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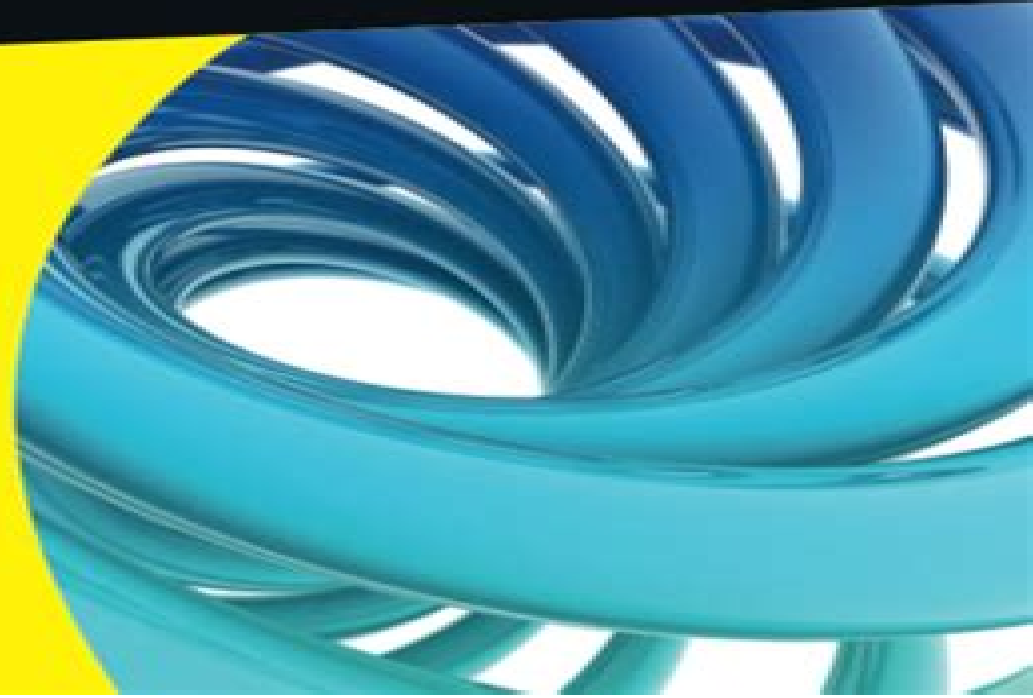
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Doug Lowe

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Java For Dummies Barry Burd, 2014-03-14 The top selling beginning Java book is now fully updated As an unstopably platform independent object oriented programming language Java is used for developing web and mobile applications In this up to date bestselling book veteran author Barry Burd shows you how to create basic Java objects and clearly explains when you should simply reuse existing code Explores how the new version of Java offers more robust functionality and new features such as closures to keep Java competitive with more syntax friendly languages like Python and Ruby Covers object oriented programming basics with Java code reuse the essentials of creating a Java program using the new JDK 7 creating basic Java objects and new Eclipse features Features a companion website that offers all code from the book and bonus chapters *Java For Dummies* 6th Edition gets you started with creating Java applications quickly and easily

Kotlin from Scratch Faisal Islam, 2025-01-14 Learn Kotlin Through 37 Projects Kotlin isn t just for building Android apps As you ll learn in *Kotlin from Scratch* it s also a general programming language for crafting both elegant and efficient code With the aid of 37 hands on projects you ll move quickly through the language basics while building your problem solving skills even tackling advanced concepts like fractals dynamic systems and nature inspired algorithms You ll explore the way Kotlin handles variables control structures functions classes and data structures and you ll learn to create visualizations using Kotlin and the JavaFX graphics library Then you ll build increasingly sophisticated apps to practice what you ve learned while tackling challenges from math and science to algorithms and optimization As you progress through the book you will Simulate physical systems like the intricate dance of binary stars Implement the classic Hill cipher for encryption and decryption Generate beautiful fractals

