



## Download Ebook Advanced Java Programming For Web Development

For programmers eager to use Java to its full potential, this is the book they'll want. It covers important challenges such as developing GUIs in Java, creating reusable client/server programs, and writing Java applets that interact directly with Web browsers. The CD includes the book's source code and javadoc-generated HTML documentation for all the code presented in the book. COVER TITLE

Expand your knowledge of Java for web applications with this book-and-software bundle With millions of users, Java is the world's second most popular programming language. If you have a basic knowledge of Java, this book-and-software package will help you expand your skills to cover enterprise Java applications and web applications. Each lesson begins with a scenario describing a software problem, then provides a list of specific items to be coded. With the patented code-judging engine provided by the Wrox Innerworkings software, you'll get a score and a chance to rework your code until it's correct, helping you learn each step of the way. Programmers with a basic knowledge of Java will learn advanced skills quickly and effectively with this innovative book-and-software training package Receive real-time feedback on your code through the patented Innerworkings code-judging engine Uses proven Wrox teaching techniques along with digital training to provide a thorough working knowledge of Java for web applications Professional Java for Web Applications Challenge Set combines Wrox know-how with a patented Innerworkings code lab to give you a powerful training module for advanced Java programming.

Advanced Java Programming is a textbook specially designed for undergraduate and postgraduate students of Computer Science, Information Technology, and Computer Applications (BE/BTech/BCA/ME/M.Tech/MCA). Divided into three parts, the book provides an exhaustive coverage of topics taught in advanced Java and other related subjects.

This book looks at the exciting world of advanced programming concepts with the three major Java platforms - Java 2 Enterprise Edition (J2EE), Java 2 Standard Edition (J2SE) and Java 2 Micro Edition (J2ME).

"Java is a powerful language for cross-platform, object-oriented application programming. It can be found in many types of applications such as standalone, web, enterprise, and mobile. Advanced Java Programming is a higher level study of many advanced Java topics including JDBC, RMI, EIO, collections, assertions, logging, and concurrency. This advanced course by seasoned Java Developer David Saenz will demonstrate the power of Java and how to implement cutting edge apps that can perform well in mission critical applications. Source code is included."--Resource description page.

Advanced Java Game Programming teaches you how to create desktop and Internet computer games using the latest Java programming language techniques. Whereas other Java game programming books focus on introductory Java material, this book covers game programming for experienced Java developers. David Wallace Croft, founder of the Game Developers Java Users Group (GameJUG), has assembled an open-source reusable game library—a Swing animation engine that allows developers to use these techniques and put out new games very rapidly. The open-source game library also includes a reusable game deployment framework and a multiplayer networking library with HTTP firewall tunneling capability for applets. All of the code is open source, including the example games. The animation has been scrupulously tested and optimized in the Swing environment, and Croft clearly explains how the code works in great detail. The graphics and audio libraries used in the examples are public domain and may also be used royalty-free for creating new games.

Advanced Java is a textbook specially designed for undergraduate and post graduate students of Computer Science. It focuses on developing the applications both at basic and moderate level. This text book is divided into seven units. The first unit introduces Java network programming. In this unit along with the basic concepts of networking, the programming using Sockets, InetAddress, URL and URLConnection class is discussed in a lucid manner. The second unit is based on JDBC programming. In this unit, connecting with the database is discussed with examples and illustrations. Then next two chapters focuses on server side programming by means of Servlet programming and JSP. In third unit, the illustration of how to create and execute servlets is given. Then the concept of cookies and session management is discussed. In the next subsequent unit the Java Server Pages - its overview and programming is studied. In the last three units the advanced concepts of Java programming such as JSF, Hibernate and Java Web Framework : Spring is discussed. The contents of this textbook is supported with numerous illustrations, examples, program codes, and screenshots. With its lucid presentation and inclusion of numerous examples the book will be very useful for the readers.

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