Programming With Java John R Hubbard Pdf

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Java for Absolute Beginners - Iuliana Cosmina 2018-12-05
Write your first code in Java using simple, step-by-step examples that model real-word objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience

necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Advanced Perl Programming - Sriram Srinivasan 1997
Covers advanced features of Perl, how the Perl interpreter works, and presents areas of modern computing technology such as networking, user interfaces, persistence, and code generation.

SAS Viya - Yue Qi 2018-07-20
Learn how to access analytics from SAS Cloud Analytic Services (CAS) using R and the SAS Viya platform. SAS Viya : The R Perspective is a general-purpose introduction to using R with the SAS Viya platform. SAS Viya is a high-performance, fault-tolerant analytics architecture that can be deployed on both public and private cloud infrastructures. This book introduces an entirely new way of using SAS statistics from R, taking users step-by-step from installation and fundamentals to data exploration and modeling. SAS Viya is made up of multiple components. The central piece of this ecosystem is SAS Cloud Analytic Services (CAS). CAS is the cloud-based server that all clients communicate with to run analytical methods. While SAS Viya can be used by various SAS applications, it also enables you to access analytic methods from SAS, R, Python, Lua, and Java, as well as through a REST interface using HTTP or HTTPS.

The R client is used to drive the CAS component directly using commands and actions that are familiar to R programmers. Key features of this book include: Connecting to CAS from R Loading, managing, and exploring CAS Data from R Executing CAS actions and processing the results Handling CAS action errors Modeling continuous and categorical data This book is intended for R users who want to access SAS analytics as well as SAS users who are interested in trying R. Familiarity with R would be helpful before using this book although knowledge of CAS is not required. However, you will need to have a CAS server set up and running to execute the examples in this book.

Schaum's Outline of Theory and Problems of Programming with C - Byron S. Gottfried 1996 The broad, yet in-depth coverage of C programming language, within the context of today's C programming style, makes this book as useful for practicing professionals as it is for beginning programmers. This study guide solves many sample problems using other programming languages so readers can compare several popular languages. It also includes clear explanations of most of the features in the current ANSI standard. The emphasis throughout is on designing clear, legible, modular and efficient programs.

Schaum's Outline of Theory and Problems of Data Structures with C++ - John Rast Hubbard 2000 Annotation.

CUDA Application Design and Development - Rob Farber 2011-10-31 The book then details the thought behind CUDA and teaches how to create, analyze, and debug CUDA applications. Throughout, the focus is on software engineering issues: how to use CUDA in the context of existing application code, with existing compilers, languages, software tools, and industry-standard API libraries."--Pub. desc.

Building Java Enterprise Systems with J2EE - Paul J. Perrone 2000 PLEASE PROVIDE COURSE INFORMATION PLEASE PROVIDE

Schaum's Outline of Fundamentals of Computing with C++ - John R. Hubbard 1998-05-22 This powerful study tool is the best tutor you can have if you want top grades and thorough understanding of the fundamentals of computing

with C++, the computing language taught at 83% of all colleges. This student-friendly study guide leads you step-by-step through the entire computer science course, giving you 420 problems with fully worked solutions and easy-to-follow examples for every new topic. You get complete explanations of data abstraction, recursion, Standard C++ container classes, searching, sorting algorithms, and other complex concepts, simplified and illustrated so they're easy to grasp. You also get additional practice problems to solve on your own, working at your own speed. This superb study guide covers the entire course, from logic to libraries. If you're taking introduction to computer science, this book will be your best friend. It's perfect for independent study, too!

Autonomous Horizons - Greg Zacharias 2019-04-05 Dr. Greg Zacharias, former Chief Scientist of the United States Air Force (2015-18), explores next steps in autonomous systems (AS) development, fielding, and training. Rapid advances in AS development and artificial intelligence (AI) research will change how we think about machines, whether they are individual vehicle platforms or networked enterprises. The payoff will be considerable, affording the US military significant protection for aviators, greater effectiveness in employment, and unlimited opportunities for novel and disruptive concepts of operations. Autonomous Horizons: The Way Forward identifies issues and makes recommendations for the Air Force to take full advantage of this transformational technology.

