

# How To Make Java Web Start Application Using Netbeans

AS RECOGNIZED, ADVENTURE AS CAPABLY AS EXPERIENCE ROUGHLY LESSON, AMUSEMENT, AS CAPABLY AS CONCORD CAN BE GOTTEN BY JUST CHECKING OUT A EBOOK **HOW TO MAKE JAVA WEB START APPLICATION USING NETBEANS** ALSO IT IS NOT DIRECTLY DONE, YOU COULD TAKE EVEN MORE ROUGHLY THIS LIFE, NEARLY THE WORLD.

WE MEET THE EXPENSE OF YOU THIS PROPER AS COMPETENTLY AS EASY PRETENSION TO ACQUIRE THOSE ALL. WE COME UP WITH THE MONEY FOR HOW TO MAKE JAVA WEB START APPLICATION USING NETBEANS AND NUMEROUS EBOOK COLLECTIONS FROM FICTIONS TO SCIENTIFIC RESEARCH IN ANY WAY. ACCOMPANIED BY THEM IS THIS HOW TO MAKE JAVA WEB START APPLICATION USING NETBEANS THAT CAN BE YOUR PARTNER.

## **LEARNING JAVA** - PATRICK NIEMEYER 2002

THIS UPDATED EDITION INTRODUCES THE BASICS OF JAVA AND EVERYTHING NECESSARY TO GET UP TO SPEED ON THE NEW 1.4 VERSION QUICKLY. CD CONTAINS THE JAVA 2 SDK FOR WINDOWS, LINUX AND SOLARIS.

## **PROFESSIONAL PORTAL DEVELOPMENT WITH OPEN SOURCE TOOLS** - W. CLAY RICHARDSON 2004-03-25

WHAT IS THIS BOOK ABOUT? OPEN SOURCE TECHNOLOGY ENABLES YOU TO BUILD CUSTOMIZED ENTERPRISE PORTAL FRAMEWORKS WITH MORE FLEXIBILITY AND FEWER LIMITATIONS. THIS BOOK EXPLAINS THE FUNDAMENTALS OF A POWERFUL SET OF OPEN SOURCE TOOLS AND SHOWS YOU HOW TO USE THEM. AN OUTSTANDING TEAM OF AUTHORS PROVIDES A COMPLETE TUTORIAL AND REFERENCE GUIDE TO JAVA PORTLET API, LUCENE, JAMES, AND SLIDE, TAKING YOU STEP-BY-STEP THROUGH CONSTRUCTING AND DEPLOYING PORTAL APPLICATIONS. YOU TRACE THE ANATOMY OF A SEARCH ENGINE AND UNDERSTAND THE LUCENE QUERY SYNTAX, SET UP APACHE JAMES CONFIGURATION FOR A VARIETY OF SERVERS, EXPLORE OBJECT TO RELATIONAL MAPPING CONCEPTS WITH JAKARTA OJB, AND ACQUIRE MANY OTHER SKILLS NECESSARY TO CREATE J2EE PORTALS UNIQUELY SUITED TO THE NEEDS OF YOUR ORGANIZATION. LOADED WITH CODE-INTENSIVE EXAMPLES OF PORTAL APPLICATIONS, THIS BOOK OFFERS YOU THE KNOW-HOW TO FREE YOUR DEVELOPMENT PROCESS FROM THE RESTRICTIONS OF PRE-PACKAGED SOLUTIONS. WHAT DOES THIS BOOK COVER? HERE'S WHAT YOU WILL LEARN IN THIS BOOK: HOW TO EVALUATE BUSINESS REQUIREMENTS AND PLAN THE PORTAL HOW TO DEVELOP AN EFFECTIVE BROWSER ENVIRONMENT HOW TO PROVIDE A SEARCH ENGINE, MESSAGING, DATABASE INQUIRY, AND CONTENT MANAGEMENT SERVICES IN AN INTEGRATED PORTAL APPLICATION HOW TO DEVELOP WEB SERVICES FOR THE PORTAL HOW TO MONITOR, TEST, AND ADMINISTER THE PORTAL HOW TO CREATE PORTLET APPLICATIONS COMPLIANT WITH THE JAVA PORTLET API HOW TO REDUCE THE POSSIBILITY OF ERRORS WHILE MANAGING THE PORTAL TO ACCOMMODATE CHANGE HOW TO PLAN FOR THE NEXT GENERATION APPLICATION PORTAL WHO IS THIS BOOK FOR? THIS BOOK IS FOR PROFESSIONAL JAVA DEVELOPERS WHO HAVE SOME EXPERIENCE IN PORTAL DEVELOPMENT AND WANT TO TAKE ADVANTAGE OF THE OPTIONS OFFERED BY OPEN SOURCE TOOLS.

## **JAVA ALL-IN-ONE FOR DUMMIES** - DOUG LOWE 2017-04-18

YOUR ONE-STOP GUIDE TO PROGRAMMING WITH JAVA IF YOU'VE ALWAYS WANTED TO PROGRAM WITH JAVA BUT DIDN'T KNOW WHERE TO START, THIS WILL BE THE JAVA-STAINED REFERENCE YOU'LL TURN TO AGAIN AND AGAIN. FULLY UPDATED FOR THE JDK 9, THIS DEEP REFERENCE ON THE WORLD'S MOST POPULAR PROGRAMMING LANGUAGE IS THE PERFECT STARTING POINT FOR BUILDING THINGS WITH JAVA—AND AN INVALUABLE ONGOING REFERENCE AS YOU CONTINUE TO DEEPEN YOUR KNOWLEDGE. CLOCKING IN AT OVER 900 PAGES, JAVA ALL-IN-ONE FOR DUMMIES TAKES THE INTIMIDATION OUT OF LEARNING JAVA AND OFFERS CLEAR, STEP-BY-STEP GUIDANCE ON HOW TO DOWNLOAD AND INSTALL JAVA TOOLS; WORK WITH VARIABLES, NUMBERS, EXPRESSIONS, STATEMENTS, LOOPS, METHODS, AND EXCEPTIONS; CREATE APPLETS, SERVLETS, AND JAVASERVER PAGES; HANDLE AND ORGANIZE DATA; AND SO MUCH MORE. FOCUSES ON THE VITAL INFORMATION THAT ENABLES YOU TO GET UP AND RUNNING QUICKLY WITH JAVA PROVIDES DETAILS ON THE NEW FEATURES OF JDK 9 SHOWS YOU HOW TO CREATE SIMPLE SWING PROGRAMS INCLUDES DESIGN TIPS ON LAYOUT, BUTTONS, AND LABELS EVERYTHING YOU NEED TO KNOW TO PROGRAM WITH JAVA IS INCLUDED IN THIS PRACTICAL, EASY-TO-USE GUIDE!

## **JAVAFX ESSENTIALS** - MOHAMED TAMAN 2015-06-29

JAVAFX IS A SOFTWARE PLATFORM TO CREATE AND DELIVER RICH INTERNET APPLICATIONS (RIAs) THAT CAN RUN ACROSS A WIDE VARIETY OF DEVICES. JAVAFX ESSENTIALS WILL HELP YOU TO DESIGN AND BUILD HIGH PERFORMANCE JAVAFX 8-BASED APPLICATIONS THAT RUN ON A VARIETY OF DEVICES. STARTING WITH THE BASICS OF THE FRAMEWORK, IT WILL TAKE YOU ALL THE WAY THROUGH CREATING YOUR FIRST WORKING APPLICATION TO DISCOVERING THE CORE AND MAIN JAVAFX 8 FEATURES, THEN CONTROLLING AND MONITORING YOUR OUTSIDE WORLD. THE EXAMPLES PROVIDED ILLUSTRATE DIFFERENT JAVAFX AND JAVA SE 8 FEATURES. THIS GUIDE IS AN INVALUABLE TUTORIAL IF YOU ARE PLANNING TO DEVELOP AND CREATE JAVAFX 8 APPLICATIONS TO RUN ON A VARIETY OF DEVICES AND PLATFORMS.

