

Java 9

Discover all the new features and changes in Java 9, including module systems—JPMS or Project Jigsaw. This book covers the whole Java application development life cycle. You'll review all the important concepts, including module descriptor, unnamed module, automatic module, and command line tools. Exploring Java 9 also serves as a practical guide for migration to module systems. Code samples from real-world scenarios solidify a foundation for learning and development and allow you to apply best practices in actual development. Additionally, you'll learn about concurrency, ECMAScript 6 features in Nashorn and Parser API, stack-walking API, Stream and Optional, utilities classes, and I/O. And it's now possible to build modularized applications in Java. You'll see how JPMS affects not only the JDK itself, but also applications that are developed upon it. What You'll Learn • Build modularized applications in Java • Migrate to module systems • Master enhanced method handles Who This Book Is For Java developers with basic development skills

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Explore the power of distributed computing to write concurrent, scalable applications in Java About This

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Book Make the best of Java 9 features to write succinct code Handle large amounts of data using HPC Make use of AWS and Google App Engine along with Java to establish a powerful remote computation system Who This Book Is For This book is for basic to intermediate level Java developers who is aware of object-oriented programming and Java basic concepts. What You Will Learn Understand the basic concepts of parallel and distributed computing/programming Achieve performance improvement using parallel processing, multithreading, concurrency, memory sharing, and hpc cluster computing Get an in-depth understanding of Enterprise Messaging concepts with Java Messaging Service and Web Services in the context of Enterprise Integration Patterns Work with Distributed Database technologies Understand how to develop and deploy a distributed application on different cloud platforms including Amazon Web Service and Docker CaaS Concepts Explore big data technologies Effectively test and debug distributed systems Gain thorough knowledge of security standards for distributed applications including two-way Secure Socket Layer In Detail Distributed computing is the concept with which a bigger computation process is accomplished by splitting it into multiple smaller logical activities and performed by diverse systems, resulting in maximized performance in lower infrastructure investment. This book will teach you how to improve the performance of traditional applications through the usage of parallelism and optimized resource utilization in Java 9. After a brief introduction to the fundamentals of distributed and

parallel computing, the book moves on to explain different ways of communicating with remote systems/objects in a distributed architecture. You will learn about asynchronous messaging with enterprise integration and related patterns, and how to handle large amount of data using HPC and implement distributed computing for databases. Moving on, it explains how to deploy distributed applications on different cloud platforms and self-contained application development. You will also learn about big data technologies and understand how they contribute to distributed computing. The book concludes with the detailed coverage of testing, debugging, troubleshooting, and security aspects of distributed applications so the programs you build are robust, efficient, and secure. Style and approach This is a step-by-step practical guide with real-world examples.

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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

Collaborative design has attracted much attention in the research community in recent years. With increasingly decentralized manufacturing systems and processes, more collaborative approaches and systems are needed to support distributed manufacturing operations.

"Collaborative Design and Planning for Digital Manufacturing" presents a focused collection of quality chapters on the state-of-the-art research efforts in the area of collaborative design and planning, as well as their practical applications towards digital manufacturing.

"Collaborative Design and Planning for Digital Manufacturing" provides both a broad-based review of the key areas of research in digital manufacturing, and an in-depth treatment of particular methodologies and systems, from collaborative design to distributed planning, monitoring and control. Recent development and innovations in this area provide a pool of focused research efforts, relevant to a wide readership from academic researchers to practicing engineers.

Kick-start your modular programming journey and gear up for the future of Java development About This Book Master design patterns and best practices to build truly modular applications in Java 9 Upgrade your old Java

code to Java 9 with ease Build and run a smooth functioning multi-module application. Who This Book Is For This book is written for Java developers who are interested in learning and understanding the techniques and best practices to build modular applications in Java. The book assumes some previous programming experience in Java 8 or earlier, familiarity with the basic Java types such as classes and interfaces, as well as experience in compiling and executing Java programs. What You Will Learn Get introduced to the concept of modules and modular programming by working on a fully modular Java application Build and configure your own Java 9 modules Work with multiple modules and establish inter-module dependencies Understand and use the principles of encapsulation, readability, and accessibility Use jlink to generate fully loaded custom runtime images like a pro Discover the best practices to help you write awesome modules that are a joy to use and maintain Upgrade your old Java code to use the new Java 9 module system In Detail The Java 9 module system is an important addition to the language that affects the way we design, write, and organize code and libraries in Java. It provides a new way to achieve maintainable code by the encapsulation of Java types, as well as a way to write better libraries that have clear interfaces. Effectively using the module system requires an understanding of how modules work and what the best practices of creating modules are. This book will give you step-by-step instructions to create new modules as well as migrate code from earlier versions of Java to the Java 9 module system. You'll be working on a fully

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modular sample application and add features to it as you learn about Java modules. You'll learn how to create module definitions, setup inter-module dependencies, and use the built-in modules from the modular JDK. You will also learn about module resolution and how to use `jlink` to generate custom runtime images. We will end our journey by taking a look at the road ahead. You will learn some powerful best practices that will help you as you start building modular applications. You will also learn how to upgrade an existing Java 8 codebase to Java 9, handle issues with libraries, and how to test Java 9 applications. **Style and Approach** The book is a step-by-step guide to understanding Modularity and building a complete application using a modular design.

