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Description This book carries a lot of information for you, if you are starting AutoCAD for the first time. The book is extremely simple to understand and can enlighten you with the basics fundamentals of AutoCAD. The main objective of this book is to make students passionate about learning the concepts of AutoCAD. The book is divided into Two Parts: Theoretical Practical The projects have been explained in a step by step manner with the commands along with a lot of new features. Table Of Contents: Section 1 - Introduction What is AutoCAD? History of AutoCAD Usage of AutoCAD What is New in AutoCAD 2017? What is Workspace? Section 2 - Overview Welcome screen GUI Overview Mouse use Difference between Command work & Visual work Coordinate system with Line command Zoom and extents Regen Section 3 - Drawing the door Unit Rectangle Offset Osnap Arc Mirror Join Extend Trim Section 4 - Grill Design Grid Snap Pline Ellipse Section 5 - Road & River Layer Spline Mlines Hatch Gradient Revision cloud Mirror Block Insert Text Section 6 - Drawings Circle Copy Move Array Explode Extent Rotate Fillet Align Break Chamfer Divide Measure Scale Polygon Point Section 7 - Parametric constraints Geometric Dimensional Manage Section 8 - Inquiry & Dimensional Smart Dimension List Angle Distance Volume Area Radius Linear Aligned Diameter Arc length Qleader Osnap Setting (Geometric center)

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Java With a lot of Programming examples Key Featuresa- Covers the key concepts of Java Programminga- Programming examples are provided to understand the concepts wella- Designed to cover the syllabus of BCA, BSc-IT and Mater level Courses in Computer Applicationsa- Step by Step instructions are provided to get more clarity on the topica- Covers Core Java along with some advanced topics of Java ProgrammingDescriptionThis book has been designed in such a manner so as to make anyone understand the Java language, with a lot of practical examples implemented on the Eclipse platform. This book comprehensively covers all the concepts of Java, starting with the installation of Java and the usage of IDE for Java development and efficiently covers all required topics of Java language with some advanced concepts like JDBC and event handling in Java.What will you learna- Java Fundamentals with installation and configurationa- Core Java with relevant programming examplesa- Important features of Java-like applets and multithreadinga- Event handling with graphical user interface componentsa- Java Database Connectivity with some practical examplesWho this book is forThis book is useful for beginner programmers having no knowledge of any programming language. However, programmers who have done some basic programming in C and C++, can easily reach some advanced concepts and move ahead with the advanced Java.Table of Contents1. Introduction & Installation2. Basics of Java Programming3. Object-Oriented Programming in Java4. Packages and Interfaces5. Understanding Strings, Arrays and Wrapper classes6. Exception Handling

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in Java7. Multithreading in Java8. Applets in Java9. Input-Output in Java10. Event Handling in Java11. Java Database Connectivity About the AuthorDr. Muneer Ahmad Dar is currently working as Scientist-C at the National Institute of Electronics and Information Technology (NIELIT), J&K which is the department under Ministry of Electronics and Information Technology, MeitY, Govt of India. He is a researcher, teacher, and Head, Department of MCA at NIELIT Srinagar. He is actively involved in the field of Computer Science. He has done his Masters in Computer Applications (MCA) from the University of Kashmir, M.Phil (Computer Science) from Madurai Kamaraj University and PhD (Computer Science) from University of Kashmir. His areas of interest include Security of Smartphone Applications, Programming Languages, Design & Analysis of Algorithms, Data Structures and Optimization Techniques. As a creative writer, he has authored a large number of research papers and book chapters, published in IEEE, Scopus indexed journals and Springer Lecture Notes.

An easy-to-understand guide that helps you get familiar with the basics and advanced concepts in Golang **KEY FEATURES** ? Everything you need to know on how to use Go programming. ? Illustrated Examples on Go Functions, Control Flows, and Arrays. ? Deep Dive into Slices, Maps, Structs, Error Handling and Concurrency in Golang. **DESCRIPTION** Hands-on Go Programming is designed to get you up and running as fast as possible with Go. You will not just learn the basics but get introduced to how to use advanced features of Golang. The book begins with the basic concepts of Data

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types, Constants, Variables, Operators, Reassignment, and Redeclaration. Moving ahead, we explore and learn the use of Functions, Control flows, Arrays, Slices, Maps, and Structs using some great examples and illustrations. We then get to know about Methods in Golang. Furthermore, we learn about complex aspects of Golang such as Interfaces, Pointers, Concurrency and Error Handling. By the end, you will be familiar with both the basics and advanced concepts of Go and start developing critical programs working using this language.

WHAT YOU WILL LEARN ? Learn Golang syntaxes, control structures and Error Handling in-depth. ? Learn to declare, create and modify Slices, Maps and Struct in Go. ? Build your own concurrent programs with Goroutines and Channels. ? Deep Dive into Error handling in Golang.

WHO THIS BOOK IS FOR Anyone who knows basic programming can use this book to upskill themselves in Golang. This book is also for Engineering students, IT/Software professionals, and existing Go programmers. Architects and Developers working in Cloud, Networking, and DevOps can use this book to learn Go programming and apply the knowledge gained to design and build solutions in their respective domains.

TABLE OF CONTENTS

1. Chapter 1 Introduction
2. Chapter 2 Functions
3. Chapter 3 Control Flows
4. Chapter 4 Arrays
5. Chapter 5 Slices
6. Chapter 6 Maps
7. Chapter 7 Structs
8. Chapter 8 Methods
9. Chapter 9 Interfaces
10. Chapter 10 Pointers
11. Chapter 11 Concurrency
12. Chapter 12 Error Handling

A pragmatic guide for Java developers to help build Microservices and Cloud Apps

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using Spring Boot. KEY FEATURES ? Develops microservices from start to finish using the Spring Boot Framework. ? Creates cloud-native applications using Spring Boot's production-ready features. ? Covers the API gateway, unit testing, cloud deployments, and managing high-traffic applications. DESCRIPTION Spring is an excellent framework for developing both web and cloud-native applications. This book on application development using Spring Boot simplifies the process of writing boilerplate code for complex software. It allows developers to concentrate on the application's concept rather than on the internal Java configuration. This book will guide you on how to make the best use of the strength that Spring Boot provides. You'll gain an understanding of how Spring Boot configuration works in conjunction with application development, including auto-configuration and overriding default configurations. You will learn to develop scalable, dependable microservices to accelerate the development lifecycle of a cloud-based application. Each chapter will walk you through the features of Spring Boot as a Software Development Framework, such as performing Create, Read, Update, and Delete (CRUD) operations on a database and securing web services with appropriate logging. By the end of this book, you will develop, test, and deploy applications ready for production and how to establish them as cloud-based applications. The readers will also gain the expertise of writing unit and integration test cases. WHAT YOU WILL LEARN ? Get to know Spring Boot and all its capabilities. ? Build start-to-end production-ready applications. ? Explore the API Gateway and

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practice how to run request routing. ? Learn API doc tools like Swagger and host your apps on Cloud. ? Practice how to balance the application's load when the system is under high traffic. ? Learn to write unit tests and integration tests for bug-free coding.

