

Sams Teach Yourself Java In 24 Hours 5th Edition Rogers Cadenhead

Sams Teach Yourself Java in 21 Days (Covers Java 11/12)Sams Teach Yourself Java in 24 HoursSams Teach Yourself Perl in 21 DaysJava 2 in 21 DaysSams Teach Yourself Android Application Development in 24 HoursTeach yourself Java 1.1 programming in 24 hoursSams Teach Yourself Java 2 in 21 DaysSams Teach Yourself SharePoint 2010 Development in 24 HoursSams Teach Yourself Wireless Java with J2ME in 21 DaysSams Teach Yourself Mod Development for Minecraft in 24 HoursSams Teach Yourself Java in 24 HoursSams Teach Yourself HTML5 Mobile Application Development in 24 HoursSams Teach Yourself Object Oriented Programming in 21 DaysSams Teach Yourself Java 2 Platform in 21 DaysJava in 21 Days, Sams Teach Yourself (Covering Java 8)Sams Teach Yourself Beginning Programming in 24 HoursSams Teach Yourself JavaServer Pages in 24 HoursTeach Yourself Internet Game Programming with Java in 21 DaysJavaScript in 24 Hours, Sams Teach YourselfSams Teach Yourself Java 2 in 24 HoursSams Teach Yourself Java 2 Online in Web TimeTeach Yourself JavaSams Teach Yourself Java 6 in 21 DaysSams Teach Yourself SQL in 10 MinutesSams Teach Yourself Java in 21 Days (Covering Java 8), Seventh EditionSams Teach Yourself Python in 24 HoursSams Teach Yourself JavaServer Pages 2.0 with Apache Tomcat in 24 HoursSams Teach Yourself Java 2 in 21 DaysSams Teach Yourself C++ in 24 HoursSams Teach Yourself

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JavaServer Pages in 21 Days
Java in 24 Hours, Sams Teach Yourself (Covering Java 8), Barnes and Noble Exclusive Edition
Java in 21 Days, Sams Teach Yourself (Covering Java 8)
Sams Teach Yourself Java in 21 Days
Sams Teach Yourself JavaScript in 24 Hours
Java 1.1
Java in 24 Hours, Sams Teach Yourself (Covering Java 8)
Sams Teach Yourself Java in 21 Days (Covering Java 12), Barnes & Noble Exclusive Edition
Java in 24 Hours, Sams Teach Yourself (Covering Java 8), Seventh Edition
Java in 24 Hours, Sams Teach Yourself (Covering Java 9)
Sams Teach Yourself Java in 21 Days (Covers Java 11/12), 8th Edition

Sams Teach Yourself Java in 21 Days (Covers Java 11/12)

Sams Teach Yourself Wireless Java with J2ME in 21 Days begins by establishing the basic parameters of J2ME development and its uses in building wireless applications. The tutorial chapters introduce both text and graphical application development for typical wireless devices. Finally, the book presents the major types of applications that the wireless developer will build-information management, communications, games, etc. The book also introduces the basic concepts of networking wireless devices through Java.

Sams Teach Yourself Java in 24 Hours

Offers software developers step-by-step instructions on how to create and distribute their first marketable, professional Android application.

Sams Teach Yourself Perl in 21 Days

In arenas ranging from enterprise development to Android app programming, Java remains one of the world's most popular programming languages. Sams Teach Yourself Java in 21 Days helps the serious learner gain true mastery over the new Java 8. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, Sams Teach Yourself Java in 21 Days offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Week 1 introduces the basic building blocks of the Java programming language: keywords, operators, class and object definitions, packages, interfaces, exceptions, and threads. Week 2 covers the Swing graphical user interface class libraries and the important classes that support data structures, string handling, dates and times. Week 3 ventures into the hottest areas of Java programming: web services, Java servlets, network programming, database programming and Android development.

Java 2 in 21 Days

Computer programming with Java is easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web

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programs, web services, an Android app, and even Minecraft mods in Java. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to...