## **JAVAFX DEVELOPER'S GUIDE** - KIM TOPLEY 2010-09-24

UPDATED FOR JAVAFX 1.3 THE JAVAFX PLATFORM MAKES IT POSSIBLE TO WRITE APPLICATIONS THAT CAN BE DEPLOYED ACROSS DEVICES RANGING FROM CELL PHONES TO DESKTOPS, WITH LITTLE OR NO CHANGE REQUIRED. JAVAFX APPLICATIONS ARE WRITTEN USING JAVAFX SCRIPT, A NEW AND EASY-TO-USE SCRIPTING LANGUAGE. KIM TOPLEY'S JAVAFX DEVELOPER'S GUIDE THOROUGHLY COVERS THE JAVAFX LANGUAGE AND ITS CORE LIBRARIES AND SHOWS YOU STEP BY STEP HOW TO DEVELOP AND DELIVER JAVAFX APPLICATIONS FOR THE DESKTOP AND FOR MOBILE DEVICES. IT PROVIDES COMPLETE COVERAGE OF ALL ASPECTS OF THE LANGUAGE, INCLUDING LANGUAGE SYNTAX TOOLS YOU CAN USE TO DEVELOP, DEBUG, AND DEPLOY JAVAFX APPLICATIONS USER INTERFACE CLASSES ANIMATION HOW TO PLAY AUDIO AND VIDEO HOW TO USE RESTFUL WEB SERVICES AND DATABASES TO RETRIEVE THE DATA FOR YOUR APPLICATION HOW TO CREATE CUSTOM COMPONENTS TRANSFORMATIONS USER INTERFACE BASICS, ATTRIBUTES, EVENTS, AND

CONTROLS JAVAFX AND NETWORKING JAVAFX DEVELOPMENT WITH NETBEANS AND ECLIPSE PACKAGING AND DEPLOYMENT TOPLEY HIGHLIGHTS CRITICAL TOPICS THAT OTHER BOOKS GLOSS OVER, PRESENTS DETAILED EXAMPLES THAT STRETCH JAVAFX TO ITS LIMITS, AND SHOWS YOU EXACTLY HOW TO BUILD ON THE SKILLS YOU ALREADY HAVE. WHETHER YOU'VE BEEN FOCUSED ON HTML/XML/CSS WEB DEVELOPMENT OR JAVA SWING, THIS BOOK WILL HELP YOU GET OUTSTANDING RESULTS WITH JAVAFX.

## **THE JAVA TUTORIAL** - SHARON BIOCICA ZAKHOUR 2013-02-27

THE JAVA® TUTORIAL, FIFTH EDITION, IS BASED ON RELEASE 7 OF THE JAVA PLATFORM STANDARD EDITION. THIS REVISED AND UPDATED EDITION INTRODUCES THE NEW FEATURES ADDED TO THE PLATFORM, INCLUDING A SECTION ON NIO.2, THE NEW FILE I/O API, AND INFORMATION ON MIGRATING LEGACY CODE TO THE NEW API. THE DEPLOYMENT COVERAGE HAS ALSO BEEN EXPANDED, WITH NEW CHAPTERS SUCH AS “DOING MORE WITH RICH INTERNET APPLICATIONS” AND “DEPLOYMENT IN DEPTH,” AND A SECTION ON THE FORK/JOIN FEATURE HAS BEEN ADDED TO THE CHAPTER ON CONCURRENCY. INFORMATION REFLECTING PROJECT COIN DEVELOPMENTS, INCLUDING THE NEW TRY-WITH-RESOURCES STATEMENT, THE ABILITY TO CATCH MORE THAN ONE TYPE OF EXCEPTION WITH A SINGLE EXCEPTION HANDLER, SUPPORT FOR BINARY LITERALS, AND DIAMOND SYNTAX, WHICH RESULTS IN CLEANER GENERICS CODE, HAS BEEN ADDED WHERE APPROPRIATE. THE CHAPTERS COVERING GENERICS, JAVA WEB START, AND APPLETS HAVE ALSO BEEN UPDATED. IN ADDITION, IF YOU PLAN TO TAKE ONE OF THE JAVA SE 7 CERTIFICATION EXAMS, THIS GUIDE CAN HELP. A SPECIAL APPENDIX, “PREPARING FOR JAVA PROGRAMMING LANGUAGE CERTIFICATION,” LISTS THE THREE EXAMS AVAILABLE, DETAILS THE ITEMS COVERED ON EACH EXAM, AND PROVIDES CROSS-REFERENCES TO WHERE MORE INFORMATION ABOUT EACH TOPIC APPEARS IN THE TEXT. ALL OF THE MATERIAL HAS BEEN THOROUGHLY REVIEWED BY MEMBERS OF ORACLE JAVA ENGINEERING TO ENSURE THAT THE INFORMATION IS ACCURATE AND UP TO DATE.

## **THE JAVA TUTORIAL** - RAYMOND GALLARDO 2014-12-03

THE JAVA® TUTORIAL, SIXTH EDITION, IS BASED ON THE JAVA PLATFORM, STANDARD EDITION (JAVA SE) 8. THIS REVISED AND UPDATED EDITION INTRODUCES THE NEW FEATURES ADDED TO THE PLATFORM, INCLUDING LAMBDA EXPRESSIONS, DEFAULT METHODS, AGGREGATE OPERATIONS, AND MORE. AN ACCESSIBLE AND PRACTICAL GUIDE FOR PROGRAMMERS OF ANY LEVEL, THIS BOOK FOCUSES ON HOW TO USE THE RICH ENVIRONMENT PROVIDED BY JAVA TO BUILD APPLICATIONS, APPLETS, AND COMPONENTS. EXPANDED COVERAGE INCLUDES A CHAPTER ON THE DATE-TIME API AND A NEW CHAPTER ON ANNOTATIONS, WITH SECTIONS ON TYPE ANNOTATIONS AND PLUGGABLE TYPE SYSTEMS AS WELL AS REPEATING ANNOTATIONS. IN ADDITION, THE UPDATED SECTIONS “SECURITY IN RICH INTERNET APPLICATIONS” AND “GUIDELINES FOR SECURING RICH INTERNET APPLICATIONS” ADDRESS KEY SECURITY TOPICS. THE LATEST DEPLOYMENT BEST PRACTICES ARE DESCRIBED IN THE CHAPTER “DEPLOYMENT IN DEPTH.” IF YOU PLAN TO TAKE ONE OF THE JAVA SE 8 CERTIFICATION EXAMS, THIS BOOK CAN HELP. A SPECIAL APPENDIX, “PREPARING FOR JAVA PROGRAMMING LANGUAGE CERTIFICATION,” DETAILS THE ITEMS COVERED ON THE AVAILABLE EXAMS. CHECK ONLINE FOR UPDATES. ALL OF THE MATERIAL HAS BEEN THOROUGHLY REVIEWED BY MEMBERS OF ORACLE JAVA ENGINEERING TO ENSURE THAT THE INFORMATION IS ACCURATE AND UP TO DATE. THIS BOOK IS BASED ON THE ONLINE TUTORIAL HOSTED ON ORACLE CORPORATION'S WEBSITE AT [HTTP://DOCS.ORACLE.COM/JAVASE/TUTORIAL](http://docs.oracle.com/javase/tutorial).

## **THE DEFINITIVE GUIDE TO JYTHON** - JOSH JUNEAU 2010-12-28

JYTHON IS AN OPEN SOURCE IMPLEMENTATION OF THE HIGH-LEVEL, DYNAMIC, OBJECT-ORIENTED SCRIPTING LANGUAGE PYTHON SEAMLESSLY INTEGRATED WITH THE JAVA PLATFORM. THE PREDECESSOR TO JYTHON, JPYTHON, IS CERTIFIED AS 100% PURE JAVA. JYTHON IS FREELY AVAILABLE FOR BOTH COMMERCIAL AND NONCOMMERCIAL USE AND IS DISTRIBUTED WITH SOURCE CODE. JYTHON IS COMPLEMENTARY TO JAVA. THE DEFINITIVE GUIDE TO JYTHON, WRITTEN BY THE OFFICIAL JYTHON TEAM LEADS, COVERS JYTHON 2.5 (OR 2.5.x)—FROM THE BASICS TO MORE ADVANCED FEATURES. THIS BOOK BEGINS WITH A BRIEF INTRODUCTION TO THE LANGUAGE AND THEN JOURNEYS THROUGH JYTHON'S DIFFERENT FEATURES AND USES. THE DEFINITIVE GUIDE TO JYTHON IS ORGANIZED FOR BEGINNERS AS WELL AS ADVANCED USERS OF THE LANGUAGE. THE BOOK PROVIDES A GENERAL OVERVIEW OF THE JYTHON LANGUAGE ITSELF, BUT IT ALSO INCLUDES INTERMEDIATE AND ADVANCED TOPICS REGARDING DATABASE, WEB, AND GRAPHICAL USER INTERFACE (GUI) APPLICATIONS; WEB SERVICES/SOA; AND INTEGRATION, CONCURRENCY, AND PARALLELISM, TO NAME A FEW.

