

Manuale Di Java 8 Programmazione Orientata Agli Oggetti Con Java Standard Edition 8

The introduction of functional programming concepts in Java SE 8 was a drastic change for this venerable object-oriented language. Lambda expressions, method references, and streams fundamentally changed the idioms of the language, and many developers have been trying to catch up ever since. This cookbook will help. With more than 70 detailed recipes, author Ken Kousen shows you how to use the newest features of Java to solve a wide range of problems. For developers comfortable with previous Java versions, this guide covers nearly all of Java SE 8, and includes a chapter focused on changes coming in Java 9. Need to understand how functional idioms will change the way you write code? This cookbook—chock full of use cases—is for you. Recipes cover:

- The basics of lambda expressions and method references
- Interfaces in the `java.util.function` package
- Stream operations for transforming and filtering data
- Comparators and Collectors for sorting and converting streaming data
- Combining lambdas, method references, and streams
- Creating instances and extract values from Java's Optional type
- New I/O capabilities that support functional streams
- The Date-Time API that replaces the legacy Date and Calendar classes
- Mechanisms for experimenting with concurrency and parallelism

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Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers. Manuale di Java 7, aggiornato all'ultima versione del linguaggio (nome in codice Dolphin), fornisce tutte le informazioni necessarie per intraprendere la strada della programmazione Java nel modo più corretto possibile, ovvero in maniera Object Oriented, con un focus speciale sulla programmazione ad oggetti, in teoria e in pratica. Si tratta di un testo che soddisfa le aspettative sia dell'aspirante programmatore sia dei

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più esperti, senza dare per scontato nessun concetto e al contempo trattando gli argomenti con un grado di approfondimento particolarmente elevato. Con un occhio di riguardo anche alle fondamentali caratteristiche introdotte dalla versione 5 (Tiger) e dalla versione 6 (Mustang) come le annotazioni, le enumerazioni e i generics, il volume presenta con chiarezza ogni novità della nuova release. Il testo è particolarmente adatto non solo a studenti universitari o a chiunque voglia iniziare a programmare in Java, ma anche a professionisti del settore che desiderano tenersi aggiornati e avere basi solide su cui sviluppare la propria programmazione. Per i contenuti e la loro completa trattazione, questo libro è consigliato per la preparazione all'esame Oracle Certified Professional Java Programmer.

Un volume strutturato per grandi aree tematiche e che rappresenta un efficace strumento per conoscere tutto ciò che ruota intorno alla scienza dell'informazione, dagli sviluppi dei primi calcolatori elettronici alle reti, internet e ai moderni strumenti di comunicazione. Ogni area trattata è corredata di numerosi esempi pratici. In fondo a ciascuna area è presente una batteria di esercizi, sempre completi di soluzione commentata, per un rapido apprendimento. Chiude il volume un glossario dei termini per memorizzare i principali concetti che devono far parte del bagaglio informatico di ciascuno. Il volume è adatto per chi deve affrontare: un concorso pubblico o privato; un test

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di ammissione all'università.

The "Notizie" (on covers) contain bibliographical and library news items.

Learn JavaFX 8 shows you how to start developing rich-client desktop applications using your Java skills and provides comprehensive coverage of JavaFX 8's features. Each chapter starts with an introduction to the topic at hand, followed by a step-by-step discussion of the topic with small snippets of code.

The book contains numerous figures aiding readers in visualizing the GUI that is built at every step in the discussion. The book starts with an introduction to JavaFX and its history. It lists the system requirements and the steps to start developing JavaFX applications. It shows you how to create a Hello World application in JavaFX, explaining every line of code in the process. Later in the book, author Kishori Sharan discusses advanced topics such as 2D and 3D graphics, charts, FXML, advanced controls, and printing. Some of the advanced controls such as TableView, TreeTableView and WebView are covered at length in separate chapters. This book provides complete and comprehensive coverage of JavaFX 8 features; uses an incremental approach to teach JavaFX, assuming no prior GUI knowledge; includes code snippets, complete programs, and pictures; covers MVC patterns using JavaFX; and covers advanced topics such as FXML, effects, transformations, charts, images, canvas, audio and video,

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DnD, and more. So, after reading and using this book, you'll come away with a comprehensive introduction to the JavaFX APIs as found in the new Java 8 platform.

Learn to use the Java Persistence API (JPA) and other related APIs as found in the Java EE 8 platform from the perspective of one of the specification creators. A one-of-a-kind resource, this in-depth book provides both theoretical and practical coverage of JPA usage for experienced Java developers. Authors Mike Keith, Merrick Schincariol and Massimo Nardone take a hands-on approach, based on their wealth of experience and expertise, by giving examples to illustrate each concept of the API and showing how it is used in practice. The examples use a common model from an overarching sample application, giving you a context from which to start and helping you to understand the examples within an already familiar domain. After completing Pro JPA 2 in Java EE 8, you will have a full understanding of JPA and be able to successfully code applications using its annotations and APIs. The book also serves as an excellent reference guide. What You Will Learn Use the JPA in the context of enterprise applications Work with object relational mappings (ORMs), collection mappings and more Build complex enterprise Java applications that persist data long after the process terminates Connect to and persist data with a variety of databases, file formats, and more Use queries, including the Java Persistence Query Language (JPQL) Carry out advanced ORM, queries and XML mappings Package, deploy and test your Java

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persistence-enabled enterprise applications Who This Book Is For Experienced Java programmers and developers with at least some prior experience with J2EE or Java EE platform APIs.