- Set up your Java programming environment
- Write your first working program in just minutes
- Control program decisions and behavior
- Store and work with information
- Build straightforward user interfaces
- Create interactive web programs
- Use threading to build more responsive programs
- Read and write files and XML data
- Master best practices for object-oriented programming
- Use Java 9's new HTTP client
- Use Java to create an Android app
- Expand your skills with closures
- Create Minecraft mods with Java

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Sams Teach Yourself Android Application Development in 24 Hours

Teach yourself Java 1.1 programming in 24 hours

Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs, applications, and web services.

Sams Teach Yourself Java 2 in 21 Days

Sams Teach Yourself SharePoint 2010 Development in 24 Hours

Sams Teach Yourself Java in 24 Hours, Seventh Edition Covers Java 8 and Android Development In just 24 lessons of one hour or less, you can learn the fundamentals of Java programming. In this book's

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straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. Learn how to: Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures, the powerful new capability introduced in Java 8 Contents at a Glance PART I: Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work PART II: Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops PART III: Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object Is Like 12 Making the Most of Existing Objects

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Sams Teach Yourself Wireless Java with J2ME in 21 Days

The easy, step-by-step tutorial for developers who want to write rich mobile apps for smartphones and tablets using the new HTML5 standard * *A complete hands-on introduction to mobile HTML5 programming: helps developers master one of tomorrow's most valuable, 'in-demand' new skills. *Teaches practical skills that will be valuable for development on most contemporary mobile platforms, including iPad/iPhone (iOS), Android, and Windows Phone 7. *Especially focused on HTML5 features already supported in today's web browsers. Using HTML5, developers can build rich, robust mobile apps that run on smartphones, tablets, and other devices, and interact with users in powerful new ways. In just 24 lessons of one hour or less, this easy, practical book will help them master modern mobile development with

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HTML5. Building on what they already know about HTML4, CSS, and JavaScript, it covers all the basics of building web pages with HTML5, shows how to extend those pages with innovative new features, and then walks through building complete apps targeted at diverse mobile devices. Coverage includes: *

- *Understanding how HTML5 improves mobile development.
- *Detecting mobile devices and HTML5 support, and upgrading sites to support them.
- *Styling and building mobile pages with HTML5.
- *Using the canvas, typography, audio/video, and forms
- *Adding microformats, drag-and-drop, and other advanced features.
- *Designing efficient mobile apps.
- *Using advanced Web Application APIs and web storage.
- *Integrating geolocation into mobile apps

Step-by-step instructions walk readers through key tasks Q and As, Quizzes, and Exercises test their knowledge 'Did You Know?' tips offer insider advice 'Watch Out!' alerts help them avoid problems. By the time they're finished, readers won't just understand core HTML5 concepts: they'll be comfortable designing and writing their own new mobile apps

Sams Teach Yourself Mod Development for Minecraft in 24 Hours

Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then

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moves on by exploring the some most popular programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

Sams Teach Yourself Java in 24 Hours

Intended for programmers producing games for the Internet, this manual details the development of four full Internet games. Assuming some working knowledge of Java, the text focuses on the advanced features of game development and includes a CD-Rom that offers sample applications and demo software.

Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours

The thoroughly revised and expanded edition of one of the best selling Java tutorials.

Sams Teach Yourself Object Oriented Programming in 21 Days

Sams Teach Yourself Java 2 Platform in 21 Days

Sams Teach Yourself Java in 24 Hours, Seventh Edition Covers Java 8, Android Development, and Minecraft Mods In just 24 lessons of one hour or less,

Online Library Sams Teach Yourself Java In 24 Hours 5th Edition Rogers Cadenhead

you can learn how to create Java applications with the free NetBeans development tools. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. The bonus chapter, exclusive to the Barnes & Noble Edition, covers how to create Minecraft mods with Java. Readers will be able to use Java code to write plugins that customize and extend the addictive and ingenious multi-player world building game, using the programming skills attained in the book. Minecraft is motivating thousands of young people to learn Java so they can impress their friends (and themselves) by introducing new items, blocks and mobs -- or even changing the gameplay itself. Because there are so many different ways to add mods to the game, it can be a daunting task for an avid Minecraft player to get started. Learn how to Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible,

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interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures, the powerful new capability introduced in Java 8 Create Minecraft mods with Java

Java in 21 Days, Sams Teach Yourself (Covering Java 8)

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia.

