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Learning Java

By Patrick Niemeyer, Jonathan Knudsen
First Edition May 2000
Pages: 724

Author information

Patrick Niemeyer:
Patrick Niemeyer (pat@pat.net) became involved with Oak (Java's predecessor) while working at Southwestern Bell Technology Resources. He is an independent consultant and author in the areas of networking and distributed applications. Pat is the author of BeanShell, a popular Java scripting language, as well as various other free goodies on the Net. Most recently, Pat has been developing enterprise architecture for A.G. Edwards. He currently lives in the Central West End area of St. Louis with various creatures.

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Description

For programmers either just migrating to Java or already working steadily in the forefront of Java development, *Learning Java* gives a clear, systematic overview of the Java 2 Standard Edition. It covers the essentials of hot topics like Swing and JFC; describes new tools for signing applets; and shows how to write networked clients and servers, servlets, JavaBeans, and state-of-the-art user interfaces. For programmers either just migrating to Java or already working steadily in the forefront of Java development, *Learning Java* gives a clear, systematic overview of the Java 2 Standard Edition. It covers the essentials of hot topics like Swing and JFC; describes new tools for signing applets; and shows how to write networked clients and servers, servlets, JavaBeans, and state-of-the-art user interfaces.

Java Servlet & JSP Cook book

By Bruce W. Perry
First Edition January 2004
Pages: 746

Author Information

Bruce W. Perry is an independent software developer and writer, and the author of O'Reilly's Java Servlet & JSP Cookbook and the just-published Ajax Hacks. Since 1996, he has developed web applications and databases for various nonprofits, design and marketing firms, as well as publishers. In his spare time, Perry is an active age-group triathlete and has cycled extensively in the Swiss Alps. He lives in the Newburyport, Massachusetts area with his wife Stacy LeBaron, daughter Rachel, and son Scott.

Description

With literally hundreds of examples and thousands of lines of code, the *Java Servlet and JSP Cookbook* yields tips and techniques that any Java web developer who uses JavaServer Pages or servlets will use every day, along with full-fledged solutions to significant web application development problems that developers can insert directly into their own applications. *Java Servlet and JSP Cookbook* presents real-world problems, and provides concise, practical solutions to each. Finding even one tested code "recipe" that solves a gnarly problem in this comprehensive collection of solutions and best practices will save hours of frustration--easily justifying the cost of this invaluable book. But "Java Servlet and JSP Cookbook" is more than just a wealth of cut-and-paste code. It also offers clear explanations of how and why the code works, warns of potential pitfalls, and directs you to sources of additional information, so you can learn to adapt the problem-solving techniques to similar situations. These recipes include vital topics like the use of Ant to setup a build environment, extensive coverage of the WAR file format and web.xml deployment descriptor, file-uploading, error-handling, cookies, logging, dealing with non-HTML content, multimedia, request filtering, web services, I18N, web services, and a host of other topics that frustrate even the most seasoned developers. For Java web developers of all levels who are eager to put into practice the theory presented in other API-focused books, the solutions presented in this practical book will prove invaluable over and over again. This is painless way for less experienced developers who prefer to learn by doing to expand their skills and productivity, while accomplishing practical solutions to the pressing problems they face every day. More experienced developers can use these recipes to solve time-consuming problems quickly, freeing up their time for the more creative aspects of their work.

Java Security

By Scott Oaks
Second Edition May 2001
Pages: 618

Author information

Scott Oaks is a Java Technologist at Sun Microsystems, where he has worked since 1987. While at Sun, he has specialized in many disparate technologies, from the SunOS kernel to network programming and RPCs. Since 1995, he's focused primarily on Java and bringing Java technology to end-users. Scott also authored O'Reilly's *Java Security*, *Java Threads* and *Jini in a Nutshell* titles.

Description

The second edition focuses on the platform features of Java that provide security--the class loader, bytecode verifier, and security manager--and recent additions to Java that enhance this security model: digital signatures, security providers, and the access controller. The book covers in depth the security model of Java 2, version 1.3, including the two new security APIs: JAAS and JSSE.

