



Introduction to

# JAVA

Programming *and*  
Data Structures

Thirteenth Edition

 Pearson

Y. Daniel Liang

# Introduction To Java Programming 8th Edition By Y Daniel Liang

**Vivian Siahaan, Rismon Hasiholan  
Sianipar**



## **Introduction To Java Programming 8th Edition By Y Daniel Liang:**

Introduction to Java Programming Y. Daniel Liang, 2011 Introduction to Java Programming Brief 8e consists of the first 20 chapters from the Comprehensive version of Introduction to Java Programming It introduces fundamentals of programming problem solving object oriented programming and GUI programming The Brief version is suitable for a CS1 course Regardless of major students will be able to grasp concepts of problem solving and programming thanks to Liang s fundamentals first approach students learn critical problem solving skills and core constructs before object oriented programming Liang s approach includes application rich programming examples which go beyond the traditional math based problems found in most texts Students are introduced to topics like control statements methods and arrays before learning to create classes Later chapters introduce advanced topics including graphical user interface exception handling I O and data structures Small simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line by line explanations In the Eighth Edition only standard classes are used

**American Book Publishing Record** ,2006 *Introduction to Java Programming with Sun One Studio 4* Y. Daniel Liang, 2003 First on the market to cover Sun s new IDE Forte this special edition of a Liang s widely used Java book is a comprehensive introduction to Java programming with an expanded in depth treatment of object oriented programming The book is easy to read and well paced and is ideal for self study The book covers all subjects required in the Level I Java Certification Exam fundamentals of programming including primitive data types control statements methods and arrays object oriented programming graphics programming exception handling internationalization multithreading multimedia I O networking and Java data structures

**Java Programming For Developers: The Definitive Guide to Learn JDBC And Database Applications** Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-28 This step by step guide to explore database programming using Java is ideal for people with little or no programming experience The goal of this concise book is not just to teach you Java but to help you think like a programmer Each brief chapter covers the material for one week of a college course to help you practice what you ve learned As you would expect this book shows how to build from scratch two different databases MariaDB and SQLite using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In the first chapter you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In the second chapter you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In the third chapter you will create an Account table This account table has the following ten fields

account\_id primary key client\_id primarykey account\_number account\_date account\_type plain\_balance cipher\_balance decipher\_balance digital\_signature and signature\_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In the fourth chapter You create a table with the name of the Account which has ten columns account\_id primary key client\_id primarykey account\_number account\_date account\_type plain\_balance cipher\_balance decipher\_balance digital\_signature and signature\_verification In the fifth chapter you will create a Client\_Data table which has the following seven fields client\_data\_id primary key account\_id primary\_key birth\_date address mother\_name telephone and photo\_path In chapter six you will be shown how to create SQLite database and tables with Java In chapter seven you will be taught how to extract image features utilizing BufferedImage class in Java GUI Digital image techniques to extract image features used in this chapter are grascaling sharpening inverting blurring dilation erosion closing opening vertical prewitt horizontal prewitt Laplacian horizontal sobel and vertical sobel For readers you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching In chapter eight you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect\_id primary key suspect\_name birth\_date case\_date report\_date suspect\_status arrest\_date mother\_name address telephone and photo In chapter nine you will be taught to create Java GUI to view edit insert and delete Feature\_Extraction table data This table has eight columns feature\_id primary key suspect\_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter ten you will add two tables Police\_Station and Investigator These two tables will later be joined to Suspect table through another table File\_Case which will be built in the seventh chapter The Police\_Station has six columns police\_station\_id primary key location city province telephone and photo The Investigator has eight columns investigator\_id primary key investigator\_name rank birth\_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter eleven you will add two tables Victim and Case\_File The File\_Case table will connect four other tables Suspect Police\_Station Investigator and Victim The Victim table has nine columns victim\_id primary key victim\_name crime\_type birth\_date crime\_date gender address telephone and photo The Case\_File has seven columns case\_file\_id primary key suspect\_id foreign key police\_station\_id foreign key investigator\_id foreign key victim\_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java MariaDB SQLite programmer