WHO THIS BOOK IS FOR This book is for Java developers who want to quickly develop, test, and deploy production-ready applications. This book will also appeal to cloud-native application developers and cloud engineers. No prior Spring Boot knowledge is required as the basics are covered in the book. TABLE OF CONTENTS
1. Getting Started with Spring Boot 2. Developing Your First Spring Boot Application 3. Spring Boot Starter Dependencies and Auto-Configuration 4. Spring Boot Annotations 5. Working with Spring Data JPA and Caching 6. Building RESTFul Microservices 7. Securing a Web Application 8. Building Resilient System 9. Logging 10. Working with the Swagger API Management Tool 11. Testing a Spring Boot Application 12. Deploying a Spring Boot Application

Build Azure functions and integrate them with Azure Cosmos DB data models
DESCRIPTION This book provides examples to start with Azure functions and Azure Cosmos DB. It demonstrates the features available in both of the mentioned Azure services and discusses them in detail with some real-world examples. Reading a csv file and write to a Cosmos DB table store, Read emails using Microsoft Graph API and save them in a Cosmos DB, Cosmos DB trigger function to send SMS notifications to clients, A queue trigger to create new nodes in the Cosmos DB graph data store are

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some of them. You will be able to see the above case studies with code samples implemented in C# .NET Core, TypeScript, and Python. It consists of a very basic example, two intermediate samples, then and an advanced level one. You will experience the triggers and input/output bindings available for a function, like queue trigger, blob trigger, and Cosmos DB trigger to name a few. Also, you will be able to see some interesting features available in Azure functions like performance optimizations, scalability of a function app, geographical distribution of the function in different locations, error handling, writing unit tests for the functions to avoid breaking changes, how to ensure a function app is secure, and then how to deploy a function, and monitor and troubleshoot a function app. At the end of this book, you will gain strong experience in using Azure functions and how to manage serverless applications seamlessly without any failure with utmost performance.

KEY FEATURES ? Expert-led coverage on integrating Azure functions ? Industry-proven examples and best practices on implementation of Azure Cosmos DB ? Learn to work on performance optimization and error handling ? Integration of Azure function with other Azure services

WHAT YOU WILL LEARN ? You will be able to create an Azure function and integrate it with many Azure services including the Azure Cosmos DB ? You will get experience implementing a function using programming languages like C# .NET Core, TypeScript, and Python. ? You will get hands-on experience on the performance optimizing of a function, how to scale them, how to apply security to the function app, error handling and testing in a

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function. WHO THIS BOOK IS FOR This book is for developers who want to get the knowledge and experience in Azure Functions and Azure Cosmos DB. If you have a programming knowledge of .NET, TypeScript, Python, or any other programming language, it will be enough to understand the concepts and samples in this book. If you have worked with a cloud technology or have experience in any of the Azure cloud services, then it will be a definite advantage. TABLE OF CONTENTS 1. Beginning Azure Function Apps 2. Your First Azure Function App 3. Let's Get Started with Cosmos DB 4. Structure Your Data in Cosmos DB 5. Your First Cosmos DB 6. Serverless Design Patterns 7. Performance and Scalability of a Function App 8. Geo-Distribution in a Function App 9. Error Handling and Testing 10. Secure Your Function App 11. Deployments in a Function App 12. Monitor and Troubleshoot Function Apps 13. Azure Functions with Cosmos DB Table API 14. Azure Functions with Cosmos DB SQL API 15. Cosmos DB Trigger in Azure Function 16. Azure Functions with Cosmos DB Gremlin API

A step-by-step guide to implementing Continuous Integration and Continuous Delivery (CI/CD) for Mobile, Hybrid, and Web applications DESCRIPTION The main objective of the book is to create Declarative Pipeline for programming languages such as Java, Android, iOS, AngularJS, NodeJS, Flutter, Ionic Cordova, and .Net. The book starts by introducing all the areas which encompass the field of DevOps Practices. It covers definition of DevOps, DevOps history, benefits of DevOps culture, DevOps and Value

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Streams, DevOps practices, different Pipeline types such as Build Pipeline, Scripted Pipeline, Declarative Pipeline, and Blue Ocean. Each chapter focuses on Pipeline that includes Static Code Analysis using SonarQube or Lint tools, Unit tests, calculating code coverage, publishing unit tests and coverage reports, verifying the threshold of code coverage, creating build/package, and distributing package to a specific environment based on the type of programming language. The book will also teach you how to use different deployment distribution environments such as Azure App Services, Docker, Azure Container Services, Azure Kubernetes Service, and App Center. By the end, you will be able to implement DevOps Practices using Jenkins effectively and efficiently.

KEY FEATURES ? Understand how and when Continuous Integration makes a difference ? Learn how to create Declarative Pipeline for Continuous Integration and Continuous Delivery ? Understand the importance of Continuous Code Inspection and Code Quality ? Learn to publish Unit Test and Code Coverage in Declarative Pipeline ? Understand the importance of Quality Gates and Build Quality

WHAT YOU WILL LEARN ? Use Multi-Stage Pipeline (Pipeline as a Code) to implement Continuous Integration and Continuous Delivery. ? Create and configure Cloud resources using Platform as a Service Model ? Deploy apps to Azure App Services, Azure Kubernetes and containers ? Understand how to distribute Mobile Apps (APK and IPA) to App Center ? Improve Code Quality and Standards using Continuous Code Inspection

WHO THIS BOOK IS FOR This book is for DevOps Consultants,

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DevOps Evangelists, DevOps Engineers, Technical Specialists, Technical Architects, Cloud Experts, and Beginners. Having a basics knowledge of Application development and deployment, Cloud Computing, and DevOps Practices would be an added advantage. TABLE OF CONTENTS 1. Introducing DevOps 2. Introducing Jenkins 2.0 and Blue Ocean 3. Building CICD Pipeline for Java Web Application 4. Building CICD Pipeline for Android App 5. Building CICD Pipeline for iOS App 6. Building CICD Pipeline for Angular Application 7. Building CICD Pipeline NodeJS Application 8. Building CICD Pipeline for Hybrid Mobile Application 9. Building CICD Pipeline for Python Application 10. Building CICD Pipeline for DotNet Application 11. Best Practices Xml, Xslt, Java, And Jsp Is A Practical, Hands-On Experience In Building Web Applications Based On Xml And Java Technologies. This Book Is Unique Because It Teaches The Technologies By Using Them To Build A Web Chat Project Throughout The Book. The Project Is Explained In Great Detail, After The Reader Is Shown How To Get And Install The Necessary Tools To Be Able To Customize This Project And Build Other Web Applications. The Tools That Are Used Are The Extremely Popular Open-Source Tools From The Apache Software Foundation, Namely Jakarta Tomcat, Apache Xerces And Apache Xalan. The Book Also Contains Some New And Provocative Techniques For Xml Storage Using Java Objects And Will Be Especially Useful For Those Developers Who Are Interested In Deploying Web Applications Using Apache Jakarta And Xml Products On Windows Platforms, But Can Be Used By All Web

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Application Developers. The Cd-Rom Contains The Web Application Project Discussed In The Book, Which Is A Web Chat Called Bonforum . The Complete Source Code Is Also Provided. The Files In The Project Consist Of Java Source And Class Files, Html, Jsp, Xml, Xsl, Tld And Image Files.

