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# Java J2se 5 Herbert Schildt

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Head First Servlets and JSP

Java Swing

Java: A Beginner's Guide, Third Edition

Java: The Complete Reference, Ninth Edition  
(INKLING CH)

Beginning Java 5 Game Programming

Java: A Beginner's Guide, Tenth Edition

Java: The Complete Reference, Twelfth Edition

Java The Complete Reference, 8th Edition

Java

Java, A Beginner's Guide, 5th Edition

Java: A Beginner's Guide, Seventh Edition

Java Gently

Java: The Complete Reference, Tenth Edition

The Definitive Guide to Java Swing

SCJP Sun Certified Programmer for Java 6 Study  
Guide

Mastering Java 2, J2SE 1.4

Java

Core Java: An Integrated Approach: Covers  
Concepts, programs and Interview Questions  
w/CD

Java 8 Lambdas

Java

Learning Java

Java: A Beginner's Guide, Sixth Edition (INKLING  
CH)

Java SE8 for the Really Impatient  
JavaFX For Dummies  
J2EE  
Java: A Beginner's Guide, 4th Ed.  
Java Programming: A Comprehensive Introduction  
Java: A Beginner's Guide, Eighth Edition  
Java 1.1  
Java: The Complete Reference, Thirteenth Edition  
Java: A Beginner's Guide, Ninth Edition  
Java 2: The Complete Reference, Fifth Edition  
Java□□□□  
Thinking in Java  
Java: Tcr, J2Se 5 Edition  
Swing: A Beginner's Guide  
Java The Complete Reference, Seventh Edition  
Java Generics and Collections  
Java: The Complete Reference, Eleventh Edition  
Java Performance

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*Schildt*         *by guest*

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## **HESTER KIDD**

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### **Head First Servlets and JSP** Pearson

Education

Looking to study up for  
the new J2EE 1.5 Sun  
Certified Web  
Component Developer  
(SCWCD) exam? This  
book will get you way

up to speed on the  
technology you'll know  
it so well, in fact, that  
you can pass the brand  
new J2EE 1.5 exam. If  
that's what you want to  
do, that is. Maybe you  
don't care about the  
exam, but need to use  
servlets and JSPs in  
your next project.  
You're working on a  
deadline. You're over

the legal limit for caffeine. You can't waste your time with a book that makes sense only AFTER you're an expert (or worse, one that puts you to sleep). Learn how to write servlets and JSPs, what makes a web container tick (and what ticks it off), how to use JSP's Expression Language (EL for short), and how to write deployment descriptors for your web applications. Master the `c:out` tag, and get a handle on exactly what's changed since the older J2EE 1.4 exam. You don't just pass the new J2EE 1.5 SCWCD exam, you'll understand this stuff and put it to work immediately. Head *First Servlets and JSP* doesn't just give you a bunch of facts to memorize; it drives knowledge straight into

your brain. You'll interact with servlets and JSPs in ways that help you learn quickly and deeply. And when you're through with the book, you can take a brand-new mock exam, created specifically to simulate the real test-taking experience. *Java Swing* "O'Reilly Media, Inc." The Definitive Java Programming Guide Fully updated for Java SE 11, *Java: The Complete Reference*, Eleventh Edition explains how to develop, compile, debug, and run Java programs. Best-selling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key

portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the very important module system is discussed in detail. This Oracle Press resource also offers an introduction to JShell, Java's interactive programming tool. Best of all, the book is written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Coverage includes: •Data types, variables, arrays, and operators •Control statements •Classes, objects, and

methods •Method overloading and overriding •Inheritance •Local variable type inference •Interfaces and packages •Exception handling •Multithreaded programming •Enumerations, autoboxing, and annotations •The I/O classes •Generics •Lambda expressions •Modules •String handling •The Collections Framework •Networking •Event handling •AWT •Swing •The Concurrent API •The Stream API •Regular expressions •JavaBeans •Servlets •Much, much more Code examples in the book are available for download at [www.OraclePressBooks.com](http://www.OraclePressBooks.com).  
[Java: A Beginner's Guide, Third Edition](#)