## **JAVA WEB SERVICES: UP AND RUNNING** - MARTIN KALIN 2009-02-12

THIS EXAMPLE-DRIVEN BOOK OFFERS A THOROUGH INTRODUCTION TO JAVA'S APIs FOR XML WEB SERVICES (JAX-WS) AND RESTFUL WEB SERVICES (JAX-RS). JAVA WEB SERVICES: UP AND RUNNING TAKES A CLEAR, PRAGMATIC APPROACH TO THESE TECHNOLOGIES BY PROVIDING A MIX OF ARCHITECTURAL OVERVIEW, COMPLETE WORKING CODE EXAMPLES, AND SHORT YET PRECISE INSTRUCTIONS FOR COMPILING, DEPLOYING, AND EXECUTING AN APPLICATION. YOU'LL LEARN HOW TO WRITE WEB SERVICES FROM SCRATCH AND INTEGRATE EXISTING SERVICES INTO YOUR JAVA APPLICATIONS. WITH JAVA WEB SERVICES: UP AND RUNNING, YOU WILL: UNDERSTAND THE DISTINCTION BETWEEN SOAP-BASED AND REST-STYLE SERVICES WRITE, DEPLOY, AND CONSUME SOAP-BASED SERVICES IN CORE JAVA UNDERSTAND THE WEB SERVICE DEFINITION LANGUAGE (WSDL) SERVICE CONTRACT RECOGNIZE THE

STRUCTURE OF A SOAP MESSAGE LEARN HOW TO DELIVER JAVA-BASED RESTFUL WEB SERVICES AND CONSUME COMMERCIAL RESTFUL SERVICES KNOW SECURITY REQUIREMENTS FOR SOAP- AND REST-BASED WEB SERVICES LEARN HOW TO IMPLEMENT JAX-WS IN VARIOUS APPLICATION SERVERS IDEAL FOR STUDENTS AS WELL AS EXPERIENCED PROGRAMMERS, JAVA WEB SERVICES: UP AND RUNNING IS THE CONCISE GUIDE YOU NEED TO START WORKING WITH THESE TECHNOLOGIES RIGHT AWAY.

**Mac OS X 10.2 Advanced** - MARIA LANGER 2003

WITH MORE THAN 150 NEW FEATURES AND APPLICATIONS, MAC OS X 10.2 IS MORE THAN A MINOR UPGRADE. THIS GUIDE IS THE FASTEST WAY TO RAMP UP ON THE SOFTWARE'S MYRIAD NEW FEATURES. VETERAN MACINTOSH COLUMNIST AND AUTHOR LANGER GOES BEYOND THE BASICS TO SHOW USERS HOW TO GET THE MOST OUT OF MAC OS X 10.2.

**Mac OS X** - JOE ZOBKIW 2003

APPLE'S MAC OS X OPERATING SYSTEM MARRIES THE POWER OF UNIX WITH THE ELEGANCE OF THE MACINTOSH USER INTERFACE. BY HARNESSING THE ADVANCED FEATURES OF UNIX AT ITS CORE, MAC OS X ARGUABLY BECOMES THE MOST POWERFUL CONSUMER OPERATING SYSTEM AVAILABLE TODAY. WITH ITS AQUA USER INTERFACE IMPLEMENTATION, MAC OS X ALSO PROVIDES A UNIQUE AND APPROACHABLE EXPERIENCE FOR THE USER. MAC OS X ALSO INCLUDES A COMPLETE SUITE OF FREE DEVELOPMENT TOOLS FROM APPLE AND THIRD PARTIES THAT ALLOW PROGRAMMERS TO CREATE APPLICATIONS IN OBJECTIVE-C, C++, JAVA, PERL, PHP, AND OTHER LANGUAGES. MAC OS X ADVANCED DEVELOPMENT TECHNIQUES PROVIDES INTERMEDIATE TO ADVANCED SOFTWARE DEVELOPERS WITH A COLLECTION OF USEFUL PROGRAMMING PROJECTS AND TECHNIQUES. EACH PROJECT CHAPTER CONTAINS COMPLETE SOURCE CODE AND DETAILED EXPLANATIONS TO HELP GIVE DEVELOPERS AN EDGE. EXAMPLES INCLUDE APPLICATIONS, COCA AND CARBON PLUG-INS, FRAMEWORKS, SYSTEM SERVICES, PREFERENCE PANES, STATUS ITEMS, THREADS, XML-RPC, SOAP AND MORE. NO MATTER WHAT TYPE OF SOFTWARE A DEVELOPER MAY BE TASKED TO CREATE, MAC OS X ADVANCED DEVELOPMENT TECHNIQUES HELPS GET IT DONE. BOOK JACKET.

**More Java Pitfalls** - MICHAEL C. DACONTA 2003-03-24

BUILDING ON THE SUCCESS OF JAVA PITFALLS (0-471-36174-7), THIS BOOK PROVIDES MORE SPECIFIC PROGRAMMING SOLUTIONS TO FIFTY DIFFICULT JAVA PROGRAMMING PROBLEMS SHOWS EXPERIENCED PROGRAMMERS HOW TO IDENTIFY AND AVOID WEAKNESSES IN JAVA AND RELATED J2EE TECHNOLOGIES THAT CAN CAUSE PROGRAMS TO GO HAYWIRE EXPLORES ADVANCED TOPICS INCLUDING NETWORKING, XML AND JAVA PROGRAMMING, AND THE JAVA VIRTUAL MACHINE

**The Little Mac OS X** - ROBIN WILLIAMS 2003

NO OTHER AUTHOR DOCUMENTS THE MAC OS THE WAY ROBIN WILLIAMS DOES. IN THE ROBIN WILLIAMS MAC OS X BOOK, JAGUAR EDITION UPDATED TO INCLUDE MAC OS X 10.2, SHE BRINGS HER INIMITABLE APPROACH TO APPLE'S RADICALLY REDESIGNED OS, ESCHEWING JARGON FOR STRAIGHTFORWARD EXPLANATIONS AND A GOOD DOSE OF HUMOR. IT'S AN APPROACH THAT WORKS EQUALLY AS WELL FOR NEWCOMERS LOOKING FOR A GENTLE INTRODUCTION TO THE MACINTOSH AS IT DOES FOR EXPERIENCED MAC USERS UPGRADING TO MAC OS X 10.2. THIS PRACTICAL, HOW-TO GUIDE COVERS ALL OF THE EXCITING NEW FEATURES IN MAC OS X 10.2, INCLUDING THE REVAMPED FINDER, NEW INSTANT MESSAGING CLIENT, GLOBAL ADDRESS BOOK, SPAM-BLOCKING EMAIL PROGRAM, QUICKTIME 6, SHERLOCK 3, AND MORE. ROBIN DOESN'T NEGLECT THE BASICS EITHER. YOU'LL FIND LOGICAL, EASY-TO-FOLLOW SECTIONS ON HOW TO USE YOUR MAC FOR A VARIETY OF EVERYDAY TASKS: PRINTING, SENDING EMAIL, EXCHANGING FILES, AND SURFING THE WEB. AND FOR THOSE FRUSTRATING MOMENTS WHEN THINGS GO WRONG, ROBIN HAS COMPILED A TROUBLESHOOTING GUIDE FOR COMMON MAC SNAFUS. SEE FOR YOURSELF WHY ROBIN'S BOOKS HAVE WON HER MILLIONS OF FANS.

**Professional Portal Development with Open Source Tools** - W. CLAY RICHARDSON 2004-02-27

WHAT IS THIS BOOK ABOUT? OPEN SOURCE TECHNOLOGY ENABLES YOU TO BUILD CUSTOMIZED ENTERPRISE PORTAL FRAMEWORKS WITH MORE FLEXIBILITY AND FEWER LIMITATIONS. THIS BOOK EXPLAINS THE FUNDAMENTALS OF A POWERFUL SET OF OPEN SOURCE TOOLS AND SHOWS YOU HOW TO USE THEM. AN OUTSTANDING TEAM OF AUTHORS PROVIDES A COMPLETE TUTORIAL AND REFERENCE GUIDE TO JAVA PORTLET API, LUCENE, JAMES, AND SLIDE, TAKING YOU STEP-BY-STEP THROUGH CONSTRUCTING AND DEPLOYING PORTAL APPLICATIONS. YOU TRACE THE ANATOMY OF A SEARCH ENGINE AND UNDERSTAND THE LUCENE QUERY SYNTAX, SET UP APACHE JAMES CONFIGURATION FOR A VARIETY OF SERVERS, EXPLORE OBJECT TO RELATIONAL MAPPING CONCEPTS WITH JAKARTA OJB, AND ACQUIRE MANY OTHER SKILLS NECESSARY TO CREATE J2EE PORTALS UNIQUELY SUITED TO THE NEEDS OF YOUR ORGANIZATION. LOADED WITH CODE-INTENSIVE EXAMPLES OF PORTAL APPLICATIONS, THIS BOOK OFFERS YOU THE KNOW-HOW TO FREE YOUR DEVELOPMENT PROCESS FROM THE RESTRICTIONS OF PRE-PACKAGED SOLUTIONS. WHAT DOES THIS BOOK COVER? HERE'S WHAT YOU WILL LEARN IN THIS BOOK: HOW TO EVALUATE BUSINESS REQUIREMENTS AND PLAN THE PORTAL HOW TO DEVELOP AN EFFECTIVE BROWSER ENVIRONMENT HOW TO PROVIDE A SEARCH ENGINE, MESSAGING, DATABASE INQUIRY, AND CONTENT MANAGEMENT SERVICES IN AN INTEGRATED PORTAL APPLICATION HOW TO DEVELOP WEB SERVICES FOR THE PORTAL HOW TO MONITOR, TEST, AND ADMINISTER THE PORTAL HOW TO CREATE PORTLET APPLICATIONS COMPLIANT WITH THE JAVA PORTLET API HOW TO REDUCE THE POSSIBILITY OF ERRORS WHILE MANAGING THE PORTAL TO ACCOMMODATE CHANGE HOW TO PLAN FOR THE NEXT GENERATION APPLICATION PORTAL WHO IS THIS BOOK FOR? THIS BOOK IS FOR PROFESSIONAL JAVA DEVELOPERS WHO HAVE SOME EXPERIENCE IN PORTAL DEVELOPMENT AND WANT TO TAKE ADVANTAGE OF THE OPTIONS OFFERED BY OPEN SOURCE TOOLS.