Learn the most popular software programming language in easy steps
KEY FEATURES ? Extensive coverage on fundamentals and core concepts of Python programming. ? A complete reference guide to crack Python Interviews and exams. ? Includes ample MCQs and solved examples to prepare you for theory and practical exams. ? Easy-to-understand text with explanatory illustrations.
DESCRIPTION Basic Core Python Programming is an absolute beginners book. It focuses on the fundamentals of Python programming and simplifies coding concepts. This book makes it easy to learn the concepts of Python variables, Expressions, Decision structures, and Iteration. Equipped with a lot of exercises and Q&As, you don't just practice the programming but also gain an in-depth understanding of the basic concepts of Python. You will start your journey right from how to go about Python installation and start using its interactive development environment and go on to learn how to build logic and implement it with coding. You will explore different types of data, operators, and in-built functions. This book covers numerous coding examples that will help you understand the importance of each data type, how to work with each one of them, and when to use them. You can learn some more practical useful concepts like how to implement control

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structures and use them for decision making and controlling the program flow. WHAT YOU WILL LEARN ? Stronghold on Python variables, expressions, decision structures, and iterations. ? Practical knowledge on how to work with various data types, operators, and in-built functions. ? Learn to implement strings, lists, arrays, and control structures. ? Learn how to control the program flow and how to use it for decision-making. ? A great reference book on Python basics for software programmers. WHO THIS BOOK IS FOR This book is highly appealing to all tech-savvy students, programming enthusiasts, IT undergraduates, and computer science students. You do not need any prior knowledge of programming to begin with this book as long as you have the interest to learn to program. TABLE OF CONTENTS 1. Introduction 2. Python Basics 3. Numbers, Operators, and In-built Functions 4. Strings 5. Lists and Arrays 6. Tuples and Dictionaries 7. Sets and Frozen Sets 8. Program Flow Control in Python

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

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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.

Comprehensive guide to study the version updates from JDK9.0 to JDK13.0
Key features
Learn the journey of Java from its initial days till date. Learn how to implement modular programming in java9. Study the updates in different versions of Java from version 9.0 to 13.0. Understand the need and working of reactive programming. Learn to migrate the pre-existing Java code to new versions. Learn how to use jshell to test a new API before using in a project.
Description
Version release is one of the important phases of success of any programming language. Over the years, Java had made many improvements in its API to make to reliable and flexible to use. This book aims at providing you information related to all the updates from JDK9.0 to JDK13.0 in one place. This book starts with a brief history of Java. It covers how Java has evolved as a complete programming language over the years by launching different versions. You will learn the concept of module system and other important concepts introduced in JSE9 .0 and JSE10.0. Moving ahead, the book will take you through updates in JDK11.0. Concepts like

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Epsilon, ZGC, and Nest-Based access control have also been discussed. Though the version updates are good to learn, they create complexities in updating the existing code to make it compatible with the new version. This book talks in detail about how you can migrate your legacy code to match up with the new versions. It also covers how to use jshell, a tool used to test your code snippet without writing the complete application class, with numerous examples. Further, this book covers in detail the concept of reactive programming. Concepts like publisher, subscriber, subscription and back-pressure have been discussed with examples. At the end of the book, you will learn about the very recent updates which have been released by Java. The chapters talk about JDK12.0 and JDK13.0. They cover concepts like Shenandoah, microbenchmark suite, modified switch expression from JDK12.0. Though, Java13 is still a hot-plated dish, this book gives you a fair idea about what are the new updates which have been proposed in this version. What will you learn By the end of this book, you will be able to implement the updates provided in different versions of Java. This book has covered the updates from version 9.0 to 13.0. You will be able to work with the Java Module System. You will be able to test the new API using jshell. Along with this, you will be able to migrate your legacy code to match the recommendations of new versions of Java. Who this book is for This book covers

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the new version updates in Java. So, prior knowledge of Java is recommended before reading this book. Though we are covering the versions from JSE9.0 onwards, it is not necessary that the reader should be expert in the earlier versions. If you are keen to know the recent developments in Java API, this is the perfect book for you.

Table of contents

1. Insights of Versioning
2. What's new in Java
3. Understanding JDK
- 10 - Step towards JDK
- 11
14. Dive in JDK
115. Migrating the code
6. Working with JShell
7. Reactive Programming and Concurrency Updates
8. What next in Java
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About the author

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

Java With a lot of Programming examples

KEY FEATURES - Covers the key concepts of Java Programming - Programming examples are provided to understand the concepts well - Designed to cover the syllabus of BCA, BSc-IT and Mater level Courses in Computer Applications - Step by Step instructions are provided to get more clarity on the topic - Covers Core Java along with some advanced topics of Java Programming

DESCRIPTION This book has been

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designed in such a manner so as to make anyone understand the Java language, with a lot of practical examples implemented on the Eclipse platform. This book comprehensively covers all the concepts of Java, starting with the installation of Java and the usage of IDE for Java development and efficiently covers all required topics of Java language with some advanced concepts like JDBC and event handling in Java.

WHAT WILL YOU LEARN - Java
Fundamentals with installation and configuration - Core Java with relevant programming examples - Important features of Java-like applets and multithreading - Event handling with graphical user interface components - Java Database Connectivity with some practical examples

WHO THIS BOOK IS FOR
This book is useful for beginner programmers having no knowledge of any programming language. However, programmers who have done some basic programming in C and C++, can easily reach some advanced concepts and move ahead with the advanced Java.

TABLE OF CONTENTS
1. Introduction & Installation
2. Basics of Java Programming
3. Object-Oriented Programming in Java
4. Packages and Interfaces
5. Understanding Strings, Arrays and Wrapper classes
6. Exception Handling in Java
7. Multithreading in Java
8. Applets in Java
9. Input-Output in Java
10. Event Handling in Java
11. Java Database Connectivity

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A Beginners guide to learn BlueJ DESCRIPTION This book will help students to get standard BlueJ problem and solution. They will not have to worry while learning BlueJ practically. Moreover, this book will help teachers to get different problems and try to do those in different ways. This will help both beginners and expert to get idea and support while learning BlueJ. É Some of the coding problems in the book have been taken from the real life projects, which will be highly beneficial for the students. É Blue Java is the basic programming language would be better to learn before learning vast Java. This enables the learner to think logically, this enables learner to see Java Virtual Machine (JVM) working process. So, many critical features of Java can be tested at an early stage using Blue Java. These programs won't make you topper anywhere; but practicing this programming problems will make you expert to solve any logical operation of any BlueJ program. KEY FEATURES Book contains 210 programming problems and solutions. Book is devoted to those entire learners who face problem in learning BlueJ. Each program is explained in simple way. Book covers the program from basic level to master level. WHAT WILL YOU LEARN This book had different programming problems from beginner to master. This book contains many examples question, which is asked at different process of examinations. This book will help you to find the solution of any associated program. WHO