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Frameworks, Methodologies, and Tools for Developing Rich Internet Applications Alor-Hernández, Giner,Rosales-Morales, Viviana Yarel,Colombo-Mendoza, Luis Omar,2014-09-30 Technological advances in the field of IT lead to the creation of new programs intended to merge the advantages of desktop based programs with the advantages of Web based programs in order to increase user accessibility and provide effective computer performance Frameworks Methodologies and Tools for Developing Rich Internet Applications presents current research and analysis on the use of JavaScript and software development to establish new programs intended for the Web With an in depth look at computer and Web programming this publication emphasizes the benefits and dynamic qualities of these emerging technologies This book is an essential reference source for academicians researchers students practitioners and professionals interested in understanding and applying the advances in the combined fields of Web engineering and desktop programming in order to increase computer users visual experience and interactivity **Java Image Processing Recipes** Nicolas Modrzyk,2018-03-28 Quickly obtain solutions to common Java image processing problems learn best practices and understand everything OpenCV has to offer for image processing You will work with a JVM image wrapper to make it very

easy to run image transformation through pipelines and obtain instant visual feedback This book makes heavy use of the Gorilla environment where code can be executed directly in the browser and image transformation results can also be visualized directly in the browser Java Image Processing Recipes includes recipes on more advanced image manipulation techniques such as image smoothing cartooning sketching and mastering masks to apply changes only to parts of the image You ll see how OpenCV features provide instant solutions to problems such as edges detection and shape finding Finally the book contains practical recipes dealing with webcams and various video streams giving you ready made code with which to do real time video analysis What You Will Learn Create your personal real time image manipulation environment Manipulate image characteristics with OpenCV Work with the Origami image wrapper Apply manipulations to webcams and video streams Who This Book Is For Developers that want to manipulate images and use other advanced imaging techniques through code running in the JVM [The British National Bibliography](#) Arthur James Wells,2009 [Beginning Programming with Java For Dummies](#) Barry Burd,2017-06-28 Learn to speak the Java language like the pros Are you new to programming and have decided that Java is your language of choice Are you a wanna be programmer looking to learn the hottest lingo around Look no further Beginning Programming with Java For Dummies 5th Edition is the easy to follow guide you ll want to keep in your back pocket as you work your way toward Java mastery In plain English it quickly and easily shows you what goes into creating a program how to put the pieces together ways to deal with standard programming challenges and so much more Whether you re just tooling around or embarking on a career this is the ideal resource you ll turn to again and again as you perfect your understanding of the nuances of this popular programming language Packed with tons of step by step instruction this is the only guide you need to start programming with Java like a pro Updated for Java 9 learn the language with samples and the Java toolkit Familiarize yourself with decisions conditions statements and information overload Differentiate between loops and arrays objects and classes methods and variables Find links to additional resources Once you discover the joys of Java programming you might just find you re hooked Sound like fun Here s the place to start

Java For Dummies Barry Burd,2025-01-29 Learn to code with Java and open the gate to a rewarding career Now in its 9th edition Java For Dummies gives you the essential tools you need to understand the programming language that 17 million software developers rely on This beginner friendly guide simplifies every step of the learning process You ll learn the basics of Java and jump into writing your own programs Along the way you ll gain the skills you need to reuse existing code create new objects troubleshoot when things go wrong and build working programs from the ground up Java For Dummies will help you become a Java developer even if you re brand new to the world of coding Learn the basic syntax and building blocks of Java Begin to write your own programs in the latest Java version Test out your code and problem solve any errors you find Discover techniques for writing code faster This is the must have Dummies resource for beginning programmers and students who need a step by step guide to getting started with Java You ll also love this book if you re a seasoned