**Advanced Java Game Programming** - DAVID WALLACE CROFT 2004-04-01

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.

**Java Network Programming** - ELLIOTTE RUSTY HAROLD 2004-10-26

JAVA NETWORK PROGRAMMING, THIRD EDITION, BRINGS YOU UP-TO-DATE WITH THE LATEST FEATURES OF JAVA'S NETWORK APIS. THIS BOOK DISCUSSES ALL THE CHANGES AND ADDITIONS TO NETWORKING IN JDK 1.4 AND 1.5 (NOW CHRISTENED J2SE 5). IT COVERS EVERYTHING FROM NETWORKING FUNDAMENTALS TO REMOTE METHOD INVOCATION (RMI), INCLUDING CHAPTERS ON TCP AND UDP SOCKETS, SERVER SOCKETS, URLS AND URIs, MULTICASTING, AND SPECIAL-PURPOSE APIS SUCH AS JAVAMail. THIS BOOK SHOWS YOU HOW TO USE JSSE TO WRITE SECURE NETWORKING APPLICATIONS AND EXPLAINS HOW TO USE THE NIO APIS TO WRITE ULTRA HIGH-PERFORMANCE SERVERS. AND IT COVERS JAVA'S SUPPORT FOR NETWORK PROXIES, WEB COOKIES, AND URL CACHING. JAVA NETWORK PROGRAMMING DOESN'T JUST EXPLAIN THE APIS: IT SHOWS YOU HOW TO PUT THEM TO WORK. THIS BOOK IS FULL OF EXAMPLES; IT CONTAINS THOUSANDS OF LINES OF WORKING CODE (ALL OF WHICH ARE AVAILABLE ONLINE), IMPLEMENTING FULLY FUNCTIONAL NETWORK CLIENTS AND SERVERS. WHETHER YOU WANT TO WRITE A SPECIAL-PURPOSE WEB SERVER, A SECURE ONLINE ORDER TAKER, A SIMPLE MULTICAST AGENT, OR EVEN AN EMAIL CLIENT, YOU'LL FIND CODE THAT YOU CAN LEARN FROM AND BORROW. WHETHER YOU'RE AN EXPERIENCED NETWORK DEVELOPER, A NEW JAVA PROGRAMMER, OR SOMEONE WHO JUST WANTS TO SEE WHAT'S POSSIBLE, YOU'LL FIND THAT JAVA NETWORK PROGRAMMING, THIRD EDITION IS AN IMPORTANT PART OF YOUR LIBRARY. ONCE YOU'VE STARTED USING THE JAVA NETWORKING APIS, THE POSSIBILITIES ARE ONLY LIMITED BY YOUR IMAGINATION.

**Mac OS X for Java Geeks** - WILL IVERSON 2003-04-24

MAC OS X FOR JAVA GEEKS DELIVERS A COMPLETE AND DETAILED LOOK AT THE MAC OS X PLATFORM, GEARED SPECIFICALLY AT JAVA DEVELOPERS. PROGRAMMERS USING THE 10.2 (JAGUAR) RELEASE OF MAC OS X, AND THE NEW JDK 1.4, HAVE UNPRECEDENTED NEW FUNCTIONALITY AVAILABLE TO THEM. WHETHER YOU ARE A JAVA NEWBIE, WORKING YOUR WAY THROUGH JAVA SWING AND CLASSPATH ISSUES, OR YOU ARE A JAVA GURU, COMFORTABLE WITH DIGITAL MEDIA, REFLECTION, AND J2EE, THIS BOOK WILL TEACH YOU HOW TO GET AROUND ON MAC OS X. YOU'LL ALSO GET THE LATEST INFORMATION ON HOW TO BUILD APPLICATIONS THAT RUN SEAMLESSLY, AND IDENTICALLY, ON WINDOWS, LINUX, UNIX, AND THE MAC. THE BOOK BEGINS BY LAYING OUT THE MAC OS X TOOL SET, FROM THE INCLUDED JAVA RUNTIME ENVIRONMENT TO THIRD-PARTY TOOLS IDEs AND JAKARTA ANT. YOU'LL THEN BE BROUGHT UP TO SPEED ON THE ADVANCED, MAC-SPECIFIC EXTENSIONS TO JAVA, INCLUDING THE SPELLING FRAMEWORK, SPEECH FRAMEWORK, AND INTEGRATION WITH QUICKTIME. IN ADDITION TO CLEAR EXPLANATIONS OF THESE EXTENSIONS, YOU'LL LEARN HOW TO WRITE CODE THAT FALLS BACK TO NON-MAC SPECIFIC CODE WHEN IT RUNS ON OTHER PLATFORMS, KEEPING YOUR APPLICATION PORTABLE. ONCE YOU HAVE THE FUNDAMENTALS OF THE MAC OS X JAVA PLATFORM IN HAND, THIS BOOK TAKES YOU BEYOND THE BASICS. YOU'LL LEARN HOW TO GET THE APACHE WEB SERVER RUNNING, AND SUPPLEMENT IT WITH THE JAKARTA TOMCAT JSP AND SERVLET CONTAINER. JSPs AND SERVLETS RUNNING ON MAC OS X ARE COVERED, AS IS INSTALLATION AND CONNECTIVITY TO A DATABASE. ONCE YOU HAVE YOUR WEB APPLICATIONS UP AND RUNNING, YOU'LL LEARN HOW TO INTERFACE THEM WITH EJBs, AS RUNNING THE JBOSS APPLICATION SERVER ON MAC OS X IS COVERED. FINALLY, THE LATEST DEVELOPMENTS IN WEB SERVICES, INCLUDING XML-RPC AND SOAP, ARE FOUND WITHIN.

**InfoWorld** - 2000-10-23

INFO WORLD IS TARGETED TO SENIOR IT PROFESSIONALS. CONTENT IS SEGMENTED INTO CHANNELS AND TOPIC CENTERS. INFO WORLD ALSO CELEBRATES PEOPLE, COMPANIES, AND PROJECTS.

**Sams Teach Yourself Java in 21 Days** - ROGERS CADENHEAD 2013

A NEW EDITION OF A BEST-SELLING JAVA TUTORIAL COVERS THE LATEST DEVELOPMENTS IN JAVA—with SPECIAL EMPHASIS ON ANDROID PROGRAMMING—as WELL AS CORE JAVA PROGRAMMING TOPICS FOR THOSE FAMILIAR WITH THE BASICS OF PROGRAMMING BUT NEW TO JAVA. ORIGINAL.

**Core Java 2** - CAY S. HORSTMANN 2003

JAVA 2.0 MAKES MAJOR IMPROVEMENTS IN AREAS THAT ARE CRITICAL TO SOPHISTICATED DEVELOPERS. THIS BOOK INCLUDES EXPERT GUIDANCE ON THE BASICS OF JAVA 2 MULTITHREADING, NETWORKING, DATABASE CONNECTIVITY, REMOTE OBJECTS, JAVABEANS, AND SECURITY.