Readers familiar with Horstmann's original, two-volume "Core Java" books who are looking for a comprehensive but condensed guide to all of the new features and functions of Java SE 9 will learn how these new features impact the language and core libraries.

A step by step guide that will help you learn the Java programming language

KEY FEATURES

- Get familiar with the features in Java 8 And Java 9
- Understand the working of various Java APIs
- Learn Modular Programming with Java 9
- Learn to use features such as Lambda, Time API, and Stream API.
- Learn how to access databases from a Java application

DESCRIPTION 100+ Solutions in Java is an easy-to-understand step-by-step guide that helps you develop applications using Java 8 and Java 9. It is for everyone, from beginners to professionals, who wish to begin development in Java. The content is designed as per increasing complexity and is explained in detail with appropriate examples. This book follows a practical approach by providing ample

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Implement regular expressions with Java to your code base
Learn to use regular expressions in emails, URLs, paths, and IP addresses
Who This Book Is For This book is for Java developers who would like to understand and use regular expressions. A basic knowledge of Java is assumed.
What You Will Learn Understand the semantics, rules, and core concepts of writing Java code involving regular expressions
Learn about the `java.util.Regex` package using the `Pattern` class, `Matcher` class, code snippets, and more
Match and capture text in regex and use back-references to the captured groups
Explore Regex using Java String methods and regex capabilities in the Java Scanner API
Use zero-width assertions and lookarounds in regex
Test and optimize a poorly performing regex and various other performance tips
In Detail Regular expressions are a powerful tool in the programmer's toolbox and allow pattern matching. They are also used for manipulating text and data. This book will provide you with the know-how (and practical examples) to solve real-world problems using regex in Java. You will begin by discovering what regular expressions are and how they work with Java. This easy-to-follow guide is a great place from which to familiarize yourself with the core concepts of regular expressions and to master its implementation with the features of Java 9. You will learn how to match, extract, and transform text by matching specific words, characters, and patterns. You will learn when and where to apply the methods for finding patterns in digits, letters, Unicode characters, and string literals. Going forward, you will learn to use zero-length assertions and lookarounds, parsing the source code, and processing the log files. Finally, you will master tips, tricks, and best practices in regex with Java. Style and approach This book will take readers through this learning journey using simple, easy-to-understand, step-by-step instructions and hands-on examples at every stage.

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? Concept refresher for Java (includes Java 8 and Java 9) ?
Ideal prep guide for coding interviews - technical and HR rounds ?
Guidance for Resume building and Aptitude tests ?
Includes Scenario based questions ?
Developed and recommended by industry experts and placement experts
Core Java Interview Questions You'll Most Likely Be Asked: Second Edition is your perfect companion to stand above the rest in today's competitive job market. With this guide, you learn or refresh Core Java fundamentals and principles necessary for cracking the coding interview and acquaint yourself with real-life interview questions and strategies to reach the solutions. The Resume building tutorial and the Aptitude tests equip you to present yourself better even before the job interview. This book is a complete course in itself to prepare for your dream Java job placement. About the Series This book is part of the Job Interview Questions series that has more than 75 books dedicated to interview questions and answers for different technical subjects and HR round related topics. This series of books is written by experienced placement experts and subject matter experts. Unlike comprehensive, textbook-sized reference guides, these books include only the required information for job search. Hence, these books are short, concise and ready-to-use by students and professionals.

Written for programmers with a background in another high-level language, this book applies the Deitel signature live-code approach to teaching programming and explores the Java(R) 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting and program outputs. It features hundreds of complete Java 9 programs with thousands of lines of proven code, and hundreds of software-development tips that will help you build robust applications. Start with an introduction to Java using an early

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classes and objects approach, then rapidly move on to more advanced topics, including JavaFX GUI, graphics, animation and video, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic collections, database with JDBC(TM) and JPA, and compelling new Java 9 features, such as the Java Platform Module System, interactive Java with JShell (for discovery, experimentation and rapid prototyping) and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the object-oriented design ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build industrial-strength, object-oriented Java 9 applications. -- Provided by publisher.