"O'Reilly Media, Inc."  
Coding and testing are generally considered separate areas of expertise. In this practical book, Java expert Scott Oaks takes the approach that anyone who works with Java should be adept at understanding how code behaves in the Java Virtual Machine—including the tunings likely to help performance. This updated second edition helps you gain in-depth knowledge of Java application performance using both the JVM and the Java platform. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way the Java 8 and 11 LTS releases perform. While the emphasis is

on production-supported releases and features, this book also features previews of exciting new technologies such as ahead-of-time compilation and experimental garbage collections. Understand how various Java platforms and compilers affect performance Learn how Java garbage collection works Apply four principles to obtain best results from performance testing Use the JDK and other tools to learn how a Java application is performing Minimize the garbage collector's impact through tuning and programming practices Tackle performance issues in Java APIs Improve Java-driven database application performance

Java: The Complete Reference, Ninth Edition (INKLING CH)

McGraw Hill  
Professional  
Quick reference descriptions of the most commonly used features of Java are listed in an alphabetical format. Entries cover the classes and methods that the programmer will need on a day-to-day basis, along with information on programming syntax, keywords, functions, commands, and class libraries. Annotation copyrighted by Book News, Inc., Portland, OR

**Beginning Java 5 Game Programming**

McGraw Hill  
Professional  
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□□J2SE 5□□.

Java: A Beginner's Guide, Tenth Edition

"O'Reilly Media, Inc."  
If you're a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including

building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to “lambdify” your existing codebase or library code Learn practical solutions for lambda expression unit testing and debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O  
*Java: The Complete Reference, Twelfth Edition* McGraw Hill

Professional Provides link to sites where book in zip file can be downloaded.  
*Java The Complete Reference, 8th Edition* McGraw Hill Professional  
The Definitive Java Programming Guide Supplement for key JDK 10 new features available from book's Downloads & Resources page at OraclePressBooks.com. Fully updated for Java SE 9, *Java: The Complete Reference, Tenth Edition* explains how to develop, compile, debug, and run Java programs. Bestselling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also

find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaFX, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the new module system added by Java SE 9 is discussed in detail. This Oracle Press resource also offers an introduction to JShell, Java's new interactive programming tool.

Coverage includes:

- Data types, variables, arrays, and operators
- Control statements
- Classes, objects, and methods
- Method overloading and overriding
- Inheritance
- Interfaces and packages
- Exception handling

- Multithreaded programming
  - Enumerations, autoboxing, and annotations
  - The I/O classes
  - Generics
  - Lambda expressions
  - Modules
  - String handling
  - The Collections Framework
  - Networking
  - Event handling
  - AWT
  - Swing and JavaFX
  - The Concurrent API
  - The Stream API
  - Regular expressions
  - JavaBeans
  - Servlets
  - Much, much more
- Code examples in the book are available for download at

[www.OraclePressBooks.com](http://www.OraclePressBooks.com). TAG: For a complete list of Oracle Press titles, visit [www.OraclePressBooks.com](http://www.OraclePressBooks.com).

**Java** "O'Reilly Media, Inc."  
Up-to-Date, Essential  
Java Programming  
Skills—Made Easy!



Supplement for key JDK 10 new features available from book's Downloads & Resources page at [OraclePressBooks.com](http://OraclePressBooks.com). Fully updated for Java Platform, Standard Edition 9 (Java SE 9), *Java: A Beginner's Guide, Seventh Edition*, gets you started programming in Java right away. Bestselling programming author Herb Schildt begins with the basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. The book also covers some of Java's more advanced features, including multithreaded programming, generics, lambda expressions, Swing,

and JavaFX. This practical Oracle Press guide features details on Java SE 9's innovative new module system, and, as an added bonus, it includes an introduction to JShell, Java's new interactive programming tool. Designed for Easy Learning: • Key Skills and Concepts—Chapter-opening lists of specific skills covered in the chapter • Ask the Expert—Q&A sections filled with bonus information and helpful tips • Try This—Hands-on exercises that show you how to apply your skills • Self Tests—End-of-chapter quizzes to reinforce your skills • Annotated Syntax—Example code with commentary that describes the programming

techniques being illustrated

*Java, A Beginner's Guide, 5th Edition*

McGraw Hill

Professional

Fully updated for the

Java 2 Platform,

Standard Edition

version 5.0, the third

edition of this praised

book is a one-stop

resource for serious

Java developers. This

book shows you the

parts of Java Swing API that you will use daily

to create graphical

user interfaces (GUI).