Physics for Game Programmers - Grant Palmer 2007-12-27 *Shows how to create realistic action games without assuming college-level Physics (which the majority of gamers won't have); includes necessary physics and mathematics *Ideal for all budding games programmers, with example code in Java, C#, and C *Complements Apress's platform-specific gaming books, like Advanced Java Games Programming and Beginning .NET Games Programming with C#, and the forthcoming Beginning .NET Games Programming in VB.NET *Palmer has strong contacts in the Microsoft Games Division and Electronic Arts, a major gaming producer.

Data Science and Big Data Analytics - EMC

Education Services 2015-01-05
Data Science and Big Data Analytics is about harnessing the power of data for new insights. The book covers the breadth of activities and methods and tools that Data Scientists use. The content focuses on concepts, principles and practical applications that are applicable to any industry and technology environment, and the learning is supported and explained with examples that you can replicate using open-source software. This book will help you: Become a contributor on a data science team Deploy a structured lifecycle approach to data analytics problems Apply appropriate analytic techniques and tools to analyzing big data Learn how to tell a compelling story with data to drive business action Prepare for EMC Proven Professional Data Science Certification Corresponding data sets are available from the book's page at Wiley which you can find on the Wiley site by searching for the ISBN 9781118876138. Get started discovering, analyzing, visualizing, and presenting data in a meaningful way today!

Schaum's Outline of Operating Systems - J. Archer Harris 2001-12-21
Confusing Textbooks? Missed Lectures? Not Enough Time? Fortunately for you, there's Schaum's Outlines. More than 40 million students have trusted Schaum's to help them succeed in the classroom and on exams. Schaum's is the key to faster learning and higher grades in every subject. Each Outline presents all the essential course information in an easy-to-follow, topic-by-topic format. You also get hundreds of examples, solved problems, and practice exercises to test your skills. This Schaum's Outline gives you Practice problems with full explanations that reinforce knowledge Coverage of the most up-to-date developments in your course field In-depth review of practices and applications Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum's to shorten your study time-and get your best test scores! Schaum's Outlines-Problem Solved.

The Little SAS Book - Lora D. Delwiche 2002

Computer Networking - Olivier Bonaventure 2016-06-10
Original textbook (c) October 31, 2011 by Olivier Bonaventure, is licensed under a Creative Commons Attribution (CC BY) license made possible by funding from The Saylor Foundation's Open Textbook Challenge in order to be incorporated into Saylor's collection of open courses available at: http://www.saylor.org. Free PDF 282 pages at https://www.textbookequity.org/bonaventure-computer-networking-principles-protocols-and-practice/ This open textbook aims to fill the gap between the open-source implementations and the open-source network specifications by providing a detailed but pedagogical description of the key principles that guide the operation of the Internet. 1 Preface 2 Introduction 3 The application Layer 4 The transport layer 5 The network layer 6 The datalink layer and the Local Area Networks 7 Glossary 8 Bibliography

Learn to Program - Chris Pine 2021-06-17
It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the

book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

Absolute Java - Walter J. Savitch 2016 For courses in computer programming and engineering. This package includes MyProgrammingLab(tm) Beginner to Intermediate Programming in Java This book is designed to serve as a textbook and reference for programming in the Java language. Although it does include programming techniques, it is organized around the features of the Java language rather than any particular curriculum of programming techniques. The main audience is undergraduate students who have not had extensive programming experience with the Java language. The introductory chapters are written at a level that is accessible to beginners, while the boxed sections of those chapters serve to quickly introduce more experienced programmers to basic Java syntax. Later chapters are still designed to be accessible, but are written at a level suitable for students who have progressed to these more advanced topics. This package includes MyProgrammingLab, an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. MyProgrammingLab should only be purchased when required by an instructor. Please be sure you have the correct ISBN and Course ID. Instructors, contact your Pearson representative for more information.
Schaum's Outline of Fundamentals of SQL Programming - Ramon Mata-Toledo 2000-10-19 Standard SQL guarantees that no matter what the database implementation, the features of the language will be applicable across all platforms. Over 200 completely solved problems plus 200 supplementary problems reinforce students' understanding and skills. Features the syntax used by the most important database developers,

