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Programming Logic and Design, Comprehensive Java Programming **Programming Logic & Design, Comprehensive Java Programming Programming Logic and Design, Introductory Just Enough Programming Logic and Design** Microsoft Visual C#: An Introduction to Object-Oriented Programming **Just Enough Programming Logic and Design** *Computer Programming Logic Using Flowcharts* OBJECT-ORIENTED PROGRAMMING USING C++ Object-Oriented Programming Using C++ **An Object-Oriented Approach to Programming Logic and Design** *Object-oriented Programming Using C++* Microsoft Visual C#: An Introduction to Object-Oriented Programming **Java Programming, Loose-Leaf Version** *An Object-oriented Approach to Programming Logic and Design* **Object-oriented Programming Using C++** *Microsoft Visual C# 2017* **Microsoft Visual C# 2015: An Introduction to Object-Oriented Programming** An Object-Oriented Approach to Programming Logic and Design **Big Java C++ Programs to Accompany Programming Logic and Design Studyguide for Programming Logic and Design, Comprehensive by Joyce Farrell, Isbn 9780538744768** *Java Programming + Mindtap Programming, 1 Term 6 Months Printed Access Card The Web Warrior Guide to Web Programming Outlines and Highlights for Programming Logic and Design, Comprehensive by Joyce Farrell, Isbn* Killer Game Programming in Java **Schaum's Outline of Principles of Computer Science Building RESTful Web Services with Java EE 8** Outlines and Highlights for an Object-Oriented Approach to Programming Logic and Design by Joyce Farrell, Isbn Microsoft Visual C# 2008 Comprehensive: An Introduction to Object-Oriented Programming Java Programming *Mechanism Design* Microsoft Visual C# 2010: An Introduction to Object-Oriented Programming **Microsoft Visual C#.Net** *Foundation of Digital Electronics and Logic Design* Microsoft Visual C# 2012: An Introduction to Object-Oriented Programming *Studyguide for Microsoft Visual C# 2010: an Introduction to Object-Oriented Programming by Joyce Farrell, ISBN 9780538479516 Java Programming with Microsoft Visual J++ 6.0 Studyguide for Microsoft Visual C# 2008: an Introduction to Object-Oriented Programming by Joyce Farrell, ISBN 9781111806835*

Foundation of Digital Electronics and Logic Design Oct 31 2019 This book focuses on the basic principles of digital electronics and logic design. It is designed as a textbook for undergraduate students of electronics, electrical engineering, computer science, physics, and information technology. The text covers the syllabi of several Indian and foreign universities. It depicts the comprehensive resources on the recent ideas in the area of digital electronics explored by leading experts from both industry and academia. A good number of diagrams are provided to illustrate the concepts related to digital electronics so that students can easily comprehend the subject. Solved examples within the text explain the concepts discussed and exercises are provided at the end of each chapter.

C++ Programs to Accompany Programming Logic and Design Jan 15 2021 Learn how to transform program logic and design concepts into working programs with the outstanding supplemental handbook, C++ PROGRAMS TO ACCOMPANY PROGRAMMING LOGIC AND DESIGN, 8E. Specifically designed to be paired with the latest edition of Joyce Farrell's highly successful and widely used textbook, PROGRAMMING LOGIC AND DESIGN, this innovative guide, developed by experienced industry practitioner Jo Ann Smith, combines the power of C++ with the popular, language-independent, logical approach of Farrell's text. The guide combines clear explanations of concepts and syntax with pseudocode, complete programming examples, numerous visuals, and real-world, business-related C++ code examples. Students practice concepts with both lab exercises and revised practice opportunities in each section. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Computer Programming Logic Using Flowcharts Feb 25 2022

An Object-oriented Approach to Programming Logic and Design Jul 21 2021 An Object-Oriented Approach to Programming Logic and Design, 3e, International Edition provides the beginning programmer with a guide to developing object-oriented program logic. This textbook assumes no programming language experience. The writing is nontechnical and emphasizes good programming practices. The examples are business examples; they do not assume mathematical background beyond high school business math. Additionally, the examples illustrate one or two major points; they do not contain so many features that students become lost following irrelevant and extraneous details.

