

## Java In A Nutshell

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Java In A Nutshell  
Synopsis With more than 700,000 copies sold to date, Java in a Nutshell from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the "in a Nutshell" category another impressive tune-up.

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Java in a Nutshell (In a Nutshell (O'Reilly)): Amazon.co ...  
David Flanagan is a computer programmer who spends most of his time writing about JavaScript and Java. His books with O'Reilly include Java in a Nutshell, Java Examples in a Nutshell, Java Foundation Classes in a Nutshell, JavaScript: The Definitive Guide, and JavaScript Pocket Reference.

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Java in a Nutshell: Amazon.co.uk: Benjamin J Evans, David ...  
David Flanagan is a computer programmer who spends most of his time writing about JavaScript and Java. His books with O'Reilly include Java in a Nutshell, Java Examples in a Nutshell, Java Foundation Classes in a Nutshell, JavaScript: The Definitive Guide, and JavaScript Pocket Reference.

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Java in a Nutshell 7e: A Desktop Quick Reference: Amazon ...  
Book description The latest edition of Java in a Nutshell is designed to help experienced Java programmers get the most out of Java 7 and 8, but it's also a learning path for new developers.

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Java in a Nutshell, 6th Edition [Book] - O'Reilly Media  
Java in a Nutshell Book Description: This updated edition of Java in a Nutshell not only helps experienced Java programmers get the most out of Java versions 9 through 11, it's also a learning path for new developers.

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Java in a Nutshell, 7th Edition [Book] - O'Reilly Media  
A statically typed language is one in which variables have definite types, and where it is a compile-time error to assign a value of an incompatible type to a variable. Languages that only check type compatibility at runtime are called dynamically typed. Java is a fairly classic example of a statically typed language.

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4. The Java Type System - Java in a Nutshell, 7th Edition ...  
The animal on the cover of Java in a Nutshell, Fourth Edition is a Javan tiger. It is the smallest of the eight subspecies of tiger and has the longest cheek whiskers, which form a short mane across the neck. The encroachment of the growing human population, along with increases in poaching, have led to the near-extinction of the Javan tiger. The Indonesian government has become involved in ...

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IN A NUTSHELL - NTUA  
Java 11 is also the first long-term support (LTS) release of Java since Java 8, so it seems likely that many Java shops will jump straight to Java 11 from Java 8. With the seventh edition we have tried to update the concept of what it means to be a "Nutshell" guide. The modern Java developer needs to know more than just syntax and APIs.

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Java in a Nutshell: A Desktop Quick Reference: Evans ...  
As many of the other reviewers have suggested, this is an excellent reference, but perhaps not the best book available to 'learn' Java. The book really does live up to it's title - everything really is "in a nutshell" - which is both good and bad.

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Java in a Nutshell Third Edition: Amazon.co.uk: David ...  
With more than 700,000 copies sold to date, Java in a Nutshell from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the "in a Nutshell" category another impressive tune-up.

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Java in a Nutshell, 5th Edition [Book] - O'Reilly Media  
The latest edition of Java in a Nutshell is designed to help experienced Java programmers get the most out of Java 7 and 8, but it's also a learning path for new developers.

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Java in a Nutshell, 6th Edition (??)  
With more than 700,000 copies sold to date, "Java in a Nutshell" from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the "in a Nutshell" category another impressive tune-up.

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Java in a Nutshell by David Flanagan - Goodreads  
With more than 700,000 copies sold to date, Java in a Nutshell from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the "in a Nutshell" category another impressive tune-up. In this latest revision, readers will find Java in a Nutshell ...

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Java in a Nutshell - David Flanagan - Google Books  
Book Description: This updated edition of Java in a Nutshell not only helps experienced Java programmers get the most out of Java versions 9 through 11, it's also a learning path for new developers.

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Java in a Nutshell, 7th Edition free download ...  
Java programs are written as source code in the Java language. This is a human-readable programming language, which is strictly class based and object oriented. The language syntax is deliberately modeled on that of C and C++ and it was explicitly intended to be familiar to programmers coming from those languages.