Build a variety of real-world applications by taking advantage of the newest features of Java 9 About This Book See some of the new features of Java 9 and be introduced to parts of the Java SDK This book provides a set of diverse, interesting projects that range in complexity from fairly simple to advanced and cover HTTP 2.0 Take advantage of Java's new modularity features to write real-world applications that solve a variety of problems Who This Book Is For This book is for Java developers who are already familiar with the language. Familiarity with more advanced topics, such as network programming and threads, would be helpful, but is not assumed. What You Will Learn Learn how to package Java applications as modules by using the Java Platform Module System Implement process management in Java by using the all-new process handling API Integrate your applications with third-party services in the cloud Interact with mail servers using JavaMail to build an application that filters spam messages Learn to use JavaFX to build rich GUI based applications, which are an essential element of application development Write microservices in Java using platform libraries and third-party frameworks Integrate a Java

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application with MongoDB to build a cloud-based note taking application In Detail Java is a powerful language that has applications in a wide variety of fields. From playing games on your computer to performing banking transactions, Java is at the heart of everything. The book starts by unveiling the new features of Java 9 and quickly walks you through the building blocks that form the basis of writing applications. There are 10 comprehensive projects in the book that will showcase the various features of Java 9. You will learn to build an email filter that separates spam messages from all your inboxes, a social media aggregator app that will help you efficiently track various feeds, and a microservice for a client/server note application, to name a few. The book covers various libraries and frameworks in these projects, and also introduces a few more frameworks that complement and extend the Java SDK. Through the course of building applications, this book will not only help you get to grips with the various features of Java 9, but will also teach you how to design and prototype professional-grade applications with performance and security considerations. Style and approach This is a learn-as-you-build practical guide to building full-fledged applications using Java 9. With a project-based approach, we'll improve your Java skills. You will experience a variety of solutions to problems with Java.

Quickly find solutions to dozens of common programming problems encountered while building Java applications. Content is presented in the popular problem-solution format. Look up the programming problem that you want to resolve. Read the solution. Apply the solution directly in your own code. Problem solved! This revised edition covers important new features such as Java 9's jShell and the new modularity features enabling you to separate code into independent modules that perform discrete tasks. Also covered are the new garbage collection algorithm and completely revamped

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process API. Enhanced JSON coverage is provided as well as a new chapter on JavaServer Faces development for web applications. What You Will Learn: Develop Java SE applications using the latest in Java SE technology Exploit advanced features like modularity and lambdas Utilize the jShell to quickly develop solutions Build dynamic web applications with JavaScript and Project Nashorn Create great-looking web interfaces with JavaServer Faces Generate graphics and work with media such as sound and video Add internationalization support to your Java applications Who This Book Is For: Both beginning Java programmers and advanced Java developers

Get an easy introduction to reactive streams in Java to handle concurrency, data streams, and the propagation of change in today's applications. This compact book includes in-depth introductions to RxJava, Akka Streams, and Reactor, and integrates the latest related features from Java 9 and 11, as well as reactive streams programming with the Android SDK. Reactive Streams in Java explains how to manage the exchange of stream data across an asynchronous boundary—passing elements on to another thread or thread-pool—while ensuring that the receiving side is not forced to buffer arbitrary amounts of data which can reduce application efficiency. After reading and using this book, you'll be proficient in programming reactive streams for Java in order to optimize application performance, and improve memory management and data exchanges. What You Will Learn Discover reactive streams and how to use them Work with the latest features in Java 9 and Java 11 Apply reactive streams using RxJava Program using Akka Streams Carry out reactive streams programming in Android Who This Book Is For Experienced Java programmers.

Master the principles to make applications robust, scalable and responsive About This Book Implement concurrent

applications using the Java 9 Concurrency API and its new components Improve the performance of your applications and process more data at the same time, taking advantage of all of your resources Construct real-world examples related to machine learning, data mining, natural language processing, and more Who This Book Is For This book is for competent Java developers who have basic understanding of concurrency, but knowledge of effective implementation of concurrent programs or usage of streams for making processes more efficient is not required What You Will Learn Master the principles that every concurrent application must follow See how to parallelize a sequential algorithm to obtain better performance without data inconsistencies and deadlocks Get the most from the Java Concurrency API components Separate the thread management from the rest of the application with the Executor component Execute phased-based tasks in an efficient way with the Phaser components Solve problems using a parallelized version of the divide and conquer paradigm with the Fork / Join framework Find out how to use parallel Streams and Reactive Streams Implement the “map and reduce” and “map and collect” programming models Control the concurrent data structures and synchronization mechanisms provided by the Java Concurrency API Implement efficient solutions for some actual problems such as data mining, machine learning, and more In Detail Concurrency programming allows several large tasks to be divided into smaller sub-tasks, which are further processed as individual tasks that run in parallel. Java 9 includes a comprehensive API with lots of ready-to-use components for easily implementing powerful concurrency applications, but with high flexibility so you can adapt these components to your needs. The book starts with a full description of the design principles of concurrent applications and explains how to parallelize a sequential algorithm. You