You will also learn

about the Model-View-

Controller architecture

that lies behind all

Swing components,

and about customizing

components for

specific environments.

Author John Zukowski

also provides custom

editors and renderers

for use with tables,

trees, and list

components. You'll encounter an overview of Swing architecture, and learn about core Swing components, toggleable components, event handling with the Swing Component Set, Swing menus and toolbars, borders, pop-ups, choosers, and more.

*Java: A Beginner's*

*Guide, Seventh Edition*

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Learn the

fundamentals of Java 2

programming from

renowned Java genius

Herb Schildt. Discover

why Java is the

preeminent language

of the Internet, how to

use object-oriented

programming, and how

to write programs with

the general form of

Java. Coverage

includes advanced

topics such as

inheritance, exception

handling, the I/O system, applets, and much more.

**Java Gently** Osborne Publishing

This book is the most complete and up-to-date resource on Java from programming guru, Herb Schildt -- a must-have desk reference for every Java programmer.

**Java: The Complete Reference, Tenth Edition** McGraw Hill Professional

This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

*The Definitive Guide to Java Swing* McGraw Hill Professional

The book is written in such a way that learners without any

background in programming are able to follow and understand it entirely. It discusses the concepts of Java in a simple and straightforward language with a clear cut explanation, without beating around the bush. On reading the book, readers are able to write simple programs on their own, as this is the first requirement to become a Java Programmer. The book provides ample solved programs which could be used by the students not only in their examinations but also to remove the fear of programming from their minds. After reading the book, the students gain the confidence to apply for a software development company, face the interview

board and come out successful. The book covers sample interview questions which were asked in various interviews. It helps students to prepare for their future careers.

### **SCJP Sun Certified Programmer for Java 6 Study Guide**

McGraw Hill

Professional

A practical introduction to Java

programming—fully revised for the latest version, Java SE 17

Thoroughly updated for Java Platform Standard

Edition 17, this hands-on resource shows,

step by step, how to get started

programming in Java

from the very first

chapter. Written by

Java guru Herbert

Schildt, the book starts

with the basics, such

as how to create,

compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Ninth Edition covers the basics and touches on advanced features, including

multithreaded programming,

generics, Lambda

expressions, and

Swing. Enumeration,

modules, and interface

methods are also

clearly explained. This

guide delivers the

appropriate mix of

theory and practical

coding necessary to

get you up and running

developing Java

applications in no time!

Clearly explains all of

the new Java SE 17

features Features self-

tests, exercises, and

downloadable code

samples Written by

bestselling author and

leading Java authority  
Herbert Schildt

Mastering Java 2, J2SE  
1.4 O'Reilly Media

This updated edition introduces the basics of Java and everything necessary to get up to speed on the new 1.4 version quickly. CD contains the Java 2 SDK for Windows, Linux and Solaris.

**Java** McGraw Hill  
Professional

The 1.4 version of Java 2 Standard Edition provides many new programming capabilities while making plenty of old tasks easier. But without reliable guidance, you'll find it hard to take advantage of even a fraction of what the new SDK has to offer. Filled with detailed coverage of the new technology, step-by-step instruction, and tips

from an acclaimed Java consultant and author, Mastering Java 2, J2SE 1.4 is the resource you'll want to keep within easy reach.