**Java 7 Recipes** - JOSH JUNEAU 2012-03-20

JAVA 7 RECIPES OFFERS SOLUTIONS TO COMMON PROGRAMMING PROBLEMS ENCOUNTERED EVERY DAY WHILE DEVELOPING JAVA-BASED APPLICATIONS. FULLY UPDATED WITH THE NEWEST FEATURES AND TECHNIQUES AVAILABLE, JAVA 7 RECIPES PROVIDES CODE EXAMPLES INVOLVING SERVLETS, JAVA FX 2.0, XML, JAVA SWING, AND MUCH MORE. CONTENT IS PRESENTED IN THE POPULAR PROBLEM-SOLUTION FORMAT: LOOK UP THE PROGRAMMING PROBLEM THAT YOU WANT TO SOLVE. READ THE SOLUTION. APPLY THE SOLUTION DIRECTLY IN YOUR OWN CODE. PROBLEM SOLVED! THE PROBLEM-SOLUTION APPROACH SETS JAVA 7 RECIPES APART FROM OTHER BOOKS ON THE TOPIC. JAVA 7 RECIPES IS FOCUSED LESS ON THE LANGUAGE ITSELF AND MORE ON WHAT YOU CAN DO WITH IT THAT IS USEFUL. THE BOOK RESPECTS YOUR TIME BY ALWAYS FOCUSING ON A TASK THAT YOU MIGHT WANT TO PERFORM USING THE LANGUAGE. SOLUTIONS COME FIRST. EXPLANATIONS COME LATER. YOU ARE FREE TO CRIB FROM THE BOOK AND APPLY THE CODE EXAMPLES DIRECTLY TO YOUR OWN PROJECTS. COVERS ALL-NEW RELEASE OF JAVA: JAVA 7 FOCUSES ESPECIALLY ON UP-AND-COMING TECHNOLOGIES SUCH AS JAVA FX 2.0 RESPECTS YOUR TIME BY FOCUSING ON PRACTICAL SOLUTIONS YOU CAN IMPLEMENT IN YOUR OWN CODE

**Sams Teach Yourself Java 2 in 24 Hours** - ROGERS CADENHEAD 2002

CADENHEAD PRESENTS A STEP-BY-STEP TUTORIAL THAT TEACHES SOMEONE WITH NO PREVIOUS PROGRAMMING EXPERIENCE HOW TO

CREATE SIMPLE JAVA PROGRAMS AND APPLETS. IT STARTS OUT AT A LOWER LEVEL THAN "SAMS TEACH YOURSELF JAVA IN 21 DAYS," AND TAKES THINGS AT A SLOWER PACE, FOCUSING ON KEY PROGRAMMING CONCEPTS AND ESSENTIAL JAVA BASICS.

**ANDROID APPS WITH APP INVENTOR** - Jrg H. Kloss 2012-02-22

WID>ANDROID APPS WITH APP INVENTOR PROVIDES HANDS-ON WALKTHROUGHS THAT COVER EVERY AREA OF APP INVENTOR DEVELOPMENT, INCLUDING THE GOOGLE AND MIT VERSIONS OF APP INVENTOR. KLOSS BEGINS WITH THE ABSOLUTE BASICS OF PROGRAM STRUCTURE, SYNTAX, FLOW, AND FUNCTION, AND THEN DEMONSTRATES SIMPLE WAYS TO SOLVE TODAY'S MOST COMMON MOBILE DEVELOPMENT PROBLEMS. ALONG THE WAY, YOU'LL BUILD A DOZEN REAL ANDROID APPS, FROM GAMES AND GEOTRACKERS TO NAVIGATION SYSTEMS AND NEWS TICKERS. BY THE TIME YOU'RE DONE, YOU'LL BE COMFORTABLE IMPLEMENTING ADVANCED APPS AND MASHUPS INTEGRATING REALTIME MULTIMEDIA DATA FROM ALL KINDS OF WEB SERVICES WITH THE COMMUNICATION AND SENSOR-BASED FEATURES OF YOUR SMARTPHONE. TOPICS COVERED INCLUDE INSTALLING AND CONFIGURING APP INVENTOR BUILDING MODERN, ATTRACTIVE MOBILE USER INTERFACES CONTROLLING ANDROID MEDIA HARDWARE, INCLUDING THE CAMERA SAVING DATA LOCALLY WITH TINYDB, OR IN THE CLOUD WITH TINYWEBDB STREAMLINING AND AUTOMATING PHONE, TEXT, AND EMAIL COMMUNICATIONS TRACKING ORIENTATION, ACCELERATION, AND GEOPOSITION INTEGRATING TEXT-TO-SPEECH AND SPEECH-TO-TEXT IN YOUR APPS CONTROLLING OTHER APPS AND WEB SERVICES WITH ACTIVITYSTARTER BUILDING MOBILE MASHUPS BY EXCHANGING DATA WITH WEB APIs TESTING YOUR APPS FOR DIVERSE HARDWARE WITH THE ANDROID EMULATOR EXAMPLE APPS, INCLUDING MULTIMEDIA CENTER, ONLINE VOCABULARY TRAINER, FINGER PAINTING, SQUASH GAME, COMPASS, GEOCACHER, NAVIGATOR, STOCK MARKET TICKER, AND MANY MORE THIS BOOK WILL EMPOWER YOU TO EXPLORE, EXPERIMENT, BUILD YOUR SKILLS AND CONFIDENCE, AND START WRITING PROFESSIONAL-QUALITY ANDROID APPS—FOR YOURSELF, AND FOR EVERYONE ELSE! COMPANION FILES FOR THIS TITLE CAN BE FOUND AT [INFORMIT.COM/TITLE/9780321812704](http://informit.com/title/9780321812704)

**MASTERING JENKINS** - JONATHAN McALLISTER 2015-10-27

CONFIGURE AND EXTEND JENKINS TO ARCHITECT, BUILD, AND AUTOMATE EFFICIENT SOFTWARE DELIVERY PIPELINES ABOUT THIS BOOK CONFIGURE AND HORIZONTALLY SCALE A JENKINS INSTALLATION TO SUPPORT A DEVELOPMENT ORGANIZATION OF ANY SIZE IMPLEMENT CONTINUOUS INTEGRATION, CONTINUOUS DELIVERY, AND CONTINUOUS DEPLOYMENT SOLUTIONS IN JENKINS A STEP-BY-STEP GUIDE TO HELP YOU GET THE MOST OUT OF THE POWERFUL AUTOMATION ORCHESTRATION PLATFORM THAT IS JENKINS WHO THIS BOOK IS FOR IF YOU ARE A NOVICE OR INTERMEDIATE-LEVEL JENKINS USER WHO HAS USED JENKINS BEFORE BUT ARE NOT FAMILIAR WITH ARCHITECTING SOLUTIONS AND IMPLEMENTING IT IN YOUR ORGANIZATION, THEN THIS IS THE BOOK FOR YOU. A BASIC UNDERSTANDING OF THE CORE ELEMENTS OF JENKINS IS REQUIRED TO MAKE THE BEST USE OF THIS BOOK. WHAT YOU WILL LEARN CREATE AND MANAGE VARIOUS TYPES OF BUILD JOBS, AND IMPLEMENT AUTOMATION TASKS TO SUPPORT A SOFTWARE PROJECT OF ANY KIND GET TO GRIPS WITH THE AUTOMATED TESTING ARCHITECTURE, AND SCALABLE AUTOMATED TESTING TECHNIQUES FACILITATE THE DELIVERY OF SOFTWARE ACROSS THE SDLC BY CREATING SCALABLE AUTOMATED DEPLOYMENT SOLUTIONS MANAGE SCALABLE AUTOMATION PIPELINES IN JENKINS USING THE LATEST BUILD, TEST, AND DEPLOYMENT STRATEGIES IMPLEMENT A SCALABLE MASTER / SLAVE BUILD AUTOMATION PLATFORM, WHICH CAN SUPPORT WINDOWS, MAC OSX, AND LINUX SOFTWARE SOLUTIONS COVER TROUBLESHOOTING AND ADVANCED CONFIGURATION TECHNIQUES FOR JENKINS SLAVE NODES SUPPORT A ROBUST BUILD AND DELIVERY SYSTEM BY IMPLEMENTING BASIC INFRASTRUCTURE AS CODE SOLUTIONS IN CONFIGURATION MANAGEMENT TOOLS SUCH AS ANSIBLE IN DETAIL WITH THE SOFTWARE INDUSTRY BECOMING MORE AND MORE COMPETITIVE, ORGANIZATIONS ARE NOW INTEGRATING DELIVERY AUTOMATION AND AUTOMATED QUALITY ASSURANCE PRACTICES INTO THEIR BUSINESS MODEL. JENKINS REPRESENTS A COMPLETE AUTOMATION ORCHESTRATION SYSTEM, AND CAN HELP CONVERGE ONCE SEGREGATED GROUPS INTO A COHESIVE PRODUCT DEVELOPMENT AND DELIVERY TEAM. BY MASTERING THE JENKINS PLATFORM AND LEARNING TO ARCHITECT AND IMPLEMENT CONTINUOUS INTEGRATION, CONTINUOUS DELIVERY, AND CONTINUOUS DEPLOYMENT SOLUTIONS, YOUR ORGANIZATION CAN LEARN TO OUTMANOEUVRE AND OUTPACE THE COMPETITION. THIS BOOK WILL EQUIP YOU WITH THE BEST PRACTICES TO IMPLEMENT ADVANCED CONTINUOUS DELIVERY AND DEPLOYMENT SYSTEMS IN JENKINS. THE BOOK BEGINS WITH GIVING YOU HIGH-LEVEL ARCHITECTURAL FUNDAMENTALS SURROUNDING JENKINS AND CONTINUOUS INTEGRATION. YOU WILL COVER THE DIFFERENT INSTALLATION SCENARIOS FOR JENKINS, AND SEE HOW TO INSTALL IT AS A SERVICE, AS WELL AS THE ADVANCED XML CONFIGURATIONS. THEN, YOU WILL PROCEED TO LEARN MORE ABOUT THE ARCHITECTURE AND IMPLEMENTATION OF THE JENKINS MASTER/SAVE NODE SYSTEM, FOLLOWED BY CREATING AND MANAGING JENKINS BUILD JOBS EFFECTIVELY. FURTHERMORE, YOU'LL EXPLORE JENKINS AS AN AUTOMATION ORCHESTRATION SYSTEM, FOLLOWED BY IMPLEMENTING ADVANCED AUTOMATED TESTING TECHNIQUES. THE FINAL CHAPTERS DESCRIBE IN DEPTH THE COMMON INTEGRATIONS TO JENKINS FROM THIRD-PARTY TOOLS SUCH AS JIRA, ARTIFACTORY, AMAZON EC2, AND GETTING THE MOST OUT OF THE JENKINS REST-BASED API. BY THE END OF THIS BOOK, YOU WILL HAVE ALL THE KNOWLEDGE NECESSARY TO BE THE DEFINITIVE RESOURCE FOR MANAGING AND IMPLEMENTING ADVANCED JENKINS AUTOMATION SOLUTIONS FOR YOUR ORGANIZATION. STYLE AND APPROACH THIS BOOK IS A STEP-BY-STEP GUIDE TO ARCHITECTING AND IMPLEMENTING AUTOMATED BUILD SOLUTIONS, AUTOMATED TESTING PRACTICES, AND AUTOMATED DELIVERY METHODOLOGIES. THE TOPICS COVERED ARE BASED ON INDUSTRY-PROVEN TECHNIQUES, AND ARE EXPLAINED IN A SIMPLE AND EASY TO UNDERSTAND MANNER.