Programming Logic and Design, Introductory Jul 01 2022 Prepare for programming success by learning the fundamental principles of developing structured program logic with Farrell's PROGRAMMING LOGIC AND DESIGN: INTRODUCTORY, 9E. Widely used in foundational programming courses, this popular book takes a unique, language-independent approach to programming with a distinctive emphasis on modern conventions. Noted for its clear, concise writing style, the book eliminates highly technical

jargon while introducing universal programming concepts and encouraging a strong programming style and logical thinking. Frequent side notes and Quick Reference boxes provide concise explanations of important programming concepts. Each chapter also begins with a list of objectives and provides a concise summary and a list of key terms. End-of-chapter practice offers multiple-choice review questions, programming and gaming exercises, debugging exercises, and a maintenance exercise that challenges you to improve the working logic presented.

Microsoft Visual C# 2015: An Introduction to Object-Oriented Programming Apr 17 2021 Readers develop the strong programming skills they need for professional success with the latest edition of Farrell's MICROSOFT VISUAL C# 2015: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, 6E. Approachable examples and a clear, straightforward style help build a solid understanding of both structured and object-oriented programming concepts. Readers are introduced to fundamental principles and techniques that are easily transferrable to other programming languages. This new edition incorporates the most recent versions of both C# and Visual Studio to ensure readers have the contemporary skills required in business today. Short You Do It hands-on features, new debugging exercises, programming exercises, and running case studies effectively prepare readers for programming success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Microsoft Visual C# 2017 May 19 2021

Object-oriented Programming Using C++ Jun 19 2021 Object-Oriented Programming Using C++, 2nd Edition will expand on early topics, giving extensive coverage to variable declaration and types and the three basic programming structures. This provides the option to learn introductory topics at varying speeds depending on the desired pace of the learner. The additional chapters (13 total) are on two important advanced C++ topics: pointers and recursion.

Studyguide for Microsoft Visual C# 2008: an Introduction to Object-Oriented Programming by Joyce Farrell, ISBN 9781111806835 Jun 27 2019 Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included. Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanys: 9781111806835 .

Java Programming Aug 02 2022 Helps you discover the power of Java for developing applications. This book incorporates the latest version of Java with a reader-friendly presentation and meaningful real-world exercises that highlight new Java strengths.

Microsoft Visual C# 2008 Comprehensive: An Introduction to Object-Oriented Programming Apr 05 2020 Microsoft Visual C# Comprehensive is an expanded version of Microsoft Visual C# 2008: An Introduction to

Object-Oriented Programming with five NEW chapters, for a more complete C# course! The Comprehensive text builds on the established pedagogy of Microsoft Visual C# 2008: An Introduction to Object-Oriented Programming, adding topics to provide a thorough foundation in C# suitable for a two-semester or three-quarter course sequence. After presenting thorough coverage of object-oriented programming fundamentals in general, and C# programming fundamentals in particular, this book delves into topics such as multithreading, XAML, The Windows Presentation Foundation, and dynamic data structures. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Mechanism Design Feb 02 2020 Mechanism design is an analytical framework for thinking clearly and carefully about what exactly a given institution can achieve when the information necessary to make decisions is dispersed and privately held. This analysis provides an account of the underlying mathematics of mechanism design based on linear programming. Three advantages characterize the approach. The first is simplicity: arguments based on linear programming are both elementary and transparent. The second is unity: the machinery of linear programming provides a way to unify results from disparate areas of mechanism design. The third is reach: the technique offers the ability to solve problems that appear to be beyond solutions offered by traditional methods. No claim is made that the approach advocated should supplant traditional mathematical machinery. Rather, the approach represents an addition to the tools of the economic theorist who proposes to understand economic phenomena through the lens of mechanism design.