One of Java's most striking claims is that it provides a secure programming environment. Yet despite endless discussion, few people understand precisely what Java's claims mean and how it backs up those claims. If you're a developer, network administrator or anyone else who must understand or work with Java's security mechanisms, Java Security is the in-depth exploration you need. *Java Security,* 2nd Edition, focuses on the basic platform features of Java that provide security--the class loader, the bytecode verifier, and the security manager--and recent additions to Java that enhance this security model: digital signatures, security providers, and the access controller. The book covers the security model of Java 2, Version 1.3, which is significantly different from that of Java 1.1. It has extensive coverage of the two new important security APIs: JAAS (Java Authentication and Authorization Service) and JSSE (Java Secure Sockets Extension). *Java Security,* 2nd Edition, will give you a clear understanding of the architecture of Java's security model and how to use that model in both programming and administration. The book is intended primarily for programmers who want to write secure Java applications. However, it is also an excellent resource for system and network administrators who are interested in Java security, particularly those who are interested in assessing the risk of using Java and need to understand how the security model works in order to assess whether or not Java meets their security needs.

Head First Java

By Kathy Sierra, Bert Bates
Second Edition February 2005
Pages: 720

Author Information

Kathy Sierra:
Kathy Sierra has been interested in learning theory since her days as a game developer (Virgin, MGM, Amblin'). More recently, she's been a master trainer for Sun Microsystems, teaching Sun's java instructors how to teach the latest technologies to customers, and a lead developer of several Sun certification exams. Along with her partner Bert Bates, Kathy created the Head First series. She's also the original founder of the Software Development/Jolt Productivity Award-winning javaranch.com, the largest (and friendliest) all-volunteer Java community.

Bert Bates:
Bert Bates is a 20-year software developer, a Java instructor, and a co-developer of Sun's upcoming EJB exam (Sun Certified Business Component Developer). His background features a long stint in artificial intelligence, with clients like the Weather Channel, A&E Network, Rockwell, and Timken.

Description

Head First Java delivers a highly interactive, multi-sensory learning experience that lets new programmers pick up the fundamentals of the Java language quickly. Through mind-stretching exercises, memorable analogies, humorous pictures, and casual language, *Head First Java* encourages readers to think like a Java programmer. This revised second edition focuses on Java 5.0, the latest version of the Java development platform.
Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. *Head First Java* combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new. second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, *Head First Java* compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Java Network Programming

By Elliotte Rusty Harold
Third Edition October 2004
Pages: 760

Author Information

Elliotte Rusty Harold is originally from New Orleans to which he returns periodically in search of a decent bowl of gumbo. However, he currently resides in the Prospect Heights neighborhood of Brooklyn with his wife Beth, dog Shayna, and cats Charm (named after the quark) and Marjorie (named after his mother-in-law). He's an adjunct professor of computer science at Polytechnic University where he teaches Java, XML, and object oriented programming. He's a frequent speaker at industry conferences including Software Development, Dr. Dobb's Architecure & Design World, SD Best Practices, Extreme Markup Languages, and too many user groups to count. He's currently working on the XOM Library for processing XML with Java, the Jaxen XPath engine, and the Amateur media player.

Description

Thoroughly revised to cover all of the 100+ significant updates to Java Developers Kit (JDK) 1.5. It is a clear, complete introduction to developing network programs (both applets and applications) using Java, covering everything from networking fundamentals to remote method invocation (RMI). *Java Network Programming*, 3rd Edition includes chapters on TCP and UDP sockets, multicasting protocol and content handlers, servlets, multithreaded network programming, I/O, HTML parsing and display, the Java Mail API, and the Java Secure Sockets Extension. There's also significant information on the New I/O API that was developed in large part because of the needs of network programmers. This invaluable book is a complete, single source guide to writing sophisticated network applications. Packed with useful examples, it is the essential resource for any serious Java developer.

By Brian D. Eubanks
First EditionNovember 2005
Pages: 304

Author Information

Brian D. Eubanks is a consultant, speaker, author, and trainer specializing in Internet technologies and the founder of Eu Technologies, Inc. He has more than 20 years experience as a computer programmer, network engineer, and systems consultant. His current work focuses on Java, XML and Flash.