**PRO NETBEANS IDE 6 RICH CLIENT PLATFORM EDITION** - ADAM MYATT 2008-03-28

THIS BOOK WILL ENABLE YOU TO RAPIDLY DEVELOP JAVA FRONT ENDS OF APPLICATIONS USING API BUTTONS, FUNCTIONS, AND FEATURES MOSTLY BASED IN THE JAVA SE 6 PLATFORM. IT COVERS WORKING WITH RICH CLIENT PLATFORM FEATURES AVAILABLE IN NETBEANS FOR BUILDING WEB-BASED APPLICATION FRONT ENDS. THE BOOK ALSO SHOWS YOU THE WEB-TIER DEVELOPMENT PLUG-INS AVAILABLE INCLUDING JSF, STRUTS ACTION FRAMEWORK 2.0, AND JRUBY FOR BRINGING THE RUBY ON RAILS FEATURE SET TO JAVA VIA NETBEANS.

**THE JFC SWING TUTORIAL** - KATHY WALRATH 2004

WRITTEN BY A LEAD WRITER ON THE SWING TEAM AND BESTSELLING AUTHOR OF "THE JAVA TUTORIAL," THIS GUIDEBOOK--NOW FULLY

UPDATED AND REVISED--PROVIDES A HARD COPY OF SUN'S POPULAR ONLINE TUTORIAL FOR JFC/SWING DEVELOPMENT. ITS NUMEROUS CODE EXAMPLES AND CLEAR PRESENTATION STYLE MAKE THIS BOOK A FINE CHOICE FOR MASTERING THE INS AND OUTS OF JFC AND SWING.

**JAVA IN 21 DAYS, SAMS TEACH YOURSELF (COVERING JAVA 8)** - ROGERS CADENHEAD 2015-12-22

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 LEARN HOW TO USE STREAMS TO WRITE PROGRAMS THAT COMMUNICATE WITH THE INTERNET, INCLUDING SOCKET PROGRAMMING, BUFFERS, CHANNELS, AND URL HANDLING. CONTENTS AT A GLANCE WEEK 1: THE JAVA LANGUAGE DAY 1 GETTING STARTED WITH JAVA DAY 2 THE ABCs OF PROGRAMMING DAY 3 WORKING WITH 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 FOR JAVA APPENDIX A USING THE NETBEANS IDE APPENDIX B THIS BOOK'S WEBSITE APPENDIX C FIXING A PROBLEM WITH THE ANDROID STUDIO EMULATOR APPENDIX D USING THE JAVA DEVELOPMENT KIT APPENDIX E PROGRAMMING WITH THE JAVA DEVELOPMENT KIT **PRO JAVAFX™ PLATFORM** - JAMES WEAVER 2009-08-02

THE JAVA FXTM TECHNOLOGY AND PLATFORM IS ESSENTIALLY SUN'S RESPONSE TO ADOBE FLASH AND MICROSOFT'S SILVERLIGHT. JAVA FXTM LETS DEVELOPERS PLAY WITH THE OPEN-SOURCE SCRIPTING, DESKTOP, AND MOBILE APIS OFFERED TO CREATE DYNAMIC, SEAMLESS VISUAL USER INTERFACES (UIs) THAT ARE "FLASH-LIKE" AND BEYOND... LEARN FROM BESTSELLING JAVA FXTM AUTHOR JIM WEAVER AND EXPERT JAVA FXTM DEVELOPERS WEIQI GAO, STEPHEN CHIN, AND DEAN IVERSON TO DISCOVER THE JAVA FXTM TECHNOLOGY AND PLATFORM THAT ENABLES DEVELOPERS AND DESIGNERS TO CREATE RICH INTERNET APPLICATIONS (RIAs) THAT CAN RUN ACROSS DIVERSE DEVICES. COVERING THE JAVA FXTM SCRIPT LANGUAGE, JAVA FXTM MOBILE, AND DEVELOPMENT TOOLS, PRO JAVA FXTM PLATFORM: SCRIPT, DESKTOP AND MOBILE RIA WITH JAVA™ TECHNOLOGY IS THE FIRST BOOK THAT FULLY PROVIDES JAVA FXTM VERSION 1.2 CODE EXAMPLES THAT COVER VIRTUALLY EVERY LANGUAGE AND API FEATURE. THIS BOOK CONTAINS THE FOLLOWING: TUTORIALS THAT TEACH JAVA FXTM 1.2 TO AN APPLICATION DEVELOPER OR GRAPHICS DESIGNER WHO HAS HAD NO EXPOSURE TO JAVA FXTM. THESE TUTORIALS WILL BE EXHAUSTIVE, COVERING VIRTUALLY EVERY FACET OF JAVA FXTM SCRIPT AND ARE FULLY UPDATED FOR THE JAVA FXTM 1.2 RELEASE. REFERENCE MATERIALS ON JAVA FXTM 1.2 THAT AUGMENT WHAT IS AVAILABLE FROM THE JAVA FXTM 1.2 LANGUAGE REFERENCE AND API DOCUMENTATION. HOW TO TAKE JAVA FXTM 1.2 TO OTHER PLATFORMS BESIDES THE DESKTOP, SUCH AS MOBILE. VISIT [PROJAVAFX.COM](http://PROJAVAFX.COM) FOR MORE RESOURCES AND INFORMATION FROM THE AUTHORS.

**THE JAVA WEB SERVICES TUTORIAL** - STEPANIE BODOFF 2002

A BEGINNER'S GUIDE TO DEVELOPING WEB SERVICES AND WEB APPLICATIONS USING THE JAVA WEB SERVICES DEVELOPER PACK (JAVA WSDP). THE CD-ROM INCLUDES A WEB SERVICES TUTORIAL AND THE WEB SERVICES PACK FROM SUN MICROSYSTEMS.

**JESS IN ACTION** - ERNEST FRIEDMAN-HILL 2003-06-01

JESS IN ACTION FIRST INTRODUCES RULE PROGRAMMING CONCEPTS AND TEACHES YOU THE JESS LANGUAGE. ARMED WITH THIS KNOWLEDGE, YOU THEN PROGRESS THROUGH A SERIES OF FULLY-DEVELOPED APPLICATIONS CHOSEN TO EXPOSE YOU TO PRACTICAL RULE-BASED DEVELOPMENT. THE BOOK SHOWS YOU HOW YOU CAN ADD POWER AND INTELLIGENCE TO YOUR JAVA SOFTWARE.

**HEAD FIRST JAVA** - KATHY SIERRA 2003

"HEAD FIRST JAVA" ENGAGES READERS ON MANY LEVELS, BRINGING THE LATEST LEARNING THEORIES AND RESEARCH TOGETHER TO CREATE NOT JUST A BOOK TO READ, BUT A MULTI-SENSORY LEARNING EXPERIENCE.

