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Sixth Edition

Create, Compile, and Run Java Programs Today

Herbert Schildt



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Chao Zhang



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Introduction to Middleware Letha Hughes Etzkorn, 2017-06-12 A stereotype of computer science textbooks is that they are dry boring and sometimes even intimidating As a result they turn students interests off from the subject matter instead of enticing them into it This textbook is the opposite of such a stereotype The author presents the subject matter in a refreshing story telling style and aims to bring the Internet generation of students closer to her stories Yingcai Xiao The University of Akron *Introduction to Middleware Web Services Object Components and Cloud Computing* provides a comparison of different middleware technologies and the overarching middleware concepts they are based on The various major paradigms of middleware are introduced and their pros and cons are discussed This includes modern cloud interfaces including the utility of Service Oriented Architectures The text discusses pros and cons of RESTful vs non RESTful web services and also compares these to older but still heavily used distributed object component middleware The text guides readers to select an appropriate middleware technology to use for any given task and to learn new middleware technologies as they appear over time without being greatly overwhelmed by any new concept The book begins with an introduction to different distributed computing paradigms and a review of the different kinds of architectures architectural styles patterns and properties that various researchers have used in the past to examine distributed applications and determine the quality of distributed applications Then it includes appropriate background material in networking and the web security and encoding necessary to understand detailed discussion in this area The major middleware paradigms are compared and a comparison methodology is developed Readers will learn how to select a paradigm and technology for a particular task after reading this text Detailed middleware technology review sections allow students or industry practitioners working to expand their knowledge to achieve practical skills based on real projects so as to become well functional in that technology in industry Major technologies examined include RESTful web services RESTful cloud interfaces such as OpenStack AWS EC2 interface CloudStack AJAX JAX RS ASP NET MVC and ASP NET Core non RESTful SOAP and WSDL based web services JAX WS Windows Communication Foundation distributed objects components

Enterprise Java Beans NET Remoting CORBA The book presents two projects that can be used to illustrate the practical use of middleware and provides implementations of these projects over different technologies This versatile and class tested textbook is suitable depending on chapters selected for undergraduate or first year graduate courses on client server architectures middleware and cloud computing web services and web programming

JavaFX A Beginners Guide J. F. DiMarzio,2011-02-05 Essential Skills Made Easy Create immersive interactive environments for any platform JavaFX A Beginner s Guide starts by explaining the technology behind JavaFX and quickly moves on to installing the JavaFX development environment and tools including the JavaFX SDK the Java SE JDK and NetBeans Then you ll learn how to develop desktop browser and mobile applications with ease The book covers effects and transformations animation events and Swing components Techniques for creating custom modes embedding video and music using JavaFX layouts and styling with CSS are also discussed Get started using JavaFX right away with help from this fast paced tutorial Designed for Easy Learning Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q A sections filled with bonus information and helpful tips Try This Hands on exercises that show you how to apply your skills Notes Extra information related to the topic being covered Tips Helpful reminders or alternate ways of doing things Annotated Syntax Example code with commentary that describes the programming techniques being illustrated

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Oracle Database 10g: A Beginner's Guide Ian Abramson,Michael Abbey,Michael J. Corey,2004 Provides beginning DBAs and developers with a solid foundation in the database administration and programming basics needed to embark on an Oracle career The focus is on Oracle Database 10g but you ll get the fundamentals applicable to all Oracle database releases

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JavaScript: A Beginner's Guide, Fourth Edition (INKLING CH) John Pollock, 2013-05-06 Fully updated for the latest JavaScript standard and featuring a new chapter on HTML5 and jQuery JavaScript A Beginner's Guide shows how to create dynamic Web pages complete with special effects using today's leading Web development language With the growth of HTML 5 JavaScript is expected to grow even more to script the canvas element add drag and drop functionality and more This fast paced tutorial provides step by step coverage of the fundamentals including variables functions operators event handlers objects arrays strings and forms The book then moves to more advanced techniques including debugging accessibility and security This pedagogically rich hands on guide explains how JavaScript works with HTML 5 and covers the new features available in JavaScript Key Skills Concepts Chapter opening lists of specific skills covered in the chapter Ask the Expert Q A sections filled with bonus information and helpful tips Try This Hands on exercises that show you how to apply your skills Notes Extra information related to the topic being covered Tips Helpful reminders or alternate ways of doing things Self Tests End of chapter reviews to test your knowledge Annotated syntax Example code with commentary that describes the programming techniques being illustrated Code downloads provided for projects in the book

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