*Subject Guide to Books in Print*, 2001      **A Comprehensive Guide to Java GUI Programming with SQLite** Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-02 The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully

engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use SQLite in Java In chapter one you will learn How to create SQLite database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six tables In chapter four you will study how to query the six tables In chapter five you will create Bank database and its four tables In chapter six you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter seven you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter eight you will create an Account table This account table has the following ten fields account\_id primary key client\_id primarykey account\_number account\_date account\_type plain\_balance cipher\_balance decipher\_balance digital\_signature and signature\_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter nine you will create a Client\_Data table which has the following seven fields client\_data\_id primary key account\_id primary\_key birth\_date address mother\_name telephone and photo\_path In chapter ten you will create Crime database and its six tables In chapter eleven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter twelve you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect\_id primary key suspect\_name birth\_date case\_date report\_date suspect\_status arrest\_date mother\_name address telephone and photo In chapter thirteen you will be taught to create Java GUI to view edit insert and delete Feature\_Extraction table data This table has eight columns feature\_id primary key suspect\_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter fourteen you will add two tables Police\_Station and Investigator These two tables will later be joined to Suspect table through another table File\_Case which will be built in the seventh chapter The Police\_Station has six columns

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**The Best Tutorial to Learn Database Programming with Java GUI, MariaDB, and SQL Server** Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-08 This book explains relational theory in practice and demonstrates through two projects how you can apply it to your use of MariaDB and SQL Server databases This book covers the important requirements of teaching databases with a practical and progressive perspective This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to MariaDB and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from MariaDB and SQL Server As you would expect this book shows how to build from scratch two different databases MariaDB and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter two you will create a PostgreSQL database named Bank and its tables In chapter three you will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter four you will create an Account table This account table has the following ten fields account\_id primary key client\_id primary key account\_number account\_date account\_type plain\_balance cipher\_balance decipher\_balance digital\_signature and signature\_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter five you create a table named Client\_Data which has seven columns client\_data\_id primary key account\_id primary key birth\_date address mother\_name telephone and photo\_path In chapter six you will be taught how to create a SQL Server database named Crime and its tables In chapter seven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter eight you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect\_id primary key suspect\_name birth\_date case\_date report\_date suspect\_status arrest\_date

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[The Best Guide to Database Programming with Java GUI, PostgreSQL, and SQL Server](#) Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-13 This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL Server As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In chapter two you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter four you will create a PostgreSQL database named Bank and its tables In chapter five you will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate

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[Forthcoming Books](#) Rose Army,2003 [Book Review Index](#) ,2004 Every 3rd issue is a quarterly cumulation

[A Walkthrough, Database-Driven Programming with Java GUI for Pragmatic Programmers](#) Vivian Siahaan,Rismon Hasiholan Sianipar,2019-11-15 This covers how to implement SQLite and SQL Server driven Java GUI programming The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you

will be taught how to use SQLite and SQL Server in Java In chapter one you will learn How to create SQLite database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six tables In chapter four you will study how to query the six tables In chapter five you will be taught how to create SQL Server database and its tables In chapter six you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter seven you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect\_id primary key suspect\_name birth\_date case\_date report\_date suspect\_status arrest\_date mother\_name address telephone and photo In chapter eight you will be taught to create Java GUI to view edit insert and delete Feature\_Extraction table data This table has eight columns feature\_id primary key suspect\_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter nine you will add two tables Police\_Station and Investigator These two tables will later be joined to Suspect table through another table File\_Case which will be built in the seventh chapter The Police\_Station has six columns police\_station\_id primary key location city province telephone and photo The Investigator has eight columns investigator\_id primary key investigator\_name rank birth\_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter ten you will add two tables Victim and File\_Case The File\_Case table will connect four other tables Suspect Police\_Station Investigator and Victim The Victim table has nine columns victim\_id primary key victim\_name crime\_type birth\_date crime\_date gender address telephone and photo The File\_Case has seven columns file\_case\_id primary key suspect\_id foreign key police\_station\_id foreign key investigator\_id foreign key victim\_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables

**A New Approach in GUI Testing** Tao Jiang,2002 Temporal Databases Dr. Kamran Ahsan & Prativadi Vijay,2014-06-17 Need for database reasonably increased as the data manipulation changes and leverage for storage has become essential Temporal database has been one of the special kinds in the field of database According to the concept of time stamping various models has emerged and temporal models namely McKenzie BenZvi s and non temporal models namely Colby Deshpande and Larson s model has grabbed unique attention towards in this area of temporal database Reliable and Enhanced stratum middleware management capabilities enable the temporal queries for ease in transactions Richness in point based and maximum timestamp approaches provide high indexing mechanisms which make efficient storage of data in tree structure format The proposed prototype model uses Temporal Relational Algebra and

TSQL2 declarative language which display the past present and future related data The inclusion of T4SQL instead of TSQL2 Temporal Multi Secure Database and spatio temporal database model can make this model stronger than present and make it work more efficiently

**Rapid Java Application Development Using Sun ONE Studio 4** Y. Daniel Liang,2003 In this most recent iteration of Rapid Java Y Daniel Liang shows both professionals and students how to use Sun ONE Studio 4 to develop and manage advanced Java programs The text covers Java Beans model view control advanced Swing components JDBC servlets JSP and RMI This book will allow the reader to master the powerful Sun ONE Studio 4 IDE and use it to develop advanced W v projects effectively efficiently and with a minimum of coding As with earlier editions the approach is incremental in style Early chapters introduce JavaBeans the building blocks of rapid Java development while later chapters focus sequentially on rapid application development techniques designed to create comprehensive robust and useful graphics applications RMI and Java servlets Beneficial Features Hands on examples provides step by step instruction in building a project using w m ONE Studio s Form Beans Pattern wizard and a variety of other wizards Comprehensive coverage of advanced Java programming on Java Beans Bean event models developing customized components Swing components creating custom layout managers Bean persistence bound properties and constraint properties Bean introspection and customization Java database programming and distributed programming using remote method invocation and Java servlets UML graphical notations illustrate real world standard notations used for Manning and developing object oriented programs Excellent pedagogy includes Notes expanding the reader s informational base on the topic matter Tips to develop good programming style and practice and Cautions to help avoid programming errors CD ROM with each book contains Sun ONE Studio 4 and Forte IDE source code solutions to even numbered programming exercises and a wealth of related software A website to supplement the text will be provided by the author

**Rapid Java Application Development Using JBuilder 3** Y. Daniel Liang,2000 Comprehensive and incremental this text focuses on rapid Java application development The early chapters introduces JavaBeans the basis of rapid Java application development while subsequent chapters apply step by step rapid application development techniques to build comprehensive robust and useful graphics applications database and client server applications and distributed applications

*The Science of Digital Media* Jennifer Burg,2009 For computer science or interdisciplinary introductory digital media courses Digital media courses arise in a variety of contexts Computer Science Art Communication This innovative series makes it easy for instructors and students to learn the concepts of digital media from whichever perspective they choose The Science of Digital Media demystifies the essential mathematics algorithms and technology that are the foundation of digital media tools It focuses clearly on essential concepts while still encouraging hands on use of the software and enabling students to create their own digital media projects Instructor Resources Community Website Solutions to Exercises in text Student Resources Active Book e book version Example code from text for students not purchasing interactive website Please visit <http://www.prenhall.com/digitalmedia> to access these

resources     **An Introduction to Java Programming** Y. Daniel Liang,1998 Software Programming Languages

Introduction to Java Programming with JBuilder 3 Y. Daniel Liang,2000 For comprehensive courses on Java Programming  
This comprehensive introduction to the concepts and practice of Java programming builds carefully and cumulatively from chapter to chapter Early chapters provide the conceptual basis for understanding Java and guide students through simple examples and exercises subsequent chapters progressively present Java programming in detail and culminate in teaching the development of comprehensive Java applications The appendices contain a mixed bag of topics that include an HTML tutorial To facilitate developing and managing Java programs the book is aided by JBuilder With a tool like JBuilder students can not only develop Java programs more productively but also learn Java programming more effectively     *Minnesota Law Review* ,2016     *Introduction to Programming with C++* Y. Daniel Liang,2010 This volume presents basic logic and fundamental programming techniques that are considered essential for new programmers to succeed Basic programming concepts are introduced on control statements loops functions and arrays before object oriented programming is discussed It demonstrates all the essential subjects in C from fundamental programming techniques to object oriented programming from simple functions to STL from simple data types to classic structures The author provides games business applications and mathematical problems to accentuate and demonstrate the information presented in this text

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