**URBAN AND REGIONAL DATA MANAGEMENT** - ALENKA KREK 2009-06-02

NATURAL AND HUMAN ACTIVITIES CHANGE THE ENVIRONMENT WE ARE LIVING IN AND CONSEQUENTLY IMPACT THE QUALITY OF LIFE.

ANALYSING THESE DYNAMICS LEADS TO A BETTER UNDERSTANDING OF URBAN CHANGE AND FACILITATES URBAN DEVELOPMENT. RESEARCH RELATED TO THE MANAGEMENT OF URBAN DATA HAS A LONG TRADITION. THROUGH THE YEARS A VARIETY OF CHALLENGING RESEARCH

QUEST

[FOUNDATIONAL JAVA - DAVID PARSONS 2012-02-16](#)

THIS BOOK PRESENTS A GUIDE TO THE CORE FEATURES OF JAVA – AND SOME MORE RECENT INNOVATIONS – ENABLING THE READER TO BUILD SKILLS AND CONFIDENCE THROUGH TRIED-AND-TRUSTED STAGES, SUPPORTED BY EXERCISES THAT REINFORCE KEY LEARNING POINTS. ALL OF THE MOST USEFUL AND COMMONLY APPLIED JAVA SYNTAX AND LIBRARIES ARE INTRODUCED, ALONG WITH MANY EXAMPLE PROGRAMS THAT CAN PROVIDE THE BASIS FOR MORE SUBSTANTIAL APPLICATIONS. USE OF THE ECLIPSE IDE AND THE JUNIT TESTING FRAMEWORK IS INTEGRAL TO THE BOOK, ENSURING MAXIMUM PRODUCTIVITY AND CODE QUALITY, ALTHOUGH TO ENSURE THAT SKILLS ARE NOT CONFINED TO ONE ENVIRONMENT THE FUNDAMENTALS OF THE JAVA COMPILER AND RUN TIME ARE ALSO EXPLAINED. ADDITIONALLY, COVERAGE OF THE ANT TOOL WILL EQUIP THE READER WITH THE SKILLS TO AUTOMATICALLY BUILD, TEST AND DEPLOY APPLICATIONS INDEPENDENT OF AN IDE. FEATURES: PRESENTS INFORMATION ON JAVA 7; CONTAINS NUMEROUS CODE EXAMPLES AND EXERCISES; PROVIDES SOURCE CODE, SELF-TEST QUESTIONS AND POWERPOINT SLIDES AT AN ASSOCIATED WEBSITE.

[JAVA DEPLOYMENT - MAURO MARINILLI 2002](#)

ANNOTATION SUN'S JAVA NETWORK LAUNCH PROTOCOL (JNLP) AND WEB START TECHNOLOGIES HAVE RE-ENERGIZED THE DESKTOP JAVA MARKET CREATING A STRONG NEED FOR DEPLOYMENT INFORMATION. JAVA DEPLOYMENT: DEPLOYING JAVA APPLICATIONS WITH JNLP AND WEB START IS FOR ANYONE WHO NEEDS TO SOLVE THE DEPLOYMENT PROBLEM FOR PROFESSIONAL JAVA SOFTWARE, IN PARTICULAR FOR DEVELOPERS OF JAVA SOFTWARE AND CUSTOMER ORGANIZATIONS THAT INSTALL AND MAINTAIN JAVA SOFTWARE FOR THEIR USERS. THIS BOOK IS A PRACTICAL GUIDE AND A REFERENCE FOR THE NEW JNLP TECHNOLOGY AND ITS IMPLEMENTATIONS.

OVERVIEWS OF THE CURRENT STATE-OF-THE-ART IN THE DEPLOYMENT-RELATED TECHNOLOGIES FOR JAVA AND THEIR IMPACT ON THE IMPLEMENTATIONS OF A NEW-GENERATION OF NETWORK-CENTRIC SOFTWARE. JAVA DEPLOYMENT: DEPLOYING JAVA APPLICATIONS WITH JNLP AND WEB START TAKES A VERY PRACTICAL APPROACH TO THE TOPIC OF DEPLOYING JAVA APPLICATIONS. FIRST, THE BOOK PRESENTS THE MAJOR DEPLOYMENT CONCERNS A JAVA DEVELOPER FACES AND ADDRESSES THE MOST COMMON DEPLOYMENT SCENARIOS. NEXT, THE BOOK ADDRESSES DEPLOYMENT ISSUES THE DEVELOPER FACES WHILE CODING A PROJECT. FINALLY, THE BOOK PRESENTS THE JNLP TECHNOLOGY AND SHOWS HOW TO USE JNLP IN APPLICATION DEPLOYMENT. DR. MAURO MARINILLI HOLDS A DEGREE IN COMPUTER SCIENCE ENGINEERING FROM THE UNIVERSITY OF ROME. HIS PROFESSIONAL ACTIVITY IS DIVIDED BETWEEN THEORETICAL ACADEMIC RESEARCH AND WORK AS A JAVA DEVELOPMENT ENGINEER. DR. MARINILLI HAS PUBLISHED SEVERAL ACADEMIC PAPERS IN CONFERENCE PROCEEDINGS AND IN SPECIALIZED REVIEWS, RANGING FROM INFORMATION FILTERING (IF), APPLICATIONS OF CASE-BASED REASONING (CBR) AND HUMAN-COMPUTER INTERACTION (HCI) TO ADAPTIVE HYPERMEDIA. DR. MARINILLI IS THE AUTHOR OF THE FIRST INFORMATION FILTERING APPLLET, IMPLEMENTING AN ORIGINAL ALGORITHM AND ONE OF THE FIRST AND PIONEERING WORKS ON JAVA3D EDITOR TOOLS CITED ON SUN MICROSYSTEM'S SITE.

[UPGRADING AND REPAIRING SERVERS - SCOTT MUELLER 2006-04-24](#)

AS THE PRICE OF SERVERS COMES DOWN TO THE LEVEL OF DESKTOP PCs, MANY SMALL- AND MEDIUM-SIZED BUSINESSES ARE FORCED TO PROVIDE THEIR OWN SERVER SETUP, MAINTENANCE AND SUPPORT, WITHOUT THE HIGH-DOLLAR TRAINING ENJOYED BY THEIR BIG CORPORATION COUNTERPARTS. UPGRADING AND REPAIRING SERVERS IS THE FIRST LINE OF DEFENSE FOR SMALL- AND MEDIUM-SIZED BUSINESSES, AND AN EXCELLENT GO-TO REFERENCE FOR THE EXPERIENCED ADMINISTRATORS WHO HAVE BEEN ASKING FOR A REFERENCE GUIDE LIKE THIS ONE FOR A LONG TIME! IT'S ALL HERE IN ONE, INCREDIBLY USEFUL TOME THAT YOU WILL REFER TO AGAIN AND AGAIN. INSIDE IS IN-DEPTH COVERAGE OF SERVER DESIGN AND IMPLEMENTATION, BUILDING AND DEPLOYING, SERVER HARDWARE COMPONENTS, NETWORK AND BACKUP OPERATIONS, SAN, FAULT TOLERANCE, SERVER RACKS, SERVER ROOMS, SERVER OPERATING SYSTEMS, AS WELL AS SUN MICROSYSTEMS SERVERS. NO OTHER COMPUTER HARDWARE BOOK HAS EVER DARED TACKLE THIS ENORMOUS TOPIC - UNTIL NOW!

[MASTERING JAVA 2, J2SE 1.4 - JOHN ZUKOWSKI 2006-02-20](#)

THE 1.4 VERSION OF JAVA 2 STANDARD EDITION PROVIDES MANY NEW PROGRAMMING CAPABILITIES WHILE MAKING PLENTY OF OLD TASKS EASIER. BUT WITHOUT RELIABLE GUIDANCE, YOU'LL FIND IT HARD TO TAKE ADVANTAGE OF EVEN A FRACTION OF WHAT THE NEW SDK HAS TO OFFER. FILLED WITH DETAILED COVERAGE OF THE NEW TECHNOLOGY, STEP-BY-STEP INSTRUCTION, AND TIPS FROM AN ACCLAIMED JAVA CONSULTANT AND AUTHOR, MASTERING JAVA 2, J2SE 1.4 IS THE RESOURCE YOU'LL WANT TO KEEP WITHIN EASY REACH. COVERAGE INCLUDES: \* UNDERSTANDING THE JAVA PROGRAMMING LANGUAGE \* BUILDING FORMS WITH THE SWING COMPONENT SET \* CREATING SUPERIOR GRAPHICS WITH THE JAVA 2D API \* SUPPORTING ADVANCED DATA STRUCTURES WITH THE COLLECTIONS API \* IMPROVING THE SPEED OF YOUR JAVA APPLICATIONS \* TAKING ADVANTAGE OF SWING'S SUPPORT OF DRAG AND DROP \* UNDERSTANDING OOP CONCEPTS, INCLUDING UML \* WORKING WITH JAVA'S NEW ASSERTION CAPABILITIES \* USING JAVA'S NEW I/O CAPABILITIES: NONBLOCKING READ AND WRITE OPERATIONS, APPLICATION PREFERENCES, AND LOGGING \* SOLVING TOUGH PRINTING