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THIS BOOK IS FOR This book is aimed for students who want to learn BlueJ programming practically, for students of school. This book will help to see the basic programming problems, learn lots of logic based skill same for every programming language, just may need to edit little for different languages. Table of Contents 1. Introduction to BlueJ 2. What is BlueJ? 3. How to install BlueJ? 4. É É Programming Problems Topic 5. É É Programs & Solution 6. É É Conclusion Designed To Be Easy To Read And Understand Although The Topic Itself Is Complicated, This Book Explains That Algorithms Are The Procedures That Software Programs Use To Manipulate Data Structures. Besides Clear And Simple Example Programs, Lafore Includes A Workshop As A Small Demonstration Program Executable On A Web Browser. Data Structures And Algorithms In Java, Second Edition Is Designed To Be Easy To Read And Understand Although The Topic Itself Is Complicated. Algorithms Are The Procedures That Software Programs Use To Manipulate Data Structures. Besides Clear And Simple Example Programs, The Author Includes A Workshop As A Small Demonstration Program Executable On A Web Browser. The Programs Demonstrate In Graphical Form What Data Structures Look Like And How They Operate. In The Second Edition, The Program Is Rewritten To Improve Operation And Clarify The Algorithms, The Example Programs Are

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Revised To Work With The Latest Version Of The Java Jdk, And Questions And Exercises Will Be Added At The End Of Each Chapter Making The Book Even More Useful. Educational Supplement Suggested Solutions To The Programming Projects Found At The End Of Each Chapter Are Made Available To Instructors At Recognized Educational Institutions. This Educational Supplement Can Be Found At www.prenhall.com, In The Instructor Resource Center.

Step by Step guide to develop a Java based web and enterprise application
DESCRIPTION Web Application using JSP is a text book and reference for the people who wish to learn and develop a Java based web and enterprise application. It covers all the major topics in JSP. By providing more examples and programs, the learner can develop a fully-functional web application. All the programs are developed and tested with major IDE. First it takes the learner into the world of web application development through the introductory chapter. Later on the JSP is introduced to the learner to make the server-side scripting easy and elegant. Two chapters have been dedicated entirely for database handling through JSP using JDBC and Hibernate. MVC is given to let the learner to integrate features of Servlets and JSP. Producing the HTML page is not the only way for outputting the results of the web application, so two chapters are allotted to teach the learners to output the results of the web application in various forms

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such PDF, WORD, EXCEL. KEY FEATURES Correct sequence of the chapters that help the learners to become expertise One stop solution for the Java based web application development In-depth explanation of topics More number of programs are given to understanding the topic Developing fully functional application is the primary objective of this, instead of teaching merely topics New areas such as Apache POI, Hibernate Dedicated chapter for MVC design pattern

WHAT WILL YOU LEARN Fundamentals of Web Application and Java Server Page Developing and Executing JSP Program Scripting Elements and Implicit Objects JSP Document and Action Elements, JSP with Hibernate, Database Access in JSP Exception Handling and Expression Language Session Management, Custom Tags and Filters JSTL (JSP Standard Tag Library) MVC based Web Application Apache POI, Generating PDF Document

WHO THIS BOOK IS FOR Graduate, Post graduate, Academicians, Educationists, Professionals.

Table of Contents

1. Fundamentals of Web Application
2. Fundamentals of Java Server Page
3. Developing and Executing JSP Program
4. Scripting Elements
5. Implicit Objects
6. JSP Document and Action Elements
7. Exception Handling and Expression Language
8. Session Management
9. Custom Tags and Filters
10. JSTL (JSP Standard Tag Library)
11. Database Access in JSP
12. MVC based Web Application
13. Apache POI
14. Generating

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PDF Document 15. JSP with Hibernate

Providing comprehensive coverage of all the concepts of Core Java, this user-friendly book adopts a simple language, crystal clear approach, and a straightforward comprehensible presentation supported by several examples and self-explanatory analogies. --

A book that can help the readers get familiar with Kotlin's most essential features and aspects

KEY FEATURES

- a- Get familiar with the fundamentals of Kotlin language
- a- Find answers to frequently asked jumbled questions in an interview
- a- A guide that is duly supported by several examples and self-explanatory analogies

DESCRIPTION

This book covers all the possible interview and coding questions in Kotlin. This book is based on Kotlin programming language and its comparison to Java. With a complete overview of OOPs, null safety, generics, and many other exciting features, this book is a perfect choice for fresher and experienced Java developers who want to learn more about this alternative JVM language.

WHAT WILL YOU LEARN

- a- Get an overview of OOP, Java & Kotlin
- a- Get to know more about Higher-Order Functions and Lambdas
- a- Get familiar with the working of Operators
- a- Explore more about Coroutines, one of the great features of Kotlin
- a- Understand the work of the Extension function in Kotlin
- a- Understand how to safeguard the code from data classes using Null

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SafetyWHO THIS BOOK IS FORThis book is a must-have guide for Enterprise Architects, Project Managers, Programmers Analysts, Software Engineers, Students, and Interview Panellists.

Table of Contents

1. Core Concepts
2. Advanced Concepts

About the AuthorSwati Saxena is expert in Java programming and coding as she is MCA , OCJP (Oracle Certified Java Professional) and ADST , having in-depth knowledge of the subject and very vast experience in developing and training .She has been awarded by Rajasthan Women Achievement Award in 2019 and Pratibha Samman for her writing work.She is an achiever of Certificate of Excellence by MyGov.She has written "e;C programming and coding Question Bank with solution"e;, "e;Java-A Complete Practical Solution"e;, "e;Kotlin At A Glance"e; for BPB publications.The alumnum of her, are well placed in many reputed organizations all over India.

Master the fundamentals of Gradle using real-world projects with this quick and easy-to-read guide

About This Book- Write beautiful build scripts for various types of projects effortlessly- Become more productive by harnessing the power and elegance of the Gradle DSL- Learn how to use Gradle quickly and effectively with this step-by-step guide

Who This Book Is ForThis book is for Java and other JVM-based language developers who want to use Gradle or are already using Gradle on their projects.No prior knowledge of Gradle is required, but some familiarity with build-related

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terminologies and an understanding of the Java language would help. What You Will Learn- Master the Gradle DSL by identifying the building blocks- Learn just enough Groovy for Gradle- Set up tests and reports for your projects to make them CI ready- Create library, stand-alone, and web projects- Craft multi-module projects quickly and efficiently- Migrate existing projects to a modern Gradle build- Extract common build logic into plugins- Write builds for languages like Java, Groovy, and Scala

DetailGradle is an advanced and modern build automation tool. It inherits the best elements of the past generation of build tools, but it also differs and innovates to bring terseness, elegance, simplicity, and the flexibility to build. Right from installing Gradle and writing your first build file to creating a fully-fledged multi-module project build, this book will guide you through its topics in a step-by-step fashion. You will get your hands dirty with a simple Java project built with Gradle and go on to build web applications that are run with Jetty or Tomcat. We take a unique approach towards explaining the DSL using the Gradle API, which makes the DSL more accessible and intuitive. All in all, this book is a concise guide to help you decipher the Gradle build files, covering the essential topics that are most useful in real-world projects. With every chapter, you will learn a new topic and be able to readily implement your build files. Style and approach This step-by-step guide focuses on being productive with every chapter. When required, topics are explained in-depth to give you a good foundation of the Gradle fundamentals. The book covers most aspects of builds required for conventional

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JVM-based projects, and when necessary, points you towards the right resources. Master the skills required to effectively use Cucumber BDD which simplifies Agile development and fast-paced time-to-market

KEY FEATURES ? A step-by-step explanation of each component of the Cucumber framework. ? Expert coverage on speeding up the implementation of the Cucumber framework. ? Includes Parallel Execution, Cloud Testing, Explore Gherkin, and many more.

