems: SQL Server 2008  
and Oracle This book provides

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undergraduate and graduate students as well as database programmers and software engineers with the necessary tools to handle the database programming issues in the JavaNetBeans environment. To

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obtain instructor materials please  
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to: [pressbooks@ieee.org](mailto:pressbooks@ieee.org)

Schaum's Outline of Programming  
with Java McGraw Hill Professional  
Covers all the most recent XML  
core and related specifications

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including XML 1.1, J2EE 1.4, Microsoft .NET's latest iteration, as well as open source XML items from the Apache project. Strong coverage of XML use with databases, transactions, and XML security. Discusses both Microsoft

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(.NET) and Sun (Java) programming integration with XML, an approach not taken in any other book. Presents extensive business examples, including several major applications developed throughout the book. No previous exposure to

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XML is assumed.

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**themselves' has long been an aim of computer scientists. Recently genetic programming (GP) has started to show its promise by automatically evolving programs. Indeed in a small number of problems GP has evolved programs**

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whose performance is similar to or even slightly better than that of programs written by people. The main thrust of GP has been to automatically create functions. While these can be of great use they contain

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**no memory and relatively  
little work has addressed  
automatic creation of  
program code including  
stored data. This issue is  
the main focus of Genetic  
Programming, and Data  
Structures: Genetic**

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**Programming + Data  
Structures = Automatic  
Programming!. This book is  
motivated by the observation  
from software engineering  
that data abstraction (e.g.,  
via abstract data types) is  
essential in programs**

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**created by human  
programmers. This book shows  
that abstract data types can  
be similarly beneficial to  
the automatic production of  
programs using GP. Genetic  
Programming and Data  
Structures: Genetic**

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**Programming + Data  
Structures = Automatic  
Programming!** shows how  
abstract data types (stacks,  
queues and lists) can be  
evolved using genetic  
programming, demonstrates  
how GP can evolve general

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**programs which solve the  
nested brackets problem,  
recognises a Dyck context  
free language, and  
implements a simple four  
function calculator. In  
these cases, an appropriate  
data structure is beneficial**

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**compared to simple indexed  
memory. This book also  
includes a survey of GP,  
with a critical review of  
experiments with evolving  
memory, and reports  
investigations of real world  
electrical network**

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**maintenance scheduling  
problems that demonstrate  
that Genetic Algorithms can  
find low cost viable  
solutions to such problems.  
Genetic Programming and Data  
Structures: Genetic  
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**Structures = Automatic  
Programming! should be of  
direct interest to computer  
scientists doing research on  
genetic programming, genetic  
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In addition, this book will**

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**and bug fixes \* Reviews and  
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this is a book that you should**

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**ease of use in creating  
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in the first- or second-year  
course required of all  
Computer Science majors  
Almost every job today has**

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**some interaction with a computer or a computing device. Computers come in all shapes and sizes such as smartphones, ATM machines, thermostats, test equipment, robotics, point-of-sale systems, cloud servers,**

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**projection systems, and, oh  
yes, personal computers. All  
of them need to be designed,  
built, and programmed.  
Having a good understanding  
of computer programming  
and Computer Science can  
provide a good foundation for**

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**good vehicle to learn the  
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process is to demonstrate that  
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C/C++, and web development.  
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**Schaum's Outline of Theory  
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with Java**

**A Tour of Statistical Software  
Design**

**Presenting Java**

**Objects, Components,  
Architectures, Services, and**

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## **Applications for a Networked World**

**International Conference  
NetObjectDays, NODE 2002,  
Erfurt, Germany, October  
7-10, 2002, Revised Papers**  
Takes a tutorial approach towards  
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**study guide covers the entire course, from logic to libraries. If you're taking introduction to computer science, this book will be your best friend. It's perfect for independent study, too!**

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**The design and analysis of efficient data structures has long been recognized as a**

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**key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java**

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**interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures**

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**and algorithms in Java specifically  
designed for educational purposes in a  
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Java Collections Framework.**

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Schaum's Outline of Fundamentals of  
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**and help users develop their expertise in handling data structures in Java • Java is today's fastest growing programming language, with broad popular appeal for its ease of use in creating**

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**websites and its functioning  
capability on any platform•  
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the first- or second-year  
course required of all  
Computer Science majors  
Users can dramatically**

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**improve the design,  
performance, and  
manageability of object-  
oriented code without altering  
its interfaces or behavior.  
"Refactoring" shows users  
exactly how to spot the best**

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**opportunities for refactoring  
and exactly how to do it, step  
by step.**

**Biometric Technologies and  
Verification Systems is  
organized into nine parts  
composed of 30 chapters,**

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**including an extensive  
glossary of biometric terms  
and acronyms. It discusses  
the current state-of-the-art in  
biometric  
verification/authentication,  
identification and system**

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**design principles. It also provides a step-by-step discussion of how biometrics works; how biometric data in human beings can be collected and analyzed in a number of ways; how**

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**designing a biometric  
verification system. Only  
biometrics  
verification/authentication is  
based on the identification of  
an intrinsic part of a human  
being. Tokens, such as smart**

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**cards, magnetic stripe cards,  
and physical keys can be lost,  
stolen, or duplicated.**

**Passwords can be forgotten,  
shared, or unintentionally  
observed by a third party.**

**Forgotten passwords and lost**

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**"smart cards" are a nuisance for users and an expensive time-waster for system administrators. Biometric security solutions offer some unique advantages for identifying and verifying/**

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ISD'99 consisted not only of the technical program represented in these Proceedings, but also of plenary sessions on product support and content management systems for the Internet environment, workshop

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on a new paradigm for  
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was carried out by the International Program Committee. Papers presented during the conference and printed in this volume have been selected from submissions after formal double-blind reviewing

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merits, independently of other submissions. We would like to thank the authors of papers accepted for ISD'99 who all made gallant efforts to provide us with electronic copies of their manuscripts conforning to

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common guidelines. We thank them for thoughtfully responding to reviewers comments and carefully preparing their final contributions. We thank Daryl Jones, provost of Boise State University and William Lathen,

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