Sams Teach Yourself Beginning Programming in 24 Hours

In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 8, this book teaches you about the Java language and how to use it to create applications for

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any computing environment and Android apps. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. Using your new skills, you will be able to develop your own programs for tasks such as web services, database connectivity, XML processing, and mobile programming. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 8 Learn to develop Java applications and Android apps using NetBeans and Google's new Android Studio -- two excellent (and free!) programming platforms Covers new features of Java 8 such as closures, the most eagerly anticipated language feature in years Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about JDBC 4.2 programming with the Derby database and XML parsing with the open source XOM class library Learn how to use streams to write programs that communicate with the Internet, including socket programming, buffers, channels, and URL handling. Contents at a Glance WEEK 1: The Java

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Sams Teach Yourself JavaServer Pages in 24 Hours

Sams Teach Yourself Java in 24 Hours, Seventh Edition Covers Java 8 and Android Development In just 24 lessons of one hour or less, you can learn the fundamentals of Java programming. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and

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conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. Learn how to... Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures, the powerful new capability introduced in Java 8

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Teach Yourself Internet Game Programming with Java in 21 Days

Textbook

JavaScript in 24 Hours, Sams Teach Yourself

A new edition of a best-selling Java tutorial covers the latest developments in Java--with special emphasis on Android programming--as well as core Java programming topics for those familiar with the basics of programming but new to Java. Original.

Sams Teach Yourself Java 2 in 24 Hours

Offers an updated tutorial for beginners explaining how to use Java to incorporate games, animation, and special effects into Web pages.

Sams Teach Yourself Java 2 Online in

Web Time

Sams Teach Yourself Java in 21 Days continues to be one of the most popular, best-selling Java tutorials on the market. Written by two expert technical writers, it has been acclaimed for its clear and personable writing, for its extensive use of examples, and for its logical and complete organization. This new edition of the book maintains and improves upon all these qualities, while updating, revising, and reorganizing the material to cover the latest developments in Java and to expand the book's coverage of core Java programming topics. Sun's new version of Java 2 Standard Edition—SDK version 1.4—is expected to be released by the end of 2001. According to Sun, version 1.4 builds upon Java's cross-platform support and security model with new features and functionality, enhanced performance and scalability, and improved reliability and serviceability.

Teach Yourself Java

In just 24 sessions of one hour or less, you'll learn how to build robust, dynamic, scalable, and manageable business solutions with SharePoint 2010! Using this book's straightforward, step-by-step approach, you'll learn how to implement everything from workflows to content management, search to enterprise-class business intelligence. One step at a time, you'll master new features ranging from Business Connectivity Services to Silverlight rich user interfaces. Each lesson builds on what you've already learned, helping you get the job done fast--and do it

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right! Step-by-step instructions carefully walk you through the most common SharePoint 2010 development tasks. Q&As at the end of each chapter help you test your knowledge. By the Way, Did You Know?, and Watch Out! boxes offer advice and solutions. Learn how to... Make the most of SharePoint 2010's lists, libraries, and site templates Customize the user interface through web parts, custom actions, and other advanced interface features Develop server-side applications and client-side applications for SharePoint 2010 Manage data using lists, libraries, site columns, content types, custom fields, event receivers, and queries Integrate external data with Business Connectivity Services (BCS) Use "out of the box" workflows and create custom workflows Manage SharePoint with SharePoint 2010 Central Administration Protect applications with claims-based authorization and other security features Integrate advanced search into your applications Build powerful BI solutions for data analysis, presentation, and decision-making

Sams Teach Yourself Java 6 in 21 Days

The Professional Reference Edition of this book contains an extra seven chapters covering advanced topics such as object serialization, remote method invocation, accessibility, security, JavaBeans, JDBC, and advanced data structures, as well as a 200-page reference section detailing the most commonly used aspects of the Java language. CD-ROM includes a fully functional Java compiler and demo versions of leading Java development tools.