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will then be introduced to Threads and Runnable, which are an integral part of Java 9's concurrency API. You will see how to use all the components of the Java concurrency API, from the basics to the most advanced techniques, and will implement them in powerful real-world concurrency applications. The book ends with a detailed description of the tools and techniques you can use to test a concurrent Java application, along with a brief insight into other concurrency mechanisms in JVM. Style and approach This is a complete guide that implements real-world examples of algorithms related to machine learning, data mining, and natural language processing in client/server environments. All the examples are explained using a step-by-step approach. The professional programmer's Deitel® guide to Java® 9 and the powerful Java platform Written for programmers with a background in another high-level language, this book applies the Deitel signature live-code approach to teaching programming and explores the Java® 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting and program outputs. It features hundreds of complete Java 9 programs with thousands of lines of proven code, and hundreds of software-development tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including JavaFX GUI, graphics, animation and video, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic collections, database with JDBC™ and JPA, and compelling new Java 9 features, such as the Java Platform Module System, interactive Java with JShell (for discovery, experimentation and rapid prototyping) and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the object-oriented design

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ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build industrial-strength, object-oriented Java 9 applications. New Java® 9 Features Java® 9's Platform Module System Interactive Java via JShell—Java 9's REPL Collection Factory Methods, Matcher Methods, Stream Methods, JavaFX Updates, Using Modules in JShell, Completable Future Updates, Security Enhancements, Private Interface Methods and many other language and API updates. Core Java Features Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces Composition vs. Inheritance, "Programming to an Interface not an Implementation" Lambdas, Sequential and Parallel Streams, Functional Interfaces with Default and Static Methods, Immutability JavaFX GUI, 2D and 3D Graphics, Animation, Video, CSS, Scene Builder Files, I/O Streams, XML Serialization Concurrency for Optimal Multi-Core Performance, JavaFX Concurrency APIs Generics and Generic Collections Recursion, Database (JDBC™ and JPA) Keep in Touch Contact the authors at: deitel@deitel.com Join the Deitel social media communities LinkedIn® at bit.ly/DeitelLinkedIn Facebook® at facebook.com/DeitelFan Twitter® at twitter.com/deitel YouTube™ at youtube.com/DeitelTV Subscribe to the Deitel® Buzz e-mail newsletter at www.deitel.com/newsletter/subscribe.html For source code and updates, visit: www.deitel.com/books/Java9FP Develop modular applications using the Java Platform Module System, the single most anticipated feature in Java 9. You will improve maintainability and performance of your Java applications by deploying only modules that are needed and encapsulating their implementation details. Until now Java has been monolithic. Using any one part of Java has meant incorporating the entirety of the runtime environment, an approach ill-suited to the increasing number of IoT devices

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such as fitness monitors, kitchen appliances, toys and games, and so forth. This book shows a new way, to make Java scale from the smallest of footprints in the smallest of devices through desktop PCs and on up to server platforms. With Java 9 Modularity Revealed you will learn to make your projects more reliable and scalable than ever using the most important feature in Java 9—The Java Platform Module System, known more commonly as Project Jigsaw. You will learn how to avoid one of the major pain points of Java programming, that of conflicting class names from different modules, or packages. You will learn to create custom run-time images that represent a minimal and more compact JRE containing only those modules that you need. You will further learn to migrate existing Java applications to modular ones using different approaches and tools. The end result is a new ability to plug together different modules without fear of namespace and other conflicts, and you can deploy to everything from small devices to large servers. This book provides code examples and explanations. What You'll Learn

- Build Java applications using the new modular system introduced in Java 9
- Create your own JRE consisting only of the modules that you require
- Adapt your testing techniques toward modular applications
- Hide your dependencies on other modules
- Enable modules to export only specific packages
- Migrate existing Java applications to modular ones
- Improve maintainability and performance of Java applications
- Who This Book Is For

Experienced Java programmers wanting to keep up and become informed on the new modularity support in Java 9

Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices. Written by open source gaming expert Wallace Jackson, this book uses Java 9 and NetBeans 9 to add leading-edge features, such as 3D, textures, animation, digital audio, and digital image

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compositing to your games. Along the way you'll learn about game design, including game design concepts, genres, engines, and UI design techniques. To completely master Java 3D game creation, you will combine this knowledge with a number of JavaFX 9 topics, such as scene graph hierarchy; 3D scene configuration; 3D model design and primitives; model shader creation; and 3D game animation creation. With these skills you will be able to take your 3D Java games to the next level. The final section of Pro Java 9 Games Development puts the final polish on your abilities. You'll see how to add AI logic for random content selection methods; harness a professional scoring engine; and player-proof your event handling. After reading Pro Java 9 Games Development, you will come away with enough 3D expertise to design, develop, and build your own professional Java 9 games, using JavaFX 9 and the latest new media assets.