Java Programming with Microsoft Visual J++ 6.0 Jul 29 2019 Using Visual J++, this book guides users through building applications and applets from the bottom up. It provides coverage of the Visual J++ development environment. Using step-by-step methodology, users read about a concept, then enter code within the context of solving the problem posed in the chapter case and using the concepts just presented.

Object-oriented Programming Using C++ Oct 24 2021 Object-Oriented Programming Using C++, Third Edition is designed to teach C++ programming, using object-oriented terminology from the start. As in previous editions, this text includes clear, thorough, but not overwhelming program examples which are used to teach the syntax of the C++ language as well as sound programming principles. Expanding on early topics, this text provides extensive coverage to variable declaration and types and the three basic programming structures providing the option to learn topics at varying speeds based on the individual.

Java Programming, Loose-Leaf Version Aug 22 2021

Object-Oriented Programming Using C++ Dec 26 2021 Using object-oriented terminology from the start, Object-Oriented Programming Using C++, Fourth Edition, will provide readers with a solid foundation in C++ programming. Like its predecessors, the fourth edition uses clear, straightforward examples to teach both the syntax of the C++ language and sound programming principles. It begins with an overview of object-oriented programming and C++, and then builds upon this knowledge to teach increasingly complex concepts, such as inheritance, templates, handling exceptions, and advanced input and output. Aimed at providing readers with the most current programming knowledge, this edition has been updated to reflect the latest software, Visual C++ 2008. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

An Object-Oriented Approach to Programming Logic and Design Nov 24 2021 Provide beginning programmers with a guide to developing object-oriented program logic with Farrell's AN OBJECT-ORIENTED APPROACH TO PROGRAMMING LOGIC AND DESIGN, 4E. This text takes a unique, language-independent approach to ensure students develop a strong foundation in traditional programming principles and object-oriented concepts before learning the details of a specific programming language. The author presents object-oriented programming terminology without highly technical language, making the book ideal for students with no previous programming experience. Common business examples clearly illustrate key points. The book begins with a strong object-oriented focus in updated chapters that make even the most challenging programming concepts accessible. A wealth of updated programming exercises in every chapter provide diverse practice opportunities, while new Video Lessons by the author clarify and expand on key topics. Use this text alone or with a language-specific companion text that emphasizes C++, Java or Visual Basic for the solid introduction to object-oriented programming logic your students need for

success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Programming Logic & Design, Comprehensive Sep 03 2022 Readers prepare for programming success with the fundamental principles of developing structured program logic found in Farrell's fully revised PROGRAMMING LOGIC AND DESIGN, COMPREHENSIVE, 9E. Ideal for mastering foundational programming, this popular book takes a unique, language-independent approach to programming with a distinctive emphasis on modern conventions. Noted for its clear writing style and complete coverage, the book eliminates highly technical jargon while introducing readers to universal programming concepts and encouraging a strong programming style and logical thinking. Frequent side notes and Quick Reference boxes provide concise explanations of important programming concepts. Each chapter also contains learning objectives, a concise summary, and a helpful list of key terms. End-of-chapter material ensures comprehension with multiple-choice review, programming and debugging exercises, and a maintenance exercise that provides practice in improving working logic. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Studyguide for Microsoft Visual C# 2010: an Introduction to Object-Oriented Programming by Joyce Farrell, ISBN 9780538479516 Aug 29 2019 Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included. Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanys: 9780538479516 .