Description

Wicked Cool Java contains 101 fun, interesting, and useful ways to get more out of Java. This isn't intended as a Java tutorial--it's targeted at developers and system architects who have some basic Java knowledge but may not be familiar with the wide range of libraries available. Full of example code and ideas for combining them in useful projects, this book is perfect for hobbyists, and professionals will find tips and open-source projects to enhance their code and make their jobs easier. Topics include converting a non-XML text structure into XML using a parser generator, experimenting with a Java simulator for the Cell Matrix, creating dynamic music and sound in Java, working with open-source class libraries for scientific and mathematical applications, and many more.

Swing Hacks

By Joshua Marinacci, Chris Adamson
First Edition June 2005
Pages: 542

Author information

Joshua Marinacci:
Joshua Marinacci is the author of "The Java Sketchbook" column for java.net, covering topics in Java client-side and web development. A Java programmer since 1995, he's currently working on enterprise document management software. Joshua earned his BS from Georgia Tech in 1997, and has been a professional programmer for over a decade.

Chris Adamson:
Chris Adamson the editor for O'Reilly's Java websites, ONJava and java.net. He is the author of QuickTime for Java: A Developer's Notebook and co-author of Swing Hacks. He is also a software consultant, in the form of Subsequently and Furthermore, Inc., specializing in Java, Mac OS X, and media development. He wrote his first Java applet in 1996 on a 16 MHz black-and-white PowerBook 160 with the little-seen Sun MacJDK 1.0. In a previous career, he was a Writer / Associate Producer at CNN Headline News, and over the years, he has managed to own nine and a half Macs.

Description

Swing Hacks helps Java developers move beyond the basics of Swing, the graphical user interface (GUI) standard since Java 2. If you're a Java developer looking to build enterprise applications with a first-class look and feel, Swing is definitely one skill you need to master. This latest title from O'Reilly is a reference to the cool stuff in Swing. It's about the interesting things you learn over the years--creative, original, even weird hacks--the things that make you say, "I didn't know you could even do that with Swing!" *Swing Hacks* will show you how to extend Swing's rich component set in advanced and sometimes non-obvious ways. The book touches upon the entire Swing gamut-tables, trees, sliders, spinners, progress bars, internal frames, and text components. Detail is also provided on JTable/JTree, threaded component models, and translucent windows. You'll learn how to filter lists, power-up trees and tables, and add drag-and-drop support. *Swing Hacks* will show you how to do fun things that will directly enhance your own applications. Some are visual enhancements to make your software look better. Some are functional improvements to make your software do something it couldn't do before. Some are even just plain silly, in print only to prove it could be done. The book will also give you give you a small glimpse of the applications coming in the future. New technology is streaming into the Java community at a blistering rate, and it gives application developers a whole new set of blocks to play with. With its profusion of tips and tricks, *Swing Hacks* isn't just for the developer who wants to build a better user interface. It's also ideally suited for client-side Java developers who want to deliver polished applications, enthusiasts who want to push Java client application boundaries, and coders who want to bring powerful techniques to their own applications. Whatever your programming needs, *Swing Hacks* is packed with programming lessons that increase your competency with interface-building tools.

C++ Cookbook

ByRyan Stephens, Christopher Diggins, Jonathan Turkanis, Jeff Cogswell
First Edition November 2005
Pages: 592

Author information

Ryan Stephens:
Ryan Stephens is a software engineer, writer, and student living in Tempe, Arizona. He enjoys programming in virtually any language, especially C++. His interests include the fields of information retrieval and data mining, and pretty much anything that has to do with algorithms and large data sets. When he's not working, writing, or programming, he plays with his kids, works on his house, or goes cycling

Christopher Diggins:
Christopher Diggins is a freelance C++ programmer and consultant, and writes the Agile C++ column for the C++ Users Journal. He is also the designer of the Heron programming language, and spends far too much time in front of his computer. Christopher's homepage is

Jonathan Turkanis:
Jonathan Turkanis is the author of the Boost Iostreams library and several other open source C++ libraries covering areas including smart pointers, runtime reflection, component architectures and aspect-oriented programming. He is a Ph.D. candidate in mathematical logic at the University of California at Berkeley.

Jeff Cogswell:
Jeff Cogswell lives near Cincinnati and has been working as a software engineer for over 15 years. He has written several books and articles covering various topics such as C++, Python, and XML. Recently, he contributed to C++ Cookbook from O'Reilly.