What You'll Learn Design and build professional 3D Java 9 games, using NetBeans 9, Java 9, and JavaFX 9 Integrate new media assets, such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game, modeled, textured, and animated using JavaFX Optimize game assets for distribution, and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience. This book can be for experienced game developers new to Java programming. Exploring Java 9Build Modularized Applications in JavaApress

Comprehensive guide to study the version updates from JDK9.0 to JDK13.0Key features Learn the journey of Java from its initial days till date. Learn how to implement modular programming in java9. Study the updates in different versions of Java from version 9.0 to 13.0. Understand the need and working of reactive programming. Learn to migrate the pre-

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existing Java code to new versions. Learn how to use jshell to test a new API before using in a project. Description Version release is one of the important phases of success of any programming language. Over the years, Java had made many improvements in its API to make to reliable and flexible to use. This book aims at providing you information related to all the updates from JDK9.0 to JDK13.0 in one place. This book starts with a brief history of Java. It covers how Java has evolved as a complete programming language over the years by launching different versions. You will learn the concept of module system and other important concepts introduced in JSE9 .0 and JSE10.0. Moving ahead, the book will take you through updates in JDK11.0. Concepts like Epsilon, ZGC, and Nest-Based access control have also been discussed. Though the version updates are good to learn, they create complexities in updating the existing code to make it compatible with the new version. This book talks in detail about how you can migrate your legacy code to match up with the new versions. It also covers how to use jshell, a tool used to test your code snippet without writing the complete application class, with numerous examples. Further, this book covers in detail the concept of reactive programming. Concepts like publisher, subscriber, subscription and back-pressure have been discussed with examples. At the end of the book, you will learn about the very recent updates which have been released by Java. The chapters talk about JDK12.0 and JDK13.0. They cover concepts like Shenondaoh, microbenchmark suit, modified switch expression from JDK12.0. Though, Java13 is still a hot-plated dish, this book gives you a fair idea about what are the new updates which have been proposed in this version. What will you learn By the end of this book, you will be able to implement the updates provided in different versions of Java. This book has covered the updates from version 9.0 to 13.0.

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You will be able to work with the Java Module System. You will be able to test the new API using jshell. Along with this, you will be able to migrate your legacy code to match the recommendations of new versions of Java. Who this book is for This book covers the new version updates in Java. So, prior knowledge of Java is recommended before reading this book. Though we are covering the versions from JSE9.0 onwards, it is not necessary that the reader should be expert in the earlier versions. If you are keen to know the recent developments in Java API, this is the perfect book for you.

Table of contents

1. Insights of Versioning
2. What's new in Java9
3. Understanding JDK10 - Step towards JDK11
4. Dive in JDK11
5. Migrating the code
6. Working with JShell
7. Reactive Programming and Concurrency Updates
8. What next in Java12
9. Introduction to Java13

About the author

Mandar Jog is a passionate Java Trainer with over 15 years of experience in retail and corporate training. He has global certifications like SCJP and SCWCD. His areas of expertise are Java, J2EE (Spring, Hibernate). He has delivered more than 500 training sessions on Core Java, Web Technologies, Hibernate, Spring Boot, Angular, etc.

Create media-rich client applications using JavaFX 9 and the Java 9 platform. Learn to create GUI-based applications for mobile devices, desktop PCs, and even the web. Incorporate media such as audio and video into your applications.

Interface with hardware devices such as Arduino and Leap Motion. Respond to gesture control through devices such as the Leap Motion Controller. Take advantage of the new HTTP2 API to make RESTful web requests and WebSockets calls. New to this edition are examples of creating stylized text and loading custom fonts, guidance for working with Scene Builder to create visual layouts, and new content on developing iOS and Android applications using Gluon mobile. The book also covers advanced topics such as custom

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controls, JavaFX 3D, gesture devices, printing, and animation. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Is your goal to develop visually exciting applications in the Java language? Then this is the book you want at your side. JavaFX 9 by Example is chock-full of engaging, fun-to-work examples that bring you up to speed on the major facets of JavaFX 9. You'll learn to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. The book: Has been updated with new content on modular development, new APIs, and an example using the Scene Builder tool Is filled with fun and practical code examples that you can modify and drop into your own projects Includes an example using Arduino and an accelerometer sensor to track motion in 3D Helps you create JavaFX applications for iOS and Android devices What You'll Learn Work with touch-based interfaces Interpret gesture-based events Use shapes, color, text, and UI controls to create a simple click and point game Add audio and video to your projects Utilize JavaFX 3D Create custom controls using CSS, SVG, and Canvas APIs Organize code into modules using Java Platform Module System (Project Jigsaw) Who This Book Is For Java developers developing visual and media-rich applications to run on PCs, phones, tablets, Arduino controllers, and more. This includes developers tasked with creating visualizations of data from statistical analysis and from sensor networks. Any developer wanting to develop a polished user-interface in Java will find much to like in this book.

Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right

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away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to:

- Perform calculations, manipulate text strings, and generate random colors
- Use conditions, loops, and methods to make your programs responsive and concise
- Create functions to reuse code and save time
- Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders
- Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes

If you've been thinking about learning Java, *Learn Java the Easy Way* will bring you up to speed in no time.

Best practices to adapt and bottlenecks to avoid
About This Book Tackle all kinds of performance-related issues and streamline your development
Master the new features and new APIs of Java 9 to implement highly efficient and reliable codes
Gain an in-depth knowledge of Java application performance and obtain best results from performance testing
Who This Book Is For This book is for Java developers who would like to build reliable and high-performance applications. Prior Java programming knowledge is assumed.
What You Will Learn
Work with JIT compilers
Understand the usage of profiling tools
Generate JSON with code examples
Leverage the command-line tools to speed up application development
Build microservices in Java 9
Explore the use of APIs to improve application code
Speed up your application with reactive programming and concurrency
In Detail Finally, a book that focuses on the practicalities rather than theory of

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Java application performance tuning. This book will be your one-stop guide to optimize the performance of your Java applications. We will begin by understanding the new features and APIs of Java 9. You will then be taught the practicalities of Java application performance tuning, how to make the best use of garbage collector, and find out how to optimize code with microbenchmarking. Moving ahead, you will be introduced to multithreading and learning about concurrent programming with Java 9 to build highly concurrent and efficient applications. You will learn how to fine tune your Java code for best results. You will discover techniques on how to benchmark performance and reduce various bottlenecks in your applications. We'll also cover best practices of Java programming that will help you improve the quality of your codebase. By the end of the book, you will be armed with the knowledge to build and deploy efficient, scalable, and concurrent applications in Java. Style and approach This step-by-step guide provides real-world examples to give you a hands-on experience.

Knowledge for Free... Get that job, you aspire for! Want to switch to that high paying job? Or are you already been preparing hard to give interview the next weekend? Do you know how many people get rejected in interviews by preparing only concepts but not focusing on actually which questions will be asked in the interview? Don't be that person this time. This is the most comprehensive Java language interview questions book that you can ever find out. It contains: 1000 most frequently asked and important JAVA interview questions and answers Wide range of questions which cover not only basics in Java Language but also most advanced and complex questions which will help freshers, experienced professionals, senior developers, testers to crack their interviews.

Explore Java 9 with JShell and UML About This Book A full

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account of Java 9's new features This tutorial emphasises fluency using JShell exercises Get a thorough introduction to contract programming code reuse via Java generics Learn how to use the new module system How to use proper functional programming style inside Java 9 Who This Book Is For This book can be understood by anyone who is a graduate of computer science or someone who has just begun working as a software engineer. Basically, an understanding of an object-oriented programming language like Python, C++ or indeed, an earlier Java version is sufficient. It would be helpful to have participated in the full product cycle of a software engineering project. What You Will Learn Engage with object-oriented programming in Java 9, starting with code snippets in JShell Optimize your code, applying functional programming features Discover the advantages of modularity Become very proficient at using JShell itself Learn the new approach to Java programming, which uses the REPL as a prototyping tool In Detail The release of Java 9 has brought many subtle and not-so-subtle changes to the way in which Java programmers approach their code. The most important ones are definitely the availability of a REPL, known as JShell, which will make experiments and prototyping much more straightforward than the old IDE-based project-led approach. Another, more subtle change can be seen in the module system, which will lead to more modularized, maintainable code. The techniques to take full advantage of object-oriented code, functional programming and the new modularity features in Java 9 form the main subjects of this book. Each chapter will add to the full picture of Java 9 programming starting out with classes and instances and ending with generics and modularity in Java. Style and approach You will learn by doing: : using JShell as their prototyping environment, you will take full advantage of the new features of Java 9, in particular the full

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module system and the functional features of Java 9.. There won't be any theory, only small and medium-sized examples enabling the reader to use the new Java features in professional software engineering projects.