DESCRIPTION In this book, readers will learn everything they need to know about Behavior-Driven Development (BDD) and a framework used for automation testing for BDD. The book is divided into three sections. The first section covers the building blocks of Cucumber such as Feature files, Step Definition classes, and Runner classes, among other things. These will serve as the building blocks for becoming more familiar with Cucumber. The second section covers the Page Object design pattern and Page Factories, both of which are useful in developing robust frameworks. The final section demonstrates Cucumber's integration with TestNG and Maven. We will be putting each Maven build in Jenkins and configuring Jenkins to trigger automatically when a development build is completed. After reading this book, the test engineer will understand the concept of incorporating Cucumber as a BDD framework into his testing. As a result, he will be able to streamline the testing and bug detection processes.

WHAT YOU WILL LEARN ? Understand the fundamentals of Test-Driven Development and Behavior-Driven Development. ? Investigate Cucumber's building blocks such as Feature Files and Step

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Definition Files. ? Learn the Base Class and inheritance concept within the Page Object Model Framework. ? Create a TestNG XML that calls the test runner class. ? Practice triggering POM xml testing. WHO THIS BOOK IS FOR This book is aimed at individuals who have a firm grasp of the fundamentals of Java and are interested in improving their knowledge of the BDD framework. TABLE OF CONTENTS Section 1: Understanding the Cucumber framework Chapter 1: Introduction to Behavior-Driven Development Chapter 2: Understanding Feature Files Chapter 3: Understanding Step Definition files Chapter 4: Learning about the TestRunner Section 2: Learning the Page Object Design Pattern Chapter 5: Understanding the Page Object Model and Creating Page Objects Chapter 6: Understanding Page Factories and Creating Page Factories Section 3: Integration with TestNG, Maven, and Jenkins Chapter 7: Configuring the TestNG Framework Chapter 8: Configuring Maven and Learning about POM.xml Chapter 9: POM.xml Execution from Eclipse and Command Line Chapter 10: Configuring POM.xml to Trigger TestNG xml Chapter 11: Configuring the Runner Class for Cucumber Reporter Plugin Chapter 12: Reporting Using Extent Reports Chapter 13: Parallel Execution Using Selenium Grid Chapter 14: Integration with Jenkins Around 400 Plus Interview Questions From Live Java Interviews Section Wise Java Interview Question Coverage According To Multinational Companies short And To The Point Answers (No Hitting Around The Bush) Every Question Is Classified In To Basic Intermediate And Advanced Category Thus Providing More Focus To Readers On

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Specific Category. During Interviews Other Than Main Technology Companies Expect Other Areas To Be Strong For Example Uml Project Management Architecture Database Etc. Other Section Is The Most Strong Point Of The Book Which Makes Reader Prepared For Unexpected Questions. Interview Rating Excel Sheet Which Will Help You Measure Exactly Where You Stand In The Interview Measurement. Full Range Of Interview Questions Right From Junior Java Developers To Senior Architects Or Project Manager. Cd Has All The Software You Need To Start For Practice Sample Resume Sample Code And Interview Measurement Sheet Jdk Set Up (1.4 And 1.5). Eclipse Postgresql Jboss Ant Struts Wtp Jakarta Aspectj. Book Covers Important Points Like Salary Negotiations Resume Making And General Points To Be Remembered During Interview. Recommended For Java Interviews Who Area Looking For What Questions To Be Asked To Get Better And Decent Java Professionals. Recommended For Fresher And Students Who Want To Have A Feel Of What Java Questions Are Asked In Multinational Companies. Developers Who Are Looking For Quick Reference And Faq

Summary Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to build a full-fledged, real-world project. Along the way, it touches on advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. About the

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Technology Gradle is a general-purpose build automation tool. It extends the usage patterns established by its forerunners, Ant and Maven, and allows builds that are expressive, maintainable, and easy to understand. Using a flexible Groovy-based DSL, Gradle provides declarative and extendable language elements that let you model your project's needs the way you want. About the Book Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to establish an effective build process for a full-fledged, real-world project. Along the way, it covers advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. The book assumes a basic background in Java, but no knowledge of Groovy. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Whats Inside A comprehensive guide to Gradle Practical, real-world examples Transitioning from Ant and Maven In-depth plugin development Continuous delivery with Gradle About the Author Benjamin Muschko is a member of the Gradleware engineering team and the author of several popular Gradle plugins.

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PART 1 INTRODUCING GRADLE Introduction to project automation Next-generation builds with Gradle Building a Gradle project by example

PART 2 MASTERING THE FUNDAMENTALS Build script essentials Dependency management Multiproject builds Testing with Gradle Extending Gradle Integration and migration

PART 3 FROM BUILD

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TO DEPLOYMENT IDE support and tooling Building polyglot projects Code quality management and monitoring Continuous integration Artifact assembly and publishing Infrastructure provisioning and deployment

Special Features of The Book Any body can easily understand the working of JSP and Java Beans. Reader can easily understand how JSP fetches and updates a database. The reader must know core Java and HTML programming before reading this book All commands included in the project with syntax are explained. The working of programs is explained in easy English Theory is included wherever necessary for better understanding of a particular concept This book can be useful for students pursuing B.E. M.C.A, M.Sc.(C.S-), IGNOU, BCA, B.Sc. (I.T.), M.Sc(I.T.) courses who have to make and submit a project as part of their curriculum. Beside them, this book can be of great use for professionals involved in software development or technical services. This book is for anyone who wants to program dynamic, feature rich web applications in JSP Learn the basics of most favored dynamic language for application development Key features Major reorganisation of chapters with a view to improve comprehension of concepts involved Comprehensive coverage of all the concepts of Core Java Simple language, crystal clear approach, user friendly book Concepts are duly supported by several examples and self explanatory analogies. DescriptionJava Language is very popularly used for creating applications for PC, Laptop, Tablet, Web and Mobile world Learning a language that can work on so many different platforms can be a challenge.