Oracle and Microsoft, to familiarize students with this common language. Includes labs and practice tests like those used in database certification exams.
10 PRINT CHR$(205.5+RND(1)); : GOTO 10 - Nick Montfort 2014-08-29 A single line of code offers a way to understand the cultural context of computing. This book takes a single line of code—the extremely concise BASIC program for the Commodore 64 inscribed in the title—and uses it as a lens through which to consider the phenomenon of creative computing and the way computer programs exist in culture. The authors of this collaboratively written book treat code not as merely functional but as a text—in the case of 10 PRINT, a text that appeared in many different printed sources—that yields a story about its making, its purpose, its assumptions, and more. They consider randomness and regularity in computing and art, the maze in culture, the popular BASIC programming language, and the highly influential Commodore 64 computer.

Schaum's Outline of Data Structures with Java, 2ed - John Hubbard 2009-06-10 Tough Test Questions? Missed Lectures? Not Enough Time? Fortunately for you, there's Schaum's Outlines. More than 40 million students have trusted Schaum's to help them succeed in the classroom and on exams. Schaum's is the key to faster learning and higher grades in every subject. Each Outline presents all the essential course information in an easy-to-follow, topic-by-topic format. You also get hundreds of examples, solved problems, and practice exercises to test your skills. This Schaum's Outline gives you Practice problems with full explanations that reinforce knowledge Coverage of the most up-to-date developments in your course field In-depth review of practices and applications Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum's to shorten your study time-and get your best test scores! Schaum's Outlines-Problem Solved.
T&P Of Data Structures With C++ (Sos) - Hubbard 2004-07

Schaum's Easy Outline of Programming with Java - John R. Hubbard 2001-07-17 Boiled-down essentials of the top-selling

Schaum's Outline series for the student with limited time What could be better than the bestselling Schaum's Outline series? For students looking for a quick nuts-and-bolts overview, it would have to be Schaum's Easy Outline series. Every book in this series is a pared-down, simplified, and tightly focused version of its predecessor. With an emphasis on clarity and brevity, each new title features a streamlined and updated format and the absolute essence of the subject, presented in a concise and readily understandable form. Graphic elements such as sidebars, reader-alert icons, and boxed highlights stress selected points from the text, illuminate keys to learning, and give students quick pointers to the essentials. Designed to appeal to underprepared students and readers turned off by dense text Cartoons, sidebars, icons, and other graphic pointers get the material across fast Concise text focuses on the essence of the subject Delivers expert help from teachers who are authorities in their fields Perfect for last-minute test preparation So small and light that they fit in a backpack!

Biophysics - William Bialek 2012-12-17
Interactions between the fields of physics and biology reach back over a century, and some of the most significant developments in biology--from the discovery of DNA's structure to imaging of the human brain--have involved collaboration across this disciplinary boundary. For a new generation of physicists, the phenomena of life pose exciting challenges to physics itself, and biophysics has emerged as an important subfield of this discipline. Here, William Bialek provides the first graduate-level introduction to biophysics aimed at physics students. Bialek begins by exploring how photon counting in vision offers important lessons about the opportunities for quantitative, physics-style experiments on diverse biological phenomena. He draws from these lessons three general physical principles--the importance of noise, the need to understand the extraordinary performance of living systems without appealing to finely tuned parameters, and the critical role of the representation and flow of information in the business of life. Bialek then applies these principles to a broad range of phenomena, including the control of gene expression, perception and memory, protein folding, the mechanics of the inner ear, the dynamics of biochemical reactions, and pattern formation in developing embryos. Featuring numerous problems and exercises throughout, Biophysics emphasizes the unifying power of abstract physical principles to motivate new and novel experiments on biological systems. Covers a range of biological phenomena from the physicist's perspective Features 200 problems Draws on statistical mechanics, quantum mechanics, and related mathematical concepts Includes an annotated bibliography and detailed appendixes Instructor's manual (available only to teachers)

Schaum's Outline of Theory and Problems of Data Structures with C++ - John Hubbard 2000
Over 119,000 computer science majors and advanced placement students enroll yearly in required Data Structures/Computer Science II classes, and C++ is the language they use. Adhering to the new ISO standard for C++ (which has rendered previous C++ guides obsolete) Schaum's presents the most up-to-date study guide on Data Structures, simplifying and demonstrating difficult concepts through solved problems and examples.