Fully updated for Java SE 11, this book covers the most important Java programming topics that you need to master to be able to learn other technologies yourself. By fully understanding all the chapters and doing the exercises you'll be able to perform an intermediate Java programmer's daily tasks quite well. This book offers the three subjects that a professional Java programmer must be proficient in: - Java as a programming language; - Object-oriented programming (OOP) with Java; - Java core libraries.

Get the steps you need to discover the world of Java 9 programming using real-world examples About This Book We bridge the gap between “learning” and “doing” by providing real-world examples that will improve your software development Our example-based approach will get you started quickly with software programming, get you up-to-speed with Java 9, and improve your Java skills This book will show you the best practices of Java coding and improve your productivity Who This Book Is For This book is for anyone who wants to learn the Java programming language. You are expected to have some prior programming experience with another language, such as JavaScript or Python, but no knowledge of earlier versions of Java is assumed. What You Will Learn Compile, package and run a trivial program using a build management tool Get to know the principles of test-driven development and dependency management Separate the wiring of multiple modules from the application logic into an application using dependency injection Benchmark Java execution using Java 9 microbenchmarking See the workings of the Spring framework and use Java annotations for the configuration Master the scripting API built into the Java

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language and use the built-in JavaScript interpreter
Understand static versus dynamic implementation of code
and high-order reactive programming in Java In Detail This
book gets you started with essential software development
easily and quickly, guiding you through Java's different facets.
By adopting this approach, you can bridge the gap between
learning and doing immediately. You will learn the new
features of Java 9 quickly and experience a simple and
powerful approach to software development. You will be able
to use the Java runtime tools, understand the Java
environment, and create Java programs. We then cover more
simple examples to build your foundation before diving to
some complex data structure problems that will solidify your
Java 9 skills. With a special focus on modularity and HTTP
2.0, this book will guide you to get employed as a top notch
Java developer. By the end of the book, you will have a firm
foundation to continue your journey towards becoming a
professional Java developer. Style and approach Throughout
this book, our aim is to build Java programs. We will be
building multiple applications ranging from simpler ones to
more complex ones. Learning by doing has its advantages as
you will immediately see the concepts explained in action.
Kick-start your modular programming journey and gear up for
the future of Java development

About This Book* Master
design patterns and best practices to build truly modular
applications in Java 9* Upgrade your old Java code to Java 9
with ease* Build and run a smooth functioning multi-module
application.

Who This Book Is ForThis book is written for Java
developers who are interested in learning and understanding
the techniques and best practices to build modular
applications in Java. The book assumes some previous
programming experience in Java 8 or earlier, familiarity with
the basic Java types such as classes and interfaces, as well
as experience in compiling and executing Java

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programs. What You Will Learn* Get introduced to the concept of modules and modular programming by working on a fully modular Java application* Build and configure your own Java 9 modules* Work with multiple modules and establish inter-module dependencies* Understand and use the principles of encapsulation, readability, and accessibility* Use jlink to generate fully loaded custom runtime images like a pro* Discover the best practices to help you write awesome modules that are a joy to use and maintain* Upgrade your old Java code to use the new Java 9 module system

In DetailThe Java 9 module system is an important addition to the language that affects the way we design, write, and organize code and libraries in Java. It provides a new way to achieve maintainable code by the encapsulation of Java types, as well as a way to write better libraries that have clear interfaces. Effectively using the module system requires an understanding of how modules work and what the best practices of creating modules are. This book will give you step-by-step instructions to create new modules as well as migrate code from earlier versions of Java to the Java 9 module system. You'll be working on a fully modular sample application and add features to it as you learn about Java modules. You'll learn how to create module definitions, setup inter-module dependencies, and use the built-in modules from the modular JDK. You will also learn about module resolution and how to use jlink to generate custom runtime images. We will end our journey by taking a look at the road ahead. You will learn some powerful best practices that will help you as you start building modular applications. You will also learn how to upgrade an existing Java 8 codebase to Java 9, handle issues with libraries, and how to test Java 9 applications.

Style and ApproachThe book is a step-by-step guide to understanding Modularity and building a complete application using a modular design.

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Explore the new Java 9 modules, SDK, JDK, JVM, JShell and more in this comprehensive book that covers what's new in Java 9 and how to use these new features. Java 9 Revealed is for experienced Java programmers looking to migrate to Java 9. Author Kishori Sharan begins by covering how to develop Java applications using the new module system introduced in Java 9 and how to use the JShell tool in Java 9 for prototyping, compiling and testing. The book provides extensive coverage of new Java 9 features, such as the new layout of the modular JDK/JRE runtime image, new convenience factory methods for creating collections, the new spin-wait hints introduced to improve performance of spin loops in your code, and the new Desktop API for implementing platform-specific desktop features. Along the way you will also learn how to use the Reactive Streams API in Java 9 and, most importantly, this book will show you the breaking changes in Java 9. What You'll Learn How JShell facilitates rapid development, code evaluation, and testing Discover what is new in the Process API Inspect a thread's stack with the Stack-Walking API Use the jlink tool to create a custom runtime image Work with HTML5 Javadoc and use the new search feature in Javadoc Learn how to use new methods and collectors in the Streams API Learn how to create a custom logger to log messages from platform classes and how to use JVM logs Learn about new methods in the Optional class and how to use them Learn how to compare arrays and slices of arrays Learn how to use the enhanced try-with-resources blocks Make your object deserialization more secure by using object deserialization filters Who This Book Is For Experienced Java programmers and developers.