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This is where you would find this book immediately useful. It follows simple and easy narration style. It doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on reader's mind. Object Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this book, cover every aspect of Java programming. What will you learn Data types & Control Instructions Classes & Objects Arrays & Strings Inheritance & Polymorphism Interfaces, Packages Exception Handling, Effective IO Multithreading & Synchronization Generics, Collection classes, GUI Using Swing Database Connectivity Using JDBC Who this book is for This book will prove to be a "e;must have"e; for beginners as well as experienced professionals as it is a stepping stone for learning Java technology. Table of contents

1. An Overview of Java
2. Getting Started
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20. User Interfaces
21. JDBC
22. Index

About the author Yashavant Kanetkar Through his books and Quest Video Courses on C, C++, Java, Python, Data

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Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yashavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His LinkedIn profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

The java projects book enables you to develop java applications using an easy and simple approach. The book is designed for the readers, who are familiar with java

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programming. The book provides numerous listings and figures for an affective understanding of java concepts. The book consists of a CD that includes source code for all the java applications. Table of contents: Chapter 1 Creating a calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application Chapter 9 Online banking applications

Build Modern Web Apps with JakartaEE, Jmoordb, and VaadinsKey Featuresa- Learn about the Java Enterprise Edition/Jakarta Enterprise Edition specifications.a- Learn how to create applications with frameworks such as Java Server Faces, Eclipse krazo and Vaadin.a- Get familiar with NoSQL databases and learn how to create Java applications that interact using Jakarta NoSQL and Jmoordb.a- Learn how to test and secure your application.a- Learn about Microprofile and how to create microservices with java.DescriptionFor many years, Java EE has been an important platform for mission-critical enterprise applications. To accelerate the development of enterprise applications for a cloud-native world, leading software vendors collaborated to transfer Java EE technologies to the Eclipse Foundation, where they will evolve under the Jakarta EE brand. This book will be your comprehensive guide to creating Jakarta EE applications and microservices with Microprofile. The book begins with an introduction

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to Jakarta EE and quickly goes on to teach you about the various databases and their advantages. After this, you will explore the JNoSQL and Jmoordb frameworks to understand how to build Jakarta EE applications with NoSQL databases. Moving forward, you'll explore Eclipse MicroProfile and see how it helps build microservices with Java. Also, you will learn about various development applications such as Java Server Faces, Eclipse Krazos, PrimeFaces, Vaadin, and understand how to integrate them with your backend. Towards the end, you will learn about security, testing, and understanding continuous integration.

What will you learn-

- Learn how to use the Jmoordb framework for Jakarta EE applications.
- Optimize Enterprise Java for microservices architecture using Eclipse MicroProfile.
- Create Web applications using Java Server Faces.
- Building a modern web application using Vaadin.
- Learn how to implement security using IdentityStore and JWT.
- Create CI/CD pipelines for Jakarta EE applications.

Who this book is for

This book is for developers with no previous experience in creating business applications with Java and for those who want to know about APIs and new frameworks for the development of cloud-oriented applications.

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1. Jakarta EE Platform
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9. Eclipse Krazos and Security of Microservices
10. Testing and Continuous Integration

About the Authors

Aristides Villarreal Bravo lives in Panama, is a Java Developer, member of NetBeans Dream

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Teams since 2007, Jug Leaders. He is currently working on developing Java applications and with greater emphasis on technologies such as Java Enterprise Edition, Jakarta EE, Microprofile, and NoSQL databases. He has developed several plugins for Apache NetBeans IDE and is working on his Jmoordb project, a Java API for NoSQL. Your LinkedIn Profile: <https://www.linkedin.com/in/aristides-villarreal-bravo-6258543/> Geovanny Mendoza Gonzalez is a senior backend developer in Java, lives in Colombia, B.S. in System Engineering from the Simon Bolivar University of Colombia with a specialization in Software Engineering from the North University of Barranquilla, Colombia. Certified on Vaadin 14 framework, professional and developer. Your LinkedIn Profile: <https://www.linkedin.com/in/gmendozag/Otavio> Goncalves de Santana is a passionate software engineer focused on Java technology. He has experience mainly in persistence polyglot and high-performance applications in finances, social media, and e-commerce. Otavio is a member of both Expert Groups and Expert Leader in several JSRs and JCP executive committee. Your LinkedIn Profile: <https://www.linkedin.com/in/otaviojava/>

A step-by-step guide to implementing Continuous Integration and Continuous Delivery for Mobile, Hybrid, and Web applications KEY FEATURES a- This book covers all these practices that can be utilized in real-life scenarios with sample applications written in Java, Android, iOS, Node.js, Angular, Ionic Cordova, Xamarin, Python, and PHP. a- This book provides detailed insight into Microsoft Azure Cloud, especially Platform as a Service Model - Azure App Services. a- This book utilizes the Multi-Stage Pipeline Feature of Azure DevOps. Step by Step

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implementation of Continuous Practices of DevOps makes it easy to understand even for beginners of DevOps practices. DESCRIPTION This book will cover an approach that includes the understanding of DevOps, Assessment of AS-IS state, DevOps Practices Implementation and measurement of success. The main objective is to demonstrate Continuous Practices of DevOps Culture using Microsoft Azure DevOps and Microsoft Azure Cloud across different types of applications such as Mobile apps, Hybrid Mobile App, and Web applications. The main idea is to have a uniform approach across different types of applications such as Mobile apps, Hybrid Mobile App, and Web applications. It is important to have a uniform approach of DevOps Practices implementation in an application written in different programming languages such as Java, Android, iOS, Node.js, Angular, Ionic Cordova, Xamarin, Python, and PHP. WHAT WILL YOU LEARN a- Learn to create a Multi-Stage (CICD) Pipeline for sample applications a- Configure Unit Test Execution and Code Coverage Reports in Azure DevOps for sample applications a- Create and configure Cloud resources using Platform as a Service Model - Azure App Services for Web Applications and deploy Web Applications to Azure App Services using Pipeline a- Understand how to distribute Mobile App Packages (APK and IPA) to App Center WHO THIS BOOK IS FOR This book is suitable for DevOps Consultants, DevOps Evangelists, DevOps Engineers, Technical Specialists, Technical Architects, Cloud Experts, and Beginners. TABLE OF CONTENTS 1. Overview of DevOps Practices 2. DevOps Assessment - Measure the "e;AS-IS"e; Maturity 3. DevOps Practices Implementation for Android App - Azure DevOps Pipelines 4. DevOps Practices Implementation for iOS App - Azure DevOps Pipelines 5. DevOps Practices Implementation for Native Apps using App Center 6. DevOps Practices Implementation for Java App - Azure DevOps Pipelines 7.

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DevOps Practices Implementation for Node.js Apps - Azure DevOps Pipelines 8. DevOps Practices Implementation for Angular App - Azure DevOps Pipelines 9. DevOps Practices Implementation for Python and, PHP - Azure DevOps Pipelines 10. DevOps Practices Implementation for Hybrid Mobile App (Ionic and Xamarin) - Azure DevOps Pipeline 11. Azure DevOps Best Practices 12. Measure Benefits of DevOps Practices Implementations AUTHOR BIO Mitesh is a DevOps engineer. He is in love with the DevOps culture and concept. Continuous improvement is his motto in life with existing imperfection. Mitesh has worked on multiple DevOps practices implementation initiatives. His primary focus is on the improvement of the existing culture of an organization or a project using Continuous Integration and Continuous Delivery. He believes that attitude and dedication are some of the biggest virtues that can improve professional as well as personal life! He has good experience in DevOps consulting, and he enjoys talking about DevOps and CULTURE transformation using existing practices and improving them with open source or commercial tools. Mitesh always believes that DevOps is a cultural transformation, and it is facilitated by People, Processes, and Tools. DevOps transformation is a tools agnostic approach. He loves to give training and share knowledge with the community. He has a keen knowledge of programming, and he is aware of different languages/frameworks/platforms such as Java, Android, iOS, NodeJS, Angular. His main objective is to get enough information related to the project in a way that it is helpful in creating an end to end automation pipeline. In his leisure time, he likes to walk in Garden, to click photographs, and to do cycling. He prefers to spend time in peaceful places. His favorite tool / services for DevOps Practices implementation is Azure DevOps and Jenkins in commercial and open sources categories respectively.