An Introduction to Computational Physics - Tao Pang 2006-01-19
This advanced textbook provides an introduction to the basic methods of computational physics.

Java Data Analysis - John R. Hubbard 2017-09-19
Get the most out of the popular Java libraries and tools to perform efficient data analysis About This Book Get your basics right for data analysis with Java and make sense of your data through effective visualizations. Use various Java APIs and tools such as Rapidminer and WEKA for effective data analysis and machine learning. This is your companion to understanding and implementing a solid data analysis solution using Java Who This Book Is For If you are a student or Java developer or a budding data scientist who wishes to learn the fundamentals of data analysis and learn to perform data analysis with Java, this book is for you. Some familiarity with elementary statistics and relational databases will be helpful but is not mandatory, to get the most out of this book. A firm understanding of Java is required. What You Will Learn Develop

Java programs that analyze data sets of nearly any size, including text Implement important machine learning algorithms such as regression, classification, and clustering Interface with and apply standard open source Java libraries and APIs to analyze and visualize data Process data from both relational and non-relational databases and from time-series data Employ Java tools to visualize data in various forms Understand multimedia data analysis algorithms and implement them in Java. In Detail Data analysis is a process of inspecting, cleansing, transforming, and modeling data with the aim of discovering useful information. Java is one of the most popular languages to perform your data analysis tasks. This book will help you learn the tools and techniques in Java to conduct data analysis without any hassle. After getting a quick overview of what data science is and the steps involved in the process, you'll learn the statistical data analysis techniques and implement them using the popular Java APIs and libraries. Through practical examples, you will also learn the machine learning concepts such as classification and regression. In the process, you'll familiarize yourself with tools such as Rapidminer and WEKA and see how these Java-based tools can be used effectively for analysis. You will also learn how to analyze text and other types of multimedia. Learn to work with relational, NoSQL, and time-series data. This book will also show you how you can utilize different Java-based libraries to create insightful and easy to understand plots and graphs. By the end of this book, you will have a solid understanding of the various data analysis techniques, and how to implement them using Java. Style and approach The book takes a very comprehensive approach to enhance your understanding of data analysis. Sufficient real-world examples and use cases are included to help you grasp the concepts quickly and apply them easily in your day-to-day work. Packed with clear, easy-to-follow examples, this book will turn you into an ace data analyst in no time.

Schaum's Outline of Computer Networking - Ed Tittel 2002-07-15
Schaum's Outline of Computer Networking introduces the underlying concepts, principles, and terminology of computer networks. Covering the full scope of material taught in computer networking courses, this problem-solved approach presents the different components of a network and shows how these components fit together as well as explaining the varied harmonizing functions needed for the interconnection of many heterogeneous computer networks.

Pattern Recognition - Sergios Theodoridis 2003-05-15
Pattern recognition is a scientific discipline that is becoming increasingly important in the age of automation and information handling and retrieval. Patter Recognition, 2e covers the entire spectrum of pattern recognition applications, from image analysis to speech recognition and communications. This book presents cutting-edge material on neural networks, - a set of linked microprocessors that can form associations and uses pattern recognition to "learn" -and enhances student motivation by approaching pattern recognition from the designer's point of view. A direct result of more than 10 years of teaching experience, the text was developed by the authors through use in their own classrooms. *Approaches pattern recognition from the designer's point of view *New edition highlights latest developments in this growing field, including independent components and support vector machines, not available elsewhere *Supplemented by computer examples selected from applications of interest