Optimize the powerful techniques of Java 9 to boost your application's performance Key Features Tackle all kinds of performance-related issues and streamline your development

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Dive into the new features of Java 9 Implement highly efficient and reliable codes with the help of new APIs of Java Embedded with assessments that will help you revise the concepts you have learned in this book Book Description Java 9 which is one of the most popular application development languages. The latest released version Java 9 comes with a host of new features and new APIs with lots of ready to use components to build efficient and scalable applications. Streams, parallel and asynchronous processing, multithreading, JSON support, reactive programming, and microservices comprise the hallmark of modern programming and are now fully integrated into the JDK. This book focuses on providing quick, practical solutions to enhance your application's performance. You will explore the new features, APIs, and various tools added in Java 9 that help to speed up the development process. You will learn about jshell, Ahead-of-Time (AOT) compilation, and the basic threads related topics including sizing and synchronization. You will also explore various strategies for building microservices including container-less, self-contained, and in-container. This book is ideal for developers who would like to build reliable and high-performance applications with Java. This book is embedded with useful assessments that will help you revise the concepts you have learned in this book. What you will learn Familiarize with modular development and its impact on performance Learn various string-related performance improvements, including compact string and modify string concatenation Explore various underlying compiler improvements, such as tiered attribution and Ahead-of-Time (AOT) compilation Learn security manager improvements Understand enhancements in graphics rasterizers Use of command-line tools to speed up application development Learn how to implement multithreading and reactive programming Build microservices in Java 9 Implement APIs to improve application code Who

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this book is for This book is targeted at developers who would like to build reliable and high-performance applications with Java.

Master the art of implementing scalable microservices in your production environment with ease About This Book Use domain-driven design to build microservices Use Spring Cloud to use Service Discovery and Registration Use Kafka, Avro and Spring Streams for implementing event based microservices Who This Book Is For This book is for Java developers who are familiar with the microservices architecture and now wants to take a deeper dive into effectively implementing microservices at an enterprise level. A reasonable knowledge level and understanding of core microservice elements and applications is expected. What You Will Learn Use domain-driven design to design and implement microservices Secure microservices using Spring Security Learn to develop REST service development Deploy and test microservices Troubleshoot and debug the issues faced during development Learning best practices and common principals about microservices In Detail Microservices are the next big thing in designing scalable, easy-to-maintain applications. It not only makes app development easier, but also offers great flexibility to utilize various resources optimally. If you want to build an enterprise-ready implementation of the microservices architecture, then this is the book for you! Starting off by understanding the core concepts and framework, you will then focus on the high-level design of large software projects. You will gradually move on to setting up the development environment and configuring it before implementing continuous integration to deploy your microservice architecture. Using Spring security, you will secure microservices and test them effectively using REST Java clients and other tools like RxJava 2.0. We'll show you the best patterns, practices and common principals of

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microservice design and you'll learn to troubleshoot and debug the issues faced during development. We'll show you how to design and implement reactive microservices. Finally, we'll show you how to migrate a monolithic application to microservices based application. By the end of the book, you will know how to build smaller, lighter, and faster services that can be implemented easily in a production environment. Style and approach This book starts from the basics, including environment setup and provides easy-to-follow steps to implement the sample project using microservices.

Learn the basics of Java 9, including basic programming concepts and the object-oriented fundamentals necessary at all levels of Java development. Author Kishori Sharan walks you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. Beginning Java 9

Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the topics faster. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding of Java's object-oriented model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions, process strings and dates, format data, and work with arrays to manipulate data. This book is a companion to two other books also by Sharan focusing on APIs and advanced Java topics. What You'll Learn Write your first Java programs with an emphasis on learning object-oriented programming in Java Work with data types, operators, statements, classes and objects Handle

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exceptions, assertions, strings and dates, and object formatting Use regular expressions Work with arrays, interfaces, enums, and inheritance Deploy Java applications on memory-constrained devices using compact profiles Take advantage of the new JShell REPL tool Who This Book Is For Those who are new to Java programming, who may have some or even no prior programming experience.

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