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Explore different aspects of building modular microservices such as development, testing, maintenance, and deployment using the Micronaut framework Key Features Learn how to build scalable, fast, and resilient microservices with this concise guide Explore the many advantages of using reflection-free, compile-time dependency injections and aspect-oriented programming Build cloud-native applications easily with the Micronaut framework Book Description The open source Micronaut® framework is a JVM-based toolkit designed to create microservices quickly and easily. This book will help full-stack and Java developers build modular, high-performing, and reactive microservice-based apps using the Micronaut framework. You'll start by building microservices and learning about the core components, such as ahead-of-time compilation, reflection-less dependency injection, and reactive baked-in HTTP clients and servers. Next, you will work on a real-time microservice application and learn how to integrate Micronaut projects with different kinds of relational and non-relational databases. You'll also learn how to employ different security mechanisms to safeguard your microservices and integrate microservices using event-driven architecture in the Apache Kafka ecosystem. As you advance, you'll get to grips with automated testing and popular testing tools. The book will help you understand how you can easily handle microservice concerns in Micronaut projects, such as service discovery, API documentation, distributed configuration management, fallbacks, and circuit breakers. Finally, you'll explore the deployment and maintenance aspects of microservices and get up to speed with the Internet of Things (IoT) using the Framework. By the end of this book, you'll be able to build, test, deploy, and maintain your own microservice apps using the framework. What you will learn Understand why the Micronaut framework is best suited for building microservices Build web endpoints and services in the Micronaut

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framework Safeguard microservices using Session, JWT, and OAuth in Micronaut projects Get to grips with event-driven architecture in Micronaut applications Discover how to automate testing at various levels using built-in tools and testing frameworks Deploy your microservices to containers and cloud platforms Become well-versed with distributed logging, tracing, and monitoring in Micronaut projects Get hands-on with the IoT using Alexa and the Micronaut framework Who this book is for This book is for developers who have been building microservices on traditional frameworks such as Spring Boot and are looking for a faster alternative. Intermediate-level knowledge of Java programming and implementing web services development in Java is required.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions,

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extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first

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search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Build Modern Web Apps with JakartaEE, Jmoordb, and Vaadins Key Features ? Learn about the Java Enterprise Edition/Jakarta Enterprise Edition specifications. ? Learn how to create applications with frameworks such as Java Server Faces, Eclipse krazo and Vaadin. ? Get familiar with NoSQL databases and learn how to create Java applications that interact using Jakarta NoSQL and Jmoordb. ? Learn how to test and secure your application. ? Learn about Microprofile and how to create microservices with java. Description For many years, Java EE has been an important platform for mission-critical enterprise applications. To accelerate the development of enterprise applications for a cloud-native world, leading software vendors collaborated to transfer Java EE technologies to the Eclipse Foundation, where they will evolve under the Jakarta EE brand. This book will be your comprehensive guide to creating Jakarta EE applications and microservices with Microprofile. The book begins with an introduction to Jakarta EE and quickly goes on to teach you about the various databases and their advantages. After this, you will explore the JNoSQL and Jmoordb frameworks to understand

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how to build Jakarta EE applications with NoSQL databases. Moving forward, you'll explore Eclipse MicroProfile and see how it helps build microservices with Java. Also, you will learn about various development applications such as Java Server Faces, Eclipse Krazos, PrimeFaces, Vaadin, and understand how to integrate them with your backend. Towards the end, you will learn about security, testing, and understanding continuous integration. What will you learn ? Learn how to use the Jmoordb framework for Jakarta EE applications. ? Optimize Enterprise Java for microservices architecture using Eclipse MicroProfile. ? Create Web applications using Java Server Faces. ? Building a modern web application using Vaadin. ? Learn how to implement security using IdentityStore and JWT. ? Create CI/CD pipelines for Jakarta EE applications. Who this book is for This book is for developers with no previous experience in creating business applications with Java and for those who want to know about APIs and new frameworks for the development of cloud-oriented applications. Table of Contents 1. Jakarta EE Platform 2. NoSQL 3. Jakarta NOSQL 4. Understanding JMoordb 5. Exploring Microprofile 6. Java Server Faces 7. Vaadin 8. Integration Vaadin, JMoordb and NoSQL 9. Eclipse Krazos and Security of Microservices 10. Testing and Continuous Integration

Update your Java knowledge with the latest features of Java 11, such as the low-Overhead Garbage Collector, Local-Variable Syntax for Lambda Parameters, and Dynamic Class-File Constants Key Features Explore the latest features in Java 9, Java 10, and Java 11 Enhance your Java application development and migration approaches Full coverage of modular Java applications, G1 Garbage Collector, JMH Book Description Java 11 is a long-term release and its new features add to the richness of the language. It emphasizes variable-type inference,

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performance improvements, along with simplified multithreading. The Java platform has a special emphasis on modularity, making this the programming platform of choice for millions of developers. The modern Java platform can be used to build robust software applications, including enterprise-level and mobile applications. Fully updated for Java 11, this book stands to help any Java developer enjoy the richness of the Java programming language. Mastering Java 11 is your one-stop guide to fully understanding recent Java platform updates. It contains detailed explanations of the recent features introduced in Java 9, Java 10, and Java 11 along with obtaining practical guidance on how to apply the new features. As you make your way through the chapters, you'll discover further information on the developments of the Java platform and learn about the changes introduced by the variable handles and Project Coin, along with several enhancements in relation to import statements processing. In the concluding chapters, you'll learn to improve your development productivity, making your applications more efficient. You'll also be able to get to grips with the command-line flags with respect to various utilities and the command-line utility changes featured in the current Java platform. By the end of the book, you'll have obtained an advanced level understanding of the Java platform and its recent changes. What you will learn

- Write modular Java applications
- Migrate existing Java applications to modular ones
- Understand how the default G1 garbage collector works
- Leverage the possibilities provided by the newly introduced Java Shell
- Performance test your application effectively with the JVM harness
- Learn how Java supports the HTTP 2.0 standard
- Find out how to use the new Process API
- Explore the additional enhancements and features of Java 9, 10, and 11

Who this book is for Mastering Java 11 is for experienced Java developers with a solid understanding of the Java language and want to progress to an advanced level.