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Java in a Nutshell, 7th Edition - O'Reilly Online Learning  
Java in a Nutshell also fully describes the syntax of the Java language, making it the only quick reference that a Java programmer needs. The second edition of Java in a Nutshell covers Version 1.1 of the Java Development Kit (JDK). It includes all of the material from the first edition, as well as the following updated information for Java 1.1:

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This updated edition of Java in a Nutshell not only helps experienced Java programmers get the most out of Java versions 9 through 11, it's also a learning path for new developers. Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices, this thoroughly revised book includes new material on Java Concurrency Utilities. The book's first section provides a fast-paced, no-fluff introduction to the Java programming language and the core runtime aspects of the Java platform. The second section is a reference to core concepts and APIs that explains how to perform real programming work in the Java environment. Get up to speed on language details, including Java 9-11 changes Learn object-oriented programming, using basic Java syntax Explore generics, enumerations, annotations, and lambda expressions Understand basic techniques used in object-oriented design Examine concurrency and memory, and how they're intertwined Work with Java collections and handle common data formats Delve into Java's latest I/O APIs, including asynchronous channels Use Nashorn to execute JavaScript on the Java Virtual Machine Become familiar with development tools in OpenJDK

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With more than 700,000 copies sold to date, Java in a Nutshell from O'Reilly is clearly the favorite resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the "in a Nutshell" category another impressive tune-up. In this latest revision, readers will find Java in a Nutshell, 5th Edition, does more than just cover the extensive changes implicit in 5.0, the newest version of Java. It's undergone a complete makeover--in scope, size, and type of coverage--in order to more closely meet the needs of the modern Java programmer. To wit, Java in a Nutshell, 5th Edition now places less emphasis on coming to Java from C and C++, and adds more discussion on tools and frameworks. It also offers new code examples to illustrate the working of APIs, and, of course, extensive coverage of Java 5.0. But faithful readers take comfort: it still hasn't lost any of its core elements that made it such a classic to begin with. This handy reference gets right to the heart of the program with an accelerated introduction to the Javaprogramming language and its key APIs--ideal for developers wishing to start writing code right away. And, as was the case in previous editions, Java in a Nutshell, 5th Edition is once again chock-full of poignant tips, techniques, examples, and practical advice. For as longas Java has existed, Java in a Nutshell has helped developers maximize the capabilities of the program's newest versions. And this latest edition is no different.

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The latest edition of Java in a Nutshell is designed to help experienced Java programmers get the most out of Java 7 and 8, but it's also a learning path for new developers. Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices, the first section of this thoroughly updated book provides a fast-paced, no-fluff introduction to the Java programming language and the core runtime aspects of the Java platform. The second section is a reference to core concepts and APIs that shows you how to perform real programming work in the Java environment. Get up to speed on language details, including Java 8 changes Learn object-oriented programming, using basic Java syntax Explore generics, enumerations, annotations, and lambda expressions Understand basic techniques used in object-oriented design Examine concurrency and memory, and how they're intertwined Work with Java collections and handle common data formats Delve into Java's latest I/O APIs, including asynchronous channels Use Nashorn to execute JavaScript on the Java Virtual Machine Become familiar with development tools in OpenJDK

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A tutorial and reference to Java-based APIs for application software development covers such topics as XDoclet, JavaServer Faces, Hibernate API, Enterprise JavaBeans, and J2EE security.

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Provides both a tutorial and a quick reference guide to the Java APIs for Web services development, with a study of the different types of Web services, an explanation of JWSDP, and other documentation and supplementary material.

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Explores J2ME, covering topics including graphical user interfaces for small devices, designing applications for wireless environments, and the Mobile Information Device Profile.

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Intended for Java programmers writing applications or applets involving graphics or graphical user interfaces and is a companion to the book entitled, "Java in a Nutshell, 3rd ed."

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Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

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Aimed for programmers, offers an accelerated introduction to the 1.4 release of Java 2 Standard edition covering topics such as syntax, object-oriented features, and Java development tools.

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