Big Java Feb 13 2021 Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

Programming Logic and Design, Comprehensive Nov 05 2022 This fully revised eighth edition of Joyce Farrell's PROGRAMMING LOGIC AND DESIGN: COMPREHENSIVE prepares student programmers for success by teaching them the fundamental principles of developing structured program logic. Widely used in foundational Programming courses, this popular text takes a unique, language-independent approach to programming, with a distinctive emphasis on modern conventions. Noted for its clear, concise writing style, the book eliminates highly technical jargon while introducing universal programming concepts and encouraging a strong programming style and logical thinking. This edition's comprehensive approach prepares students for all programming situations with introductions to object-oriented concepts, UML diagrams, and databases. Quick Reference boxes, a feature new to this edition, provide concise explanations of important programming concepts. Each chapter now also contains a Maintenance Exercise, in which the student is presented with working logic that can be improved. In addition to each chapter's text-based Debugging Exercises, this edition now includes Flowchart Debugging Exercises as well. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Microsoft Visual C#.Net Dec 02 2019 Introduce your students to the newest Visual Studio .NET language! C# is a truly object-oriented language that can provide numerous benefits for the beginning programmer. This book will provide the beginning programmer with a solid foundation in object-oriented programming, using familiar, existing components like Buttons and Labels.

Java Programming Mar 05 2020 Using Java as the language, readers are exposed to object-oriented programming concepts along with the Java syntax to implement them. No programming experience is assumed. Object-oriented techniques are introduced in Tutorial 1 and explored extensively in Tutorials 2 and 3; text explanation is interspersed with step-by-step exercises illustrating the concepts being explained, reinforcing the reader's understanding and retention of the material presented; Java applications are introduced prior to applets so a user has a more thorough understanding of the programming process, and testing is simplified; and Java applications are built from the bottom up, rather than having the user manipulate pre-written objects.

Outlines and Highlights for Programming Logic and Design, Comprehensive by Joyce Farrell, Isbn Sep 10 2020 Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included. Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanys: 9781423901969 9781423901952 .

Schaum's Outline of Principles of Computer Science Jul 09 2020 Learn the essentials of computer science Schaum's Outline of Principles of Computer Science provides a concise overview of the theoretical foundation of computer science. It also includes focused review of object-oriented programming using Java.

Studyguide for Programming Logic and Design, Comprehensive by Joyce Farrell, Isbn 9780538744768 Dec 14 2020 Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included. Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanys: 9780538744768 .

OBJECT-ORIENTED PROGRAMMING USING C++ Jan 27 2022 This compact book presents a clear and thorough introduction to the object-oriented paradigm using the C++ language. It introduces the readers to various C++ features that support object-oriented programming (OOP) concepts. In an easy-to-comprehend format, the text teaches how to start and compile a C++ program and discusses the use of C++ in OOP. The book covers the full range of object-oriented topics, from the fundamental features through classes, inheritance, polymorphism, template, exception handling and standard template library. KEY FEATURES • Includes several pictorial descriptions of the concepts to facilitate better understanding. • Offers numerous class-tested programs and examples to show the practical application of theory. • Provides a summary at the end of each chapter to help students in revising all key facts. The book is designed for use as a text by undergraduate students of engineering, undergraduate and postgraduate students of computer applications, and postgraduate students of management.

Microsoft Visual C# 2012: An Introduction to Object-Oriented Programming Sep 30 2019 Develop the strong programming skills in Visual C# you need for success with Farrell's MICROSOFT VISUAL C# 2012: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, 5E. Engaging examples and a straightforward approach help readers establish solid skills in both structured and object-oriented programming, introducing critical principles and techniques that are easily transferrable to other programming languages. This edition incorporates the most recent versions of both C# and Microsoft Visual Studio 2012 with approachable You Do It sections, Video Lessons for each chapter, and a variety of new debugging exercises, programming exercises, and case studies to keep readers actively involved. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Just Enough Programming Logic and Design May 31 2022 Find exactly what you need to introduce your students to the fundamentals of programming logic with Farrell's direct, efficient JUST ENOUGH PROGRAMMING LOGIC AND DESIGN, 2E. This unique, language-independent approach to logic provides seven chapters focused on key programming and logic content in a concise format that helps readers progress through the subject matter quickly. Students study introductory concepts, structure, decision-