Modeling with UML - Bernhard Rumpe 2016-09-16
This book presents a variant of UML that is especially suitable for agile development of high-quality software. It adjusts the language UML profile, called UML/P, for optimal assistance for the design, implementation, and agile evolution to facilitate its use especially in agile, yet model based development methods for data intensive or control driven systems. After a general introduction to UML and the choices made in the development of UML/P in Chapter 1, Chapter 2 includes a definition of the language elements of class diagrams and their forms of use as views and representations. Next, Chapter 3 introduces the design and semantic facets of the Object Constraint Language (OCL), which is conceptually improved and syntactically adjusted to Java for better comfort.

Subsequently, Chapter 4 introduces object diagrams as an independent, exemplary notation in UML/P, and Chapter 5 offers a detailed introduction to UML/P Statecharts. Lastly, Chapter 6 presents a simplified form of sequence diagrams for exemplary descriptions of object interactions. For completeness, appendixes A–C describe the full syntax of UML/P, and appendix D explains a sample application from the E-commerce domain, which is used in all chapters. This book is ideal for introductory courses for students and practitioners alike.

Data Structures & Algorithms Using C++ - R.S. Salaria 2015
Provides a comprehensive coverage of the subject, Includes numerous illustrative example, Demonstrate the development of algorithms in a lucid manner, Demonstrate the implementation of algorithms in a good programming style, provides challenging programming exercise to test you knowledge gained about the subject, Glossary of terms for ready reference
Schaum's Outline of Theory and Problems of Computer Graphics - Roy A. Plastock 1986
Scores of examples and problems allow students to hone their skills. Clear explanations of fundamental tasks facilitate students'understanding of important concepts. New! Chapters on shading models, shadow, and texture-- including the Phong illumination model-- explain the latest techniques and tools for achieving photorealism in computer graphics.
Object Oriented Programming Through Java - P. Radha Krishna 2007-01-29
Covering both the fundamentals and applications, Object Oriented Programming through Java provides a thorough introduction to this popular programming paradigm. It includes coverage of essential topics such as classes, objects, packages, interfaces, multithreading, AWT, Applets, and Swings. The book also includes a detailed overview of various practical applications, including JDBC, Networking classes, and servlets. It contains exercises at the end of every chapter, and sample illustrative programs are used throughout the book. It is a text for courses on object oriented Java programming and a reference for professionals.
Nonlinear Dynamics and Chaos - Steven H. Strogatz 2018-05-04
This textbook is aimed at newcomers to nonlinear dynamics and chaos, especially students taking a first course in the subject. The presentation stresses analytical methods, concrete examples, and geometric intuition. The theory is developed systematically, starting with first-order differential equations and their bifurcations, followed by phase plane analysis, limit cycles and their bifurcations, and culminating with the Lorenz equations, chaos, iterated maps, period doubling, renormalization, fractals, and strange attractors.
bookdown - Yihui Xie 2016-12-12
bookdown: Authoring Books and Technical Documents with R Markdown presents a much easier way to write books and technical publications than traditional tools such as LaTeX and Word. The bookdown package inherits the simplicity of syntax and flexibility for data analysis from R Markdown, and extends R Markdown for technical writing, so that you can make better use of document elements such as figures, tables, equations, theorems, citations, and references. Similar to LaTeX, you can number and cross-reference these elements with bookdown. Your document can even include live examples so readers can interact with them while reading the book. The book can be rendered to multiple output formats, including LaTeX/PDF, HTML, EPUB, and Word, thus making it easy to put your documents online. The style and theme of these output formats can be customized. We used books and R primarily for examples in this book, but bookdown is not only for books or R. Most features introduced in this book also apply to other types of publications: journal papers, reports, dissertations, course handouts, study notes, and even novels. You do not have to use R, either. Other choices of computing languages include Python, C, C++, SQL, Bash, Stan, JavaScript, and so on, although R is best supported. You can also leave out computing, for example, to write a fiction. This book itself is an example of publishing with bookdown and R Markdown, and its source is fully available on GitHub.
Schaum's Outline of Programming With Fortran 77 - Willam E. Mayo 1995
This book is ideal for students using Fortran 77. Topics covered include algorithm development and program design, input and output,

subscripted variables and arrays, character and logical data and data files.