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Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

One-stop Guide to software testing types, software errors, and planning process
DESCRIPTION Software testing is conducted to assist testers with information to improvise the quality of the product under testing. The book primarily aims to present testing concepts, principles, practices, methods cum approaches used in practice. The book will help the readers

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to learn and detect faults in software before delivering it to the end user. The book is a judicious mix of software testing concepts, principles, methodologies, and tools to undertake a professional course in software testing. The book will be a useful resource for students, academicians, industry experts, and software architects to learn artefacts of testing. Book discuss the foundation and primary aspects connected to the world of software testing, then it discusses the levels, types and terminologies associated with software testing. In the further chapters it will gives a comprehensive overview of software errors faced in software testing as well as various techniques for error detection, then the test case development and security testing. In the last section of the book discusses the defect tracking, test reports, software automation testing using the Selenium tool and then ISO/IEEE-based software testing standards. KEY FEATURES Presents a comprehensive investigation about the software testing approach in terms of techniques, tools and standards Highlights test case development and defect tracking In-depth coverage of test reports development Covers the Selenium testing tool in detail Comprehensively covers IEEE/ISO/IEC software testing standards WHAT WILL YOU LEARN With this book, the readers will be able to learn: Taxonomy, principles and concepts connected to software testing. Software errors, defect tracking, and the entire testing process to create quality products. Generate test cases and reports for detecting errors, bugs, and faults. Automation testing using the Selenium testing tool. Software testing standards as per IEEE/ISO/IEC to conduct standard and quality testing. WHO THIS BOOK IS FOR The readers should have a basic understanding of software engineering concepts, object-oriented programming and basic programming fundamentals. Table of Contents 1. Introduction to Software Testing 2. Software Testing Levels, Types, Terms, and Definitions 3. Software Errors

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4. Test Planning Process (According to IEEE standard 829) 5. Test Case Development 6. Defect Tracking 7. Types of Test Reports 8. Software Test Automation 9. Understanding the Software Testing Standards

A step by step guide that will help you learn the Java programming language **KEY FEATURES** ?Get familiar with the features in Java 8 And Java 9 ?Understand the working of various Java APIs ?Learn Modular Programming with Java 9 ?Learn to use features such as Lambda, Time API, and Stream API. ?Learn how to access databases from a Java application **DESCRIPTION** 100+ Solutions in Java is an easy-to-understand step-by-step guide that helps you develop applications using Java 8 and Java 9. It is for everyone, from beginners to professionals, who wish to begin development in Java. The content is designed as per increasing complexity and is explained in detail with appropriate examples. This book follows a practical approach by providing ample examples and assignments for you to test your understanding of each concept. You will also get familiar with the important features introduced in Java 10. This book is a “beginner’s guide” that will help you upskill your knowledge in Java. By the end of the book, you will know the different features introduced in Java over the years and will learn to implement these features to develop real-world applications. **WHAT YOU WILL LEARN** ?Work with the newly introduced features in Java 8 And Java 9 ?Get to know in-depth about the Java Stream API ?Learn how to work with Java regular expressions ?Get an overview of Inheritance and Interfaces in Java ?Get familiar with Design Patterns in Java **WHO THIS BOOK IS FOR** This book is for Developers and Technical Specialists who are interested in learning Java. Prior knowledge of programming languages such as C, C++, or Python and any DBMS such as SQL Server, MySQL will be an added advantage. **TABLE OF CONTENTS** 1. Introduction to

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Java 2. Java Programming Constructs 3. Java Application Components 4. Java Reference Types 5. Subclasses and Interfaces 6. Exceptions and Regular Expressions 7. Collections and Stream API 8. Generics and Time API 9. File Manipulation in Java 10. Threads and JDBC 11. Design Patterns and I18N 12. More about JDK 8, 9 and 10

Master the concise and expressive power of a pragmatic, multi-paradigm language for JVM, Android and beyond

DESCRIPTION The purpose of this book is to guide a reader through the capabilities of Kotlin language and give examples of how to use it for the development of various applications, be it desktop, mobile or Web. Although our primary focus is on JVM and Android, the knowledge we're sharing here, to various extents, applies to other Kotlin-supported platforms such as JavaScript, native and even multi-platform applications. The book starts with an introduction to the language and its ecosystem, which will give you an understanding of the key ideas behind the Kotlin design, introduce you to the Kotlin tooling and present you the basic language syntax and constructs. In the next chapters, we get to know the multi-paradigm nature of Kotlin which allows us to create powerful abstractions by combining various aspects of functional and object-oriented programming. We'll talk about using common Kotlin APIs, such as the standard library, reflection, and coroutine-based concurrency as well as the means for creating your own flexible APIs based on domain-specific languages. In the concluding chapters, we give examples of using Kotlin for more specialized tasks, such as testing, building Android applications, Web development and creating microservices.

KEY FEATURES ? Language fundamentals ? Object-oriented and functional programming with Kotlin ? Kotlin standard library ? Building domain-specific languages ? Using Kotlin for Web development ? Kotlin for Android platform ? Coroutine-based

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concurrency WHAT WILL YOU LEARN By the end of the book you'll obtain a thorough knowledge of all the basic aspects of Kotlin programming. You'll be able to create a flexible and reusable code by taking advantage of object-oriented and functional features, use Kotlin standard library, compose your own domain-specific languages, write asynchronous code using Kotlin coroutines library as well. You'll also have a basic understanding of using Kotlin for writing test code, web applications and Android development. This knowledge will also give you a solid foundation for deeper learning of related development platforms, tools, and frameworks. WHO IS THIS BOOK FOR The book is primarily aimed at developers who are familiar with Java and JVM and are willing to get a firm understanding of Kotlin while having little to no experience in that language. Discussion of various language features will be accompanied, if deemed necessary, by comparisons with their Java's analogs, which should simplify the Java-to-Kotlin transition. Most of the material, however, is rather Java-agnostic and should be beneficial even without prior knowledge of Java. In general, experience in object-oriented or functional paradigm is a plus, but not required. Table of Contents 1. Kotlin: Powerful and Pragmatic 2. Language Fundamentals 3. Defining Functions 4. Working with Classes and Objects 5. Leveraging Advanced Functions and Functional Programming 6. Using Special-Case Classes 7. Understanding Class Hierarchies 8. Exploring Collections and I/O 9. Generics 10. Annotations and Reflection 11. Domain-Specific Languages 12. Java Interoperability 13. Concurrency 14. Testing with Kotlin 15. Android Applications 16. Web Development with Ktor 17. Building Microservices

While other books only touch on the subject, this book is designed to provide in-depth guidance so that the reader can become a java master. There are lots of examples as this

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book guides the reader from a beginner to advanced level. The reader will learn: Chapter 1: Java Basics Chapter 2: Java Data Structures and Algorithms Chapter 3: Java Web Development Chapter 4: Java GUI Programming Chapter 5: Object-Oriented Programming Chapter 6: Java Interview Questions

A fast-paced, example-driven guide to data-drive iPhone, iPad, and iPod Touch applications.

Make Your Web Site Dynamic But how? Mastering JavaScript and JScript teaches you everything you need to know about these popular scripting languages to transform any Web site into a dynamic, interactive, practical application. For those without programming knowledge, it starts at the beginning: you'll learn basic concepts and skills and quickly go on to tackle the tasks you want to accomplish. For experienced programmers, it offers plenty of advanced instruction. Jaworski, a scripting expert, shares insights and techniques that will see you through the most challenging projects. Coverage includes: Writing client-side JavaScript and JScript Ensuring that your scripts work with IE and Navigator Writing server-side JavaScript Writing LiveWire applications Integrating JScript with Active Server Pages Using JavaScript to connect to databases Using JavaScript with Java applets Using JScript with ActiveX Using Windows Scripting Host Handling events Working with objects Communicating with plug-ins Processing forms Using hidden fields and cookies Creating Web page widgets Developing search tools Programming games Interfacing with CGI programs Working with style sheets and DHTML Securing your scripts

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