programmer adding another language to your repertoire **Java 2 Für Dummies** B. Burd,2002-01 Java 2 for Dummies, 2nd Edition Barry A. Burd,2004 **Essential JavaFX** Gail Anderson,Paul Anderson,2009-06-01 A complete introduction for beginners to Sun s powerful JavaFX scripting language JavaFX is a scripting language which provides built in properties for manipulating objects within a 2D coordinate system A competing technology to Microsoft s Silverlight JavaFX provides the tools to fill and pen stroke colors and create special effects shapes and lines It also manipulates images and play videos and sound and defines animations that affect objects over time This complete introduction for any level doesn t bury you with details It starts quickly with an introduction to the power of JavaFX key features scene node graphs nodes as components the coordinate system layout options colors and gradients custom classes with inheritance animation binding and event handlers It then shows step by step how these features could be used in a real JavaFX application and will help an application look professionally designed Commissioned by JavaFX product team and reviewed by renowned Java author Brian Goetz this guide is intended as the first and most accessible book for people new to JavaFX The Andersons are working directly with the JavaFX team at Sun for a complete and authoritative guide Gets you started on building rich Web apps quickly without having to sort through unnecessary details or search the Web for answers Focuses on most useful features and shows how to build apps that tap the full potential of JavaFX JavaFX Developer's Guide Kim Topley,2010 **Pro JavaFX 9** Johan Vos,Stephen Chin,Weiqi Gao,James Weaver,Dean Iverson,2017-12-13 Use the JavaFX platform to create rich client Java applications and discover how you can use this powerful Java based UI platform which is capable of handling large scale data driven business applications for PC as well as mobile and embedded devices The expert authors cover the new more modular JavaFX 9 APIs development tools and best practices and provide code examples that explore the exciting new features provided with JavaFX 9 part of Oracle s new Java 9 release Pro JavaFX 9 A Definitive Guide to Building Desktop Mobile and Embedded Java Clients also contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation What You ll Learn Create a user interface in JavaFX Use SceneBuilder to create a user interface Build dynamic UI layouts in JavaFX and using the JavaFX UI controls Create charts in JavaFX Leverage JavaFX languages and markup Who This Book Is For Experienced Java programmers looking to learn and leverage JavaFX 9 for rich client side Java development **JavaFX 8: Introduction by Example** Mark Heckler,Gerrit Grunwald,José Pereda,Sean Phillips,Carl Dea,2014-06-14 JavaFX 8 Introduction by Example shows you how to use your existing Java skills to create graphically exciting client applications with the JavaFX 8 platform The book is a new and much improved edition of JavaFX 2 0 Introduction by Example taking you through a series of engaging fun to work examples that bring you up to speed on the major facets of the platform It will help you to create applications that look good are fun to use and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity Entirely example based JavaFX 8 Introduction by Example begins with the fundamentals of installing the

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Java 2 Toolkit for Dummies Aaron E. Walsh,Donald Koosis,David Koosis,1998

Pro JavaFX 2 James Weaver,Weiqi Gao,Stephen Chin,Dean Iverson,Johan Vos,2012-06-12 In *Pro JavaFX 2 A Definitive Guide to Rich Clients with Java Technology* Jim Weaver Weiqi Gao Stephen Chin Dean Iverson and Johan Vos show you how you can use the JavaFX platform to create rich client Java applications You'll see how JavaFX provides a powerful Java based UI platform capable of handling large scale data driven business applications Covering the JavaFX API development tools and best practices this book provides code examples that explore the exciting new features provided with JavaFX 2 It contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation Written in an engaging and friendly style *Pro JavaFX 2* is an essential guide to JavaFX 2

Build a Fantastic Web Browser in Java in 5 Steps! Marcelo Cintra Bitencourt,2016-08-01 Learning to create a web browser in Java

JavaFX 2.0: Introduction by Example Carl Dea,2012-05-10 *JavaFX 2.0 Introduction by Example* provides a quick start to programming the JavaFX 2.0 platform JavaFX 2.0 provides a rich set of APIs for use in creating graphically exciting client applications written solely in Java You get a large set of customizable components that can be skinned using CSS techniques that you already know from doing web development The platform even includes a web rendering engine enabling you to mix HTML content into your applications Hardware acceleration means that your applications are fast and snappy taking full advantage of modern graphics processing support at the hardware level JavaFX 2.0 opens the door to business applications that look good are fun to use that take advantage of the medium to present data of all types text audio video etc in ways that engage the user and lead to increased productivity Getting started with JavaFX 2.0 is surprisingly easy You already have the Java skills Very likely you know enough of CSS to get by All that's left is to get a leg up on the API and that's where *JavaFX 2.0 Introduction by Example* can help In this short book author Carl Dea takes you through a series of engaging fun to work examples that bring you up to speed with the major facets of the platform Begin with the fundamentals of installing the software and creating a simple interface Move in progressive steps through the process of developing a working dialog box for an application Then let the fun begin as you explore images and animations audio and video and finally learn to embed JavaFX applications in a web page as well as embedding HTML5 content within an application At the end of this book you'll have a good grasp of what JavaFX is all about and you'll be ready to begin your journey towards mastery of the platform

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