CHALLENGES \* WORKING WITH INSTALLATION OPTIONS, INCLUDING JAVA PLUG-IN AND JAVA WEB START \* WORKING WITH MULTIPLE THREADS AND TIMER TASKS

[JAVAFX - JIM CLARKE 2009-06-01](#)

BUILD RICH APPLICATIONS THAT RUN ON THE DESKTOP, THE WEB, MOBILE DEVICES...ANYWHERE! USING JAVA FX, DEVELOPERS AND GRAPHIC DESIGNERS CAN WORK TOGETHER TO BUILD ROBUST, IMMERSIVE APPLICATIONS AND DEPLOY THEM ANYWHERE: ON THE DESKTOP, ON THE WEB, AND ON MILLIONS OF JAVA-ENABLED MOBILE DEVICES. JAVA FX LETS YOU MAINTAIN YOUR EXISTING GRAPHICS AND SEAMLESSLY INTEGRATE THEM INTO JAVA APPLICATIONS. PLUS, JAVA FX SCRIPT IS A DECLARATIVE LANGUAGE THAT ALLOWS YOU TO PRESERVE YOUR INVESTMENT IN THE JAVA PLATFORM WHILE ALLOWING MORE CREATIVITY WITH JAVA FX'S RICH INTERNET APPLICATION ENVIRONMENT. JAVA FX [?] : DEVELOPING RICH INTERNET APPLICATIONS BRINGS TOGETHER ALL THE KNOWLEDGE, TECHNIQUES, AND REUSABLE CODE YOU NEED TO QUICKLY DELIVER PRODUCTION-QUALITY SOLUTIONS. WRITING FOR BOTH DEVELOPERS AND DESIGNERS, THE AUTHORS EXPLAIN HOW JAVA FX SIMPLIFIES AND IMPROVES THE RIA DEVELOPMENT PROCESS, AND THEY SHOW HOW TO MAKE THE MOST OF ITS READY-BUILT COMPONENTS AND FRAMEWORKS. JAVA FX [?] COVERS EVERYTHING FROM DATA INTEGRATION TO MULTIMEDIA, SPECIAL EFFECTS TO REST. THE AUTHORS PRESENT A FULL CHAPTER OF CODE RECIPES AND A COMPLETE CASE STUDY APPLICATION. THIS BOOK'S WIDE-RANGING CONTENT INCLUDES BUILDING AND RUNNING JAVA FX PROGRAMS UNDERSTANDING THE ROLE OF GRAPHICS DESIGNERS IN CREATING JAVA FX GRAPHICAL ASSETS WRITING FAST, EFFICIENT JAVA FX SCRIPT PROGRAMS USING DATA BINDING TO SIMPLIFY MODEL-VIEW-CONTROLLER APPLICATION DESIGN CREATING RICH USER EXPERIENCES WITH JAVA FX VISUAL COMPONENTS BRINGING USER INTERFACES TO LIFE WITH LIGHTING, REFLECTION, AND OTHER SPECIAL EFFECTS ADDING MOTION WITH THE JAVA FX ANIMATION FRAMEWORK INCORPORATING PICTURES, SOUND, AND VIDEOS IN YOUR APPLICATIONS CREATING RESTFUL APPLICATIONS WITH JSON AND XML WRITING JAVA FX APPLICATIONS THAT MAKE THE MOST OF THE UNDERLYING JAVA PLATFORM THE JAVA [?] SERIES IS SUPPORTED, ENDORSED, AND AUTHORED BY THE CREATORS OF THE JAVA TECHNOLOGY AT SUN MICROSYSTEMS, INC. IT IS THE OFFICIAL PLACE TO GO FOR COMPLETE, EXPERT, AND DEFINITIVE INFORMATION ON JAVA TECHNOLOGY. THE BOOKS IN THIS SERIES PROVIDE THE INSIDE INFORMATION YOU NEED TO BUILD EFFECTIVE, ROBUST, AND PORTABLE APPLICATIONS AND APPLETS. THE SERIES IS AN INDISPENSABLE RESOURCE FOR ANYONE TARGETING THE JAVA PLATFORM.

[PROFESSIONAL JAVA - W. CLAY RICHARDSON 2005-02-04](#)

'PROFESSIONAL JAVA' BUILDS UPON IVOR HORTON'S 'BEGINNING JAVA' TO PROVIDE THE READER WITH AN UNDERSTANDING OF HOW PROFESSIONALS USE JAVA TO DEVELOP SOFTWARE SOLUTIONS. 'PRO JAVA' STARTS WITH AN OVERVIEW OF BEST METHODS AND TOOLS FOR DEVELOPING JAVA APPLICATIONS.

[J2EE AND BEYOND - ART TAYLOR 2003](#)

J2EE: DESIGN, DEVELOP AND DEPLOY WORLDCLASS JAVA SOFTWARE IS THE JAVA DEVELOPER'S ONE-STOP GUIDE TO CREATING AND DEPLOYING J2EE COMPONENTS! ART TAYLOR, AN EXPERIENCED J2EE PROGRAMMER, TRAINER, AND AUTHOR, ILLUSTRATES THE IMPORTANCE OF ARCHITECTURE AND DESIGN IN EFFECTIVE J2EE APPLLET DEPLOYMENT. THE CASE STUDIES AND ACCOMPANYING CODE PROVIDE READERS WITH WHAT THEY NEED TO KNOW TO DESIGN, ARCHITECT AND DEPLOY J2EE APPLETS EFFECTIVELY. IN ADDITION, THE AUTHOR PROVIDES TECHNICAL DEPTH ABOUT A WIDE SPECTRUM OF J2EE TECHNOLOGIES, TOUCHING ON VIRTUALLY ALL RELEVANT ASPECTS OF J2EE DEVELOPMENT, INCLUDING JSPTS, SERVLETS, RMI, NETWORK PROGRAMMING, AND EXTENSIVE ENTERPRISE JAVA BEANS COVERAGE.

[APP INVENTOR FOR ANDROID - JASON TYLER 2011-04-04](#)

CREATE ANDROID MOBILE APPS, NO PROGRAMMING REQUIRED! EVEN WITH LIMITED PROGRAMMING EXPERIENCE, YOU CAN EASILY LEARN TO CREATE APPS FOR THE ANDROID PLATFORM WITH THIS COMPLETE GUIDE TO APP INVENTOR FOR ANDROID. APP INVENTOR FOR ANDROID IS A VISUAL LANGUAGE THAT RELIES ON SIMPLE PROGRAMMING BLOCKS THAT USERS CAN DRAG AND DROP TO CREATE APPS. THIS HANDY BOOK GIVES YOU A SERIES OF FULLY WORKED-OUT APPS, COMPLETE WITH THEIR PROGRAMMING BLOCKS, WHICH YOU CAN CUSTOMIZE FOR YOUR OWN USE OR USE AS A STARTING POINT FOR CREATING THE NEXT KILLER APP. AND IT'S ALL WITHOUT WRITING A SINGLE LINE OF CODE. DON'T MISS THE BOOK'S SPECIAL SECTION ON APPS INVENTOR DESIGN PATTERNS, WHICH EXPLAINS COMPUTER TERMS IN SIMPLE TERMS AND IS AN INVALUABLE BASIC REFERENCE. TEACHES PROGRAMMERS AND NON-PROGRAMMERS ALIKE HOW TO USE APP INVENTOR FOR ANDROID TO CREATE ANDROID APPS PROVIDES A SERIES OF FULLY WORKED-OUT APPS THAT YOU CAN CUSTOMIZE, DOWNLOAD, AND USE ON YOUR ANDROID PHONE OR USE AS A STARTING POINT FOR BUILDING THE NEXT GREAT APP INCLUDES A VALUABLE REFERENCE SECTION ON APP INVENTOR DESIGN PATTERNS AND GENERAL COMPUTER SCIENCE CONCEPTS SHOWS YOU HOW TO CREATE APPS THAT TAKE ADVANTAGE OF THE ANDROID SMARTPHONE'S HANDY FEATURES, SUCH AS GPS, MESSAGING, CONTACTS, AND MORE WITH APP INVENTOR FOR ANDROID AND THIS COMPLETE GUIDE, YOU'LL SOON BE CREATING APPS THAT INCORPORATE ALL OF THE ANDROID SMARTPHONE'S FUN FEATURES, SUCH AS THE ACCELEROMETER, GPS, MESSAGING, AND MORE.