making, looping, array manipulation, and calling methods as well as an introduction to object-oriented programming. Everyday examples and clear explanations in this edition's streamlined presentation make this a perfect choice for students with no prior programming experience. Twenty-five brief new videos from the author expand upon and clarify topics, while new Debugging Exercises and a wealth of review and programming exercises in each chapter help students hone their coding and programming skills. Use this concise approach alone or as a companion text in any programming language course. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Microsoft Visual C#: An Introduction to Object-Oriented Programming Apr 29 2022 Develop the strong programming skills needed for professional success with Farrell's MICROSOFT VISUAL C# 2017: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, 7E. Approachable examples and a clear, straightforward style help readers build a solid understanding of both structured and object-oriented programming concepts. You Users master critical principles and techniques that easily transfer to other programming languages. This new edition incorporates the most recent versions of both C# and Visual Studio 2017 to ensure readers have the contemporary skills required in business today. Short You Do It hands-on features and a variety of new debugging exercises, programming exercises, and running case studies help users prepare for success in today's programming environment. Discover the latest tools and expertise for programming success in this new edition. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Outlines and Highlights for an Object-Oriented Approach to Programming Logic and Design by Joyce Farrell, Isbn May 07 2020 Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included. Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanys: 9780538452984 .

Killer Game Programming in Java Aug 10 2020 Although the number of commercial Java games is still small compared to those written in C or C++, the market is expanding rapidly. Recent updates to Java make it faster and easier to create powerful gaming applications-particularly Java 3D-is fueling an explosive growth in Java games. Java games like Puzzle Pirates, Chrome, Star Wars Galaxies, Runescape, Alien Flux, Kingdom of Wars, Law and Order II, Roboforge, Tom Clancy's Politika, and scores of others have earned awards and become bestsellers.Java developers new to graphics and game programming, as well as game developers new to Java 3D, will find Killer Game Programming in Java invaluable. This new book is a practical introduction to the latest Java graphics and game programming technologies and techniques. It is the first book to thoroughly cover Java's 3D capabilities for all types of graphics and game development projects.Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games. In addition to the most thorough coverage of Java 3D available, Killer Game Programming in Java also clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. Killer Game Programming in Java is a must-have for anyone who wants to create adrenaline-fueled games in Java.

Microsoft Visual C#: An Introduction to Object-Oriented Programming Sep 22 2021 Develop the strong programming skills needed for professional success with Farrell's MICROSOFT VISUAL C# 2017: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, 7E. Approachable examples and a clear, straightforward style help readers build a solid understanding of both structured and object-oriented programming concepts. You Users master critical principles and techniques that easily transfer to other programming languages. This new edition incorporates the most recent versions of both C# and Visual Studio 2017 to ensure readers have the contemporary skills required in business today. Short You Do It hands-on features and a variety of new debugging exercises, programming exercises, and running case studies help users prepare for success in today's programming environment. Discover the latest tools and expertise for programming success in this new edition. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Microsoft Visual C# 2010: An Introduction to Object-Oriented Programming Jan 03 2020 Using engaging examples and a clear, straightforward approach, MICROSOFT VISUAL C# 2010: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, FOURTH EDITION guides beginning programmers through developing programs in the C# language. The book provides readers with a strong background knowledge of structured programming, method calling, and parameter passing, all of which are important concepts easily transferable to other programming languages. The Fourth Edition has been written and tested using the latest version of C#, Visual C# 2010, and now offers supplementary video lessons, expanded coverage of methods, and the option to study GUI applications earlier in the text. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Web Warrior Guide to Web Programming Oct 12 2020 This overview of the programming languages and tools used to develop dynamic, data-driven, interactive applications is designed for the beginning programmer. It covers the most powerful, useful programming languages and tools clearly and completely.