Sams Teach Yourself SQL in 10 Minutes

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 8, this book teaches you about the Java language and how to use it to create applications for any computing environment and Android apps. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 8 Learn to develop Java applications and Android apps using NetBeans and Google's new Android Studio - two excellent (and free!) programming platforms Covers new features of Java 8 such as closures, the most eagerly anticipated language feature in years Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how

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Swing can help you quickly develop programs with a graphical user interface Find out about JDBC 4.2 programming with the Derby database and XML parsing with the open source XOM class library Learn how to use streams to write programs that communicate with the Internet, including socket programming, buffers, channels, and URL handling. Register your book at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

Sams Teach Yourself Java in 21 Days (Covering Java 8), Seventh Edition

'Sams Teach Yourself Perl in 21 Days' covers the basics in the first few chapters, and then moves on to practical uses of Perl and in-depth discussions of more advanced topics. Perl is a popular programming language typically used in Unix systems.

Sams Teach Yourself Python in 24 Hours

In just 24 lessons of one hour or less, Sams Teach Yourself JavaScript in 24 Hours helps you learn the fundamentals of programming using the JavaScript language. Designed for beginners with no previous programming experience, this book's straightforward, step-by-step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most

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common JavaScript programming tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. Learn how to: Use JavaScript to build dynamic, interactive web pages Debug scripts Create scripts that work in all browsers Write clear, reliable, and reusable code Use object-oriented programming techniques Script with the DOM Access JSON data Work with HTML5 and CSS3 Leverage the popular jQuery library Control CSS with simple JavaScripts Read and write cookies Use some of the new ECMAScript 6 features today Get started with frameworks such as AngularJS Build browser add-ons and extensions Who This Book Is For: Those who have at least a basic understanding of HTML and web page design in general and want to move on to adding some extra interactivity to your pages. Those who currently code in another programming language and want to see what additional capabilities JavaScript can add to your armory Someone who has never done any computer programming. Browse through an HTML primer before using this book. You don't need to be an HTML expert to use JavaScript but should have a basic understanding. Contents at a Glance: Part I: First Steps with JavaScript 1 Introducing JavaScript 2 Writing Simple Scripts 3 Using Functions 4 DOM Objects and Built-in Objects Part II: Cooking with Code 5 Numbers and Strings 6 Arrays 7 Program Control Part III: Objects 8 Object-Oriented Programming 9 Scripting with the DOM 10 Meet JSON Part IV: HTML5 and CSS3 11 JavaScript and HTML5 12 JavaScript and CSS 13 Introducing CSS3 Part V: Using JavaScript Libraries 14 Using Libraries 15

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Sams Teach Yourself JavaServer Pages 2.0 with Apache Tomcat in 24 Hours

Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++—one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you've created, to what's coming in C++0x, the next version of C++. Each lesson builds on what you've already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself to make sure you're ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform—Windows, Mac or Linux Learn how to...

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Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book's official website at <http://cplusplus.cadenhead.org>. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book's examples Register your book at informit.com/register for convenient access to updates and corrections as they become available.

Sams Teach Yourself Java 2 in 21 Days

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer, web servers, and mobile devices. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing

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environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans—an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java

Sams Teach Yourself C++ in 24 Hours

A beginner's guide to Java combines a hands-on approach that allows users to master the language one skill at a time, offering clear explanations, numerous examples, sample exercises, and review and mastery skill checks to allow readers to learn at

their own pace. Original. (Beginner).