Telecommunications and Data Communications Handbook - Ray Horak 2012-11-19

For an accessible and comprehensive survey of telecommunications and data communications technologies and services, consult the Telecommunications and Data Communications Handbook, which includes information on origins, evolution and meaningful contemporary applications. Find discussions of technologies set in context, with details on fiber optics, cellular radio, digital carrier systems, TCP/IP, and the Internet. Explore topics like Voice over Internet Protocol (VoIP); 802.16 & WiMAX; Passive Optical Network (PON); 802.11g & Multiple Input Multiple Output (MIMO) in this easily accessible guide without the burden of technical jargon.

How to Measure Anything - Douglas W. Hubbard 2010-03-25

Now updated with new research and even more intuitive explanations, a demystifying explanation of how managers can inform themselves to make less risky, more profitable business decisions This insightful and eloquent book will show you how to measure those things in your own business that, until now, you may have considered "immeasurable," including customer satisfaction, organizational flexibility, technology risk, and technology ROI. Adds even more intuitive explanations of powerful measurement methods and shows how they can be applied to areas such as risk management and customer satisfaction Continues to boldly assert that any perception of "immeasurability" is based on certain popular misconceptions about measurement and measurement methods Shows the common reasoning for calling something immeasurable, and sets out to correct those ideas Offers practical methods for measuring a variety of "intangibles" Adds recent research, especially in regards to methods that seem like measurement, but are in fact a kind of "placebo effect" for management – and explains how to tell effective methods from management mythology Written by recognized expert Douglas Hubbard-creator of Applied Information Economics-How to Measure Anything, Second Edition illustrates how the author has used his

approach across various industries and how any problem, no matter how difficult, ill defined, or uncertain can lend itself to measurement using proven methods.

The Constitution of Algorithms - Florian Jaton 2021-04-27

A laboratory study that investigates how algorithms come into existence. Algorithms--often associated with the terms big data, machine learning, or artificial intelligence--underlie the technologies we use every day, and disputes over the consequences, actual or potential, of new algorithms arise regularly. In this book, Florian Jaton offers a new way to study computerized methods, providing an account of where algorithms come from and how they are constituted, investigating the practical activities by which algorithms are progressively assembled rather than what they may suggest or require once they are assembled.

Schaum's Outline of Theory and Problems of Programming with Java - John Rast Hubbard 1999

This powerful study tool is the best tutor you can have if you want top grades and thorough understanding of programming with Java, the computing language being taught as a basic at more and more colleges. This student-friendly study guide leads you step-by-step through the entire beginning computer science course, giving you hundreds of problems with fully worked solutions and easy-to-follow examples for every new topic. You get complete explanations of strings, arrays, loops, graphics, GUIs, classes and objects, exception handling, and more. With this guide, which works alone or with any text, you can learn to create the most-wanted Net applications, such as animations and audio streams. Schaums are the most popular study guide in the world, and this guide will show you why!

Schaum's Outline of Programming with Java - John R. Hubbard 2004-04-16

Tough Test Questions? Missed Lectures? Not Enough Time? Fortunately for you, there's Schaum's Outlines. More than 40 million students have trusted Schaum's to help them succeed in the classroom and on exams. Schaum's is the key to faster learning and higher grades in every subject. Each Outline presents all the essential course information in an easy-to-

follow, topic-by-topic format. You also get hundreds of examples, solved problems, and practice exercises to test your skills. This Schaum's Outline gives you Practice problems with full explanations that reinforce knowledge Coverage of the most up-to-date developments in your course field In-depth review of practices and applications Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum's to shorten your study time-and get your best test scores! Schaum's Outlines-Problem Solved.

Fundamentals of OOP and Data Structures in Java - Richard Wiener 2000-06-05 A book for an undergraduate course on data structures which integrates the concepts of object-oriented programming and GUI programming.