His background was previously in telecom, writing software for such strange things as network management protocols. Lately, however, his work has focused more on web development.

Description

Less a tutorial than a problem-solver, this practical guide shows you how to solve many of the real-world problems that C++ developers encounter, including how to parse a date and time string and how to create a singleton class. It's a trusted source of information for engineers, programmers, and researchers alike. Presented in O'Reilly's classic question-solution-discussion format.
Despite its highly adaptable and flexible nature, C++ is also one of the more complex programming languages to learn. Once mastered, however, it can help you organize and process information with amazing efficiency and quickness.

The *C++ Cookbook* will make your path to mastery much shorter. This practical, problem-solving guide is ideal if you're an engineer, programmer, or researcher writing an application for one of the legions of platforms on which C++ runs. The algorithms provided in *C++ Cookbook* will jump-start your development by giving you some basic building blocks that you don't have to develop on your own.

Less a tutorial than a problem-solver, the book addresses many of the most common problems you're likely encounter--whether you've been programming in C++ for years or you're relatively new to the language. Here are just some of the time-consuming tasks this book contains practical solutions for:

Reading the contents of a directory

Creating a singleton class
Date and time parsing/arithmetic
String and text manipulation
Working with files
Parsing XML
Using the standard containers

Typical of O'Reilly's "Cookbook" series, *C++ Cookbook* is written in a straightforward format, featuring recipes that contain problem statements and code solutions, and apply not to hypothetical situations, but those that you're likely to encounter. A detailed explanation then follows each recipe in order to show you how and why the solution works. This question-solution-discussion format is a proven teaching method, as any fan of the "Cookbook" series can attest to. This book will move quickly to the top of your list of essential C++ references.

C++ Pocket Reference

By Kyle Loudon
First Edition May 2003

Pages: 138

Author information

Kyle Loudon is a software developer at Yahoo! where he leads a group doing user interface development. Some of Kyle's experiences prior to joining Yahoo! include working on the user interface for the original Apple iPod, writing software for various other mobile devices, and leading the user interface group at Jeppesen Dataplan (a Boeing company) in the development of a flight planning system used by airlines around the world. He also spent a small amount of time with IBM in the early 1990s. For several years, he has taught object-oriented programming part-time at the University of California, Santa Cruz while working as a software developer in Silicon Valley.

Kyle received a B.S. in Computer Science from Purdue University in 1992 with a minor in French, and was elected there to the Phi Beta Kappa honor society. He has also done some advanced education in Computer Science at Stanford University.

Description

C++ is a complex language with many subtle facets. This is especially true when it comes to object-oriented and template programming. The *C++ Pocket Reference* is a memory aid for C++ programmers, enabling them to quickly look up usage and syntax for unfamiliar and infrequently used aspects of the language. The book's small size makes it easy to carry about, ensuring that it will always be at-hand when needed. Programmers will also appreciate the book's brevity; as much information as possible has been crammed into its small pages. In the *C++ Pocket Reference*, you will find:

- Information on C++ types and type conversions
- Syntax for C++ statements and preprocessor directives
- Help declaring and defining classes, and managing inheritance
- Information on declarations, storage classes, arrays, pointers, strings, and expressions
- Refreshers on key concepts of C++ such as namespaces and scope
- More!

C++ Pocket Reference is useful to Java and C programmers making the transition to C++, or who find themselves occasionally programming in C++. The three languages are often confusingly similar. This book enables programmers familiar with C or Java to quickly come up to speed on how a particular construct or concept is implemented in C++. Together with its companion STL Pocket Reference, the *C++ Pocket Reference* forms one of the most concise, easily-carried, quick-references to the C++ language available.

How Not to Program in C++

By Steve Oualline

First Edition April 2003
Publisher: No Starch Press
Pages: 280

Author information

Steve Oualline lives in Southern California, where he works as a software engineer for a major phone company. In his free time he is a real engineer on the Poway Midland Railroad. Steve has written almost a dozen books on programming and Linux software. His web site is http://www.oualline.com .

Description

Find the bugs in these broken programs and become a better programmer. Based on real-world errors, the puzzles range from easy (one wrong character) to mind twisting (errors with multiple threads). Match your wits against the author's and polish your language skills as you try to fix broken programs. Clues help along the way, and answers are provided at the back of the book.