Java Programming + Mindtap Programming, 1 Term 6 Months Printed Access Card Nov 12 2020

An Object-Oriented Approach to Programming Logic and Design Mar 17 2021 Provide beginning programmers with a guide to developing object-oriented program logic with Farrell's AN OBJECT-ORIENTED APPROACH TO PROGRAMMING LOGIC AND DESIGN, 4E. This text takes a unique, language-independent approach to ensure students develop a strong foundation in traditional programming principles and object-oriented concepts before learning the details of a specific programming language. The author presents object-oriented programming terminology without highly technical language, making the book ideal for students with no previous programming experience. Common business examples clearly illustrate key points. The book begins with a strong object-oriented focus in updated chapters that make even the most challenging programming concepts accessible. A wealth of updated programming exercises in every chapter provide diverse practice opportunities, while new Video Lessons by the author clarify and expand on key topics. Use this text alone or with a language-specific companion text that emphasizes C++, Java or Visual Basic for the solid introduction to object-oriented programming logic your students need for success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Building RESTful Web Services with Java EE 8 Jun 07 2020 Learn the fundamentals of Java EE 8 APIs to build effective web services Key Features Design modern and stylish web services with Java EE APIs Secure your web services with JSON Web Tokens Explore the advanced concepts of RESTful web services and the JAX-RS API Book Description Java Enterprise Edition is one of the leading application programming platforms for enterprise Java development. With Java EE 8 finally released and the first application servers now available, it is time to take a closer look at how to develop modern and lightweight web services with the latest API additions and improvements. Building RESTful Web Services with Java EE 8 is a comprehensive guide that will show you how to develop state-of-the-art RESTful web services with the latest Java EE 8 APIs. You will begin with an overview of Java EE 8 and the latest API additions and

improvements. You will then delve into the details of implementing synchronous RESTful web services and clients with JAX-RS. Next up, you will learn about the specifics of data binding and content marshalling using the JSON-B 1.0 and JSON-P 1.1 APIs. This book also guides you in leveraging the power of asynchronous APIs on the server and client side, and you will learn to use server-sent events (SSEs) for push communication. The final section covers advanced web service topics such as validation, JWT security, and diagnosability. By the end of this book, you will have implemented several working web services and have a thorough understanding of the Java EE 8 APIs required for lightweight web service development. What you will learn Dive into the latest Java EE 8 APIs relevant for developing web services Use the new JSON-B APIs for easy data binding Understand how JSON-P API can be used for flexible processing Implement synchronous and asynchronous JAX-RS clients Use server-sent events to implement server-side code Secure Java EE 8 web services with JSON Web Tokens Who this book is for If you're a Java developer who wants to learn how to implement web services using the latest Java EE 8 APIs, this book is for you. Though no prior knowledge of Java EE 8 is required, experience with a previous Java EE version will be beneficial.

Just Enough Programming Logic and Design Mar 29 2022 Find exactly what you need to introduce your students to the fundamentals of programming logic with Farrell's direct, efficient JUST ENOUGH PROGRAMMING LOGIC AND DESIGN, 2E. This unique, language-independent approach to logic provides seven chapters focused on key programming and logic content in a concise format that helps readers progress through the subject matter quickly. Students study introductory concepts, structure, decision-making, looping, array manipulation, and calling methods as well as an introduction to object-oriented programming. Everyday examples and clear explanations in this edition's streamlined presentation make this a perfect choice for students with no prior programming experience. Twenty-five brief new videos from the author expand upon and clarify topics, while new Debugging Exercises and a wealth of review and programming exercises in each chapter help students hone their coding and programming skills. Use this concise approach alone or as a companion text in any programming language course. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Java Programming Oct 04 2022 Discover the power of JavaTM for developing applications today when you trust the engaging, hands-on approach in Farrell's JAVA PROGRAMMING, 9E. Even if you're a first-time programmer, JAVA PROGRAMMING can show you how to immediately start developing useful programs, all while still mastering the basic principles of structured and object-oriented programming. Unique, reader-friendly explanations and meaningful programming exercises emphasize business applications and game creation while useful debugging exercises and contemporary case problems further expand your understanding. Quickly develop, practice and expand important Java skills with JAVA PROGRAMMING, 9E. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.