La versione 8 di Java, è probabilmente la release più rivoluzionaria di sempre! La sintassi si arricchisce di nuovi costrutti che rendono il linguaggio più potente e compatto. Persino la naturale propensione alla programmazione Object Oriented è ora stata sconvolta e potenziata dall'introduzione di nuovi strumenti tipici della programmazione procedurale moderna. Java 8 è un linguaggio molto diverso da quello usato sino ad ora. Le potenzialità sono aumentate e si candida a diventare sempre di più il leader dei linguaggi di programmazione. Manuale di Java 8 è un testo che soddisfa le aspettative sia dell'aspirante programmatore sia dello sviluppatore esperto. La prima parte - Le basi di Java - permetterà anche a chi inizia da zero, di cominciare a programmare. Nella seconda parte - Object Orientation - sono spiegati i concetti fondamentali per creare programmi da zero correttamente. Nella terza infine - Caratteristiche avanzate - saranno introdotti e approfonditi tutti gli argomenti più complessi. Sull'Object Orientation e le caratteristiche avanzate del linguaggio, in particolare, il grado di approfondimento è molto elevato. Infine per non gravare troppo sul costo dell'opera, centinaia di pagine in pdf e numerosi esercizi sono disponibili gratuitamente online.

The release of Java SE 8 introduced significant enhancements that impact the Core

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Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer required and new features like lambda expressions will increase programmer productivity, but navigating these changes can be challenging. Core Java for the Impatient is a complete but concise guide to Java SE 8. Written by Cay Horstmann--the author of Java SE 8 for the Really Impatient and Core Java(tm), the classic, two-volume introduction to the Java language--this indispensable new tutorial offers a faster, easier pathway for learning the language and libraries. Given the size of the language and the scope of the new features introduced in Java SE 8, there's plenty of material to cover, but it's presented in small chunks organized for quick access and easy understanding. If you're an experienced programmer, Horstmann's practical insights and sample code will help you quickly take advantage of lambda expressions (closures), streams, and other Java language and platform improvements. Horstmann covers everything developers need to know about modern Java, including Crisp and effective coverage of lambda expressions, enabling you to express actions with a concise syntax A thorough introduction to the new streams API, which makes working with data far more flexible and efficient A treatment of concurrent programming that encourages you to design your programs in terms of cooperating tasks instead of low-level threads and locks Up-to-date coverage of new libraries like Date and Time Other new features that will be especially valuable for server-side or mobile programmers Whether you are just getting started with modern Java or are an experienced developer, this guide will be invaluable

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for anyone who wants to write tomorrow's most robust, efficient, and secure Java code. A comprehensive guide to get started with Java and gain insights into major concepts such as object-oriented, functional, and reactive programming Key Features Strengthen your knowledge of important programming concepts and the latest features in Java Explore core programming topics including GUI programming, concurrency, and error handling Learn the idioms and best practices for writing high-quality Java code Book Description Java is one of the preferred languages among developers, used in everything right from smartphones, and game consoles to even supercomputers, and its new features simply add to the richness of the language. This book on Java programming begins by helping you learn how to install the Java Development Kit. You will then focus on understanding object-oriented programming (OOP), with exclusive insights into concepts like abstraction, encapsulation, inheritance, and polymorphism, which will help you when programming for real-world apps. Next, you'll cover fundamental programming structures of Java such as data structures and algorithms that will serve as the building blocks for your apps. You will also delve into core programming topics that will assist you with error handling, debugging, and testing your apps. As you progress, you'll move on to advanced topics such as Java libraries, database management, and network programming,

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which will hone your skills in building professional-grade apps. Further on, you'll understand how to create a graphic user interface using JavaFX and learn to build scalable apps by taking advantage of reactive and functional programming. By the end of this book, you'll not only be well versed with Java 10, 11, and 12, but also gain a perspective into the future of this language and software development in general. What you will learn

- Learn and apply object-oriented principles
- Gain insights into data structures and understand how they are used in Java
- Explore multithreaded, asynchronous, functional, and reactive programming
- Add a user-friendly graphic interface to your application
- Find out what streams are and how they can help in data processing
- Discover the importance of microservices and use them to make your apps robust and scalable
- Explore Java design patterns and best practices to solve everyday problems
- Learn techniques and idioms for writing high-quality Java code

Who this book is for Students, software developers, or anyone looking to learn new skills or even a language will find this book useful. Although this book is for beginners, professional programmers can benefit from it too. Previous knowledge of Java or any programming language is not required.

Java non sarà mai più lo stesso! Il Manuale di Java 9 è stato strutturato per soddisfare le aspettative di: aspiranti programmatori: nulla è dato per scontato, è

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possibile imparare a programmare partendo da zero ed entrare nel mondo del lavoro dalla porta principale; studenti universitari: le precedenti edizioni di quest'opera sono state adottate come libro di testo per diversi corsi in tutte le maggiori università italiane; programmatori esperti: Java 9 semplifica lo sviluppo, rivoluziona il JDK, introduce nuovi formati per i file e, con i moduli, cambia per sempre il modo in cui pensiamo, progettiamo e distribuiamo il software.

Informatica di base - Ambiente di sviluppo - Basi del linguaggio - Approfondimento sull'Object Orientation - Java e il mondo del lavoro - Interfacce in Java 9 - Caratteristiche avanzate del linguaggio - Stream API - Collections Framework - Tipi Generici - Date & Time API - Tipi annotazioni - Multi-threading - Espressioni Lambda - JShell - Le librerie fondamentali - Gestione delle eccezioni e delle asserzioni - Input e Output - Modularizzazione.

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