Sams Teach Yourself JavaServer Pages in 21 Days

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans—an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop

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programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Use Java for game programming Create a Slackbot with Java (Exclusive Bonus Chapter)

Java in 24 Hours, Sams Teach Yourself (Covering Java 8), Barnes and Noble Exclusive Edition

Provides lessons and case study applications that cover such topics as using loops, making objects, using modules, expanding classes, and fixing problem code.

Java in 21 Days, Sams Teach Yourself (Covering Java 8)

In just 24 sessions of one hour or less, Sams Teach Yourself Mod Development for Minecraft in 24 Hours will help you transform Minecraft into anything you can imagine—and share your vision with millions of players worldwide! You'll learn all the mod development skills you need as you walk through a complete step-by-step project, complete with a mob, new tools, new armor, food, ores, and much more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for building any mod and creating any world! Step-by-step instructions carefully walk you through the most common Minecraft mod development tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. Notes present interesting

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information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Minecraft is a registered trademark of Mojang Synergies / Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies / Notch Development AB. Learn how to Set up the environment where you'll write your mod for Minecraft 1.8 Create the basics for your mod with the Forge API Establish a framework that makes it easier to build complex mods Work with recipes and other small modifications Create multiple recipes, items, blocks, and entities at once Cook up food items that heal your players Make custom pickaxes, shovels, and completely original tools Use Tile Entities to create complex and unique mods Create interesting custom armor for players Generate entire worlds, including ores and plants Design and generate new structures with MCEdit Understand Entities and create Entity Models with Techne Code mobs with a custom Entity Model Manufacture Throwables Edit Minecraft functionality without breaking other mods Structure, package, and release your mod Master Java programming techniques you can use far beyond Minecraft On the Web: Register your book at informit.com/title/9780672337635 for access to all code examples and resources from this book, as well as updates and corrections as they become available.

Sams Teach Yourself Java in 21 Days

Demonstrates Web programming fundamentals, covering JSPs, Web applications, servlets, application

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servers, initializing, error pages, applets, JavaBeans, and extending functionality with tag libraries and multiple JSPs.

Sams Teach Yourself JavaScript in 24 Hours

-The Compact Framework brings familiar .NET development to mobile devices.-This technology enables millions of Microsoft programmers to develop Windows CE applications.-Written by two Microsoft Compact Framework team members.

Java 1.1

The overriding purpose of this title is to make programmers marketable. The software industry will leave behind any developer who does not have object-oriented development skills, and this book helps the developer to quickly get up to speed with objects.

Java in 24 Hours, Sams Teach Yourself (Covering Java 8)

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer, web servers, and mobile devices. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book,

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you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans-an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java.

Sams Teach Yourself Java in 21 Days (Covering Java 12), Barnes & Noble Exclusive Edition

Helps familiarize new users with Java and its APIs by providing programming exercises and end-of-section quizzes as well as includes an instructional Website that provides test and programming exercise material

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not found in the book. Original.
(Beginner/Intermediate).

Java in 24 Hours, Sams Teach Yourself (Covering Java 8), Seventh Edition

Sun predicts that more Web developers without Java experience will be migrating to JSP in 2002-2003 and beyond. This is one of few JSP books aimed at this group rather than Java professionals. Packed with hundreds of practical, real-world examples, this title offers a proven tutorial format to teach JSP in 21 example-driven lessons.

Java in 24 Hours, Sams Teach Yourself (Covering Java 9)

Explains how to use Structured Query Language to work within a relational database system, including information retrieval, security, data manipulation, and user management.

Sams Teach Yourself Java in 21 Days (Covers Java 11/12), 8th Edition

JAVA manual, test and CD-ROM combination is the perfect starter kit for anyone wanting to learn Java. Get full in-depth coverage of the language basics in easy-to-understand text.

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