Coverage Includes: \*

- \* Understanding the Java programming language
- \* Building forms with the Swing component set
- \* Creating superior graphics with the Java 2D API
- \* Supporting advanced data structures with the Collections API
- \* Improving the speed of your Java applications
- \* Taking advantage of Swing's support of drag and drop
- \* Understanding OOP concepts, including UML
- \* Working with Java's new assertion capabilities
- \* Using Java's new I/O capabilities:  
nonblocking read and write operations,  
application

preferences, and logging \* Solving tough printing challenges \* Working with installation options, including Java Plug-in and Java Web Start \* Working with multiple threads and timer tasks

*Core Java: An Integrated Approach: Covers Concepts, programs and Interview Questions*

w/CD McGraw Hill Professional

Swing is a fully-featured user interface development kit for Java applications.

Building on the foundations of the Abstract Window Toolkit (AWT), Swing enables cross-platform applications to use any of several pluggable look-and-feels. Swing developers can take advantage of its rich, flexible features and

modular components, building elegant user interfaces with very little code. This second edition of Java Swing thoroughly covers all the features available in Java 2 SDK 1.3 and 1.4. More than simply a reference, this new edition takes a practical approach. It is a book by developers for developers, with hundreds of useful examples, from beginning level to advanced, covering every component available in Swing. All these features mean that there's a lot to learn. Even setting aside its platform flexibility, Swing compares favorably with any widely available user interface toolkit--it has great depth. Swing makes it easy to do simple things but is powerful

enough to create complex, intricate interfaces. Java Swing, 2nd edition includes : A new chapter on Drag and Drop Accessibility features for creating a user interface meeting the needs of all users Coverage of the improved key binding infrastructure introduced in SDK 1.3 A new chapter on JFormattedTextField and input validation Mac OS X coverage and examples Coverage of the improved focus system introduced in SDK 1.4 Pluggable Look-and-Feel coverage Coverage of the new layout manager, SpringLayout, from SDK 1.4 Properties tables that summarize important features of each component Coverage of the 1.4 Spinner component

Details about using HTML in components A new appendix listing bound actions for each component A supporting web site with utilities, examples, and supplemental materials Whether you're a seasoned Java developer or just trying to find out what Java can do, you'll find Java Swing, 2nd edition an indispensable guide. *Java 8 Lambdas* Oracle Press Essential Skills--Made Easy! Let master programmer and bestselling author Herbert Schildt teach you the fundamentals of Java programming. Updated for the newest version of Java (Java SE 6), this step-by-step guide will have you programming in Java right from the start. Herb begins by

explaining why Java is the preeminent programming language of the Internet, how it relates to object-oriented programming (OOP), and the general form of a Java program. Then it's on to data types, operators, control statements, classes, objects, and methods. Next, you'll learn about inheritance, exception handling, the I/O system, and multithreading. More advanced topics such as generics, interfaces, applets, and enumerations are also covered. The book ends with an introduction to Swing, Java's powerful GUI toolkit. Start programming in Java today with help from this fast-paced, hands-on tutorial.

**Java** Tata McGraw-Hill

Education

Unleash the power of JavaFX for a wide range of devices JavaFX For Dummies gives you access to an innovative software platform that allows you to create and deliver rich Internet applications that can run across a wide variety of connected devices. This accessible book highlights the most important features of this powerful graphics platform, giving you the tools to understand it quickly and easily! No experience with JavaFX? No problem. JavaFX For Dummies has been written especially for newbies and it also serves as a great reference resource for more experienced Java developers. Author Doug Lowe has been writing programming



books for decades, and he brings his experience and passion to this guide, sharing his expert approach to coding using JavaFX. The book shows you how to work with JavaFX controls, how to enhance your scenic design, and also offers advice on how to make a splash with your programs. Then, the author wraps it all up with extra recommendations and resources to guide you as you move forward. Helps developers quickly learn to take

advantage of JavaFX's lightweight, high-performance platform Highlights essential JavaFX features for simple coding that can be rolled out across multiple devices Instructs readers on methods for creating compelling, visually appealing applications Includes recommendations and resources for honing your JavaFX skills With JavaFX For Dummies, you'll be on your way to easier, more efficient coding for a variety of connected devices.