thinking in java 2019 pdf

thinking in java 2019 pdf remains a highly sought-after resource for individuals aiming to master the Java programming language. This edition builds on the classic foundation laid by Bruce Eckel, incorporating updates and refinements to align with more recent Java developments and programming paradigms. The availability of the Thinking in Java 2019 PDF format has made it easier for learners and professionals alike to access comprehensive material offline, facilitating a deeper understanding of Java concepts. This article explores the significance of Thinking in Java 2019 PDF, its key features, and how it serves as an essential tool for both beginners and seasoned developers. Additionally, insights into the structure, topics covered, and the advantages of this resource will be discussed. The following table of contents outlines the main areas covered in this article.

Overview of Thinking in Java 2019 PDF

The Thinking in Java 2019 PDF is a digital version of Bruce Eckel’s renowned programming book that has educated millions of Java developers worldwide. The book is known for its clear explanations, practical examples, and in-depth coverage of Java fundamentals and advanced topics. The 2019 edition incorporates modern language features and programming best practices that reflect the evolution of Java over the years.

This resource is ideal for those who want to understand Java from the ground up or enhance their existing knowledge. It emphasizes object-oriented programming principles, design patterns, and concurrency, which are critical for writing robust and maintainable Java applications. The PDF format allows easy navigation and offline study, making it a flexible learning tool.

Background and Importance

Thinking in Java has long been regarded as one of the best books for learning Java programming comprehensively. Its detailed approach helps readers grasp both theoretical concepts and practical applications. The 2019 update ensures that the material stays relevant to the latest Java Development Kit (JDK) versions, including updates to language syntax and new APIs.

Availability and Access

The Thinking in Java 2019 PDF is widely available through various platforms

catering to educational and professional development. Its popularity has led to multiple formats, but the PDF remains a preferred choice due to its portability and ease of use on different devices.

Key Features and Updates in the 2019 Edition

The 2019 edition of Thinking in Java introduces a number of key features and updates that enhance the learning experience. These changes reflect the advancements in Java technology and the evolving practices in software development.

Integration of Modern Java Features

This edition covers essential features introduced in recent Java versions, such as lambda expressions, the Stream API, and modular programming. These additions help programmers write more efficient, readable, and maintainable code.

Enhanced Focus on Concurrency

Concurrency is a crucial aspect of modern Java programming, and the 2019 version includes expanded content on multithreading and concurrent utilities. This ensures readers develop the skills necessary to build responsive and high-performance applications.

Improved Examples and Exercises

The book contains updated examples and coding exercises that reflect current standards and best practices. These hands-on components facilitate active learning and reinforce understanding.

Comprehensive Coverage of Object-Oriented Concepts

Continuing its tradition, the 2019 edition thoroughly explores object-oriented programming fundamentals, including inheritance, polymorphism, encapsulation, and abstraction. These concepts are vital for mastering Java.

Content Structure and Topics Covered

Thinking in Java 2019 PDF is organized into logical sections that progressively guide readers through the world of Java programming. The structure supports a step-by-step learning approach, starting from basics and advancing towards complex topics.

Introduction to Java and Object-Oriented Programming

The initial chapters introduce the Java programming environment, syntax, and fundamental programming constructs. It also covers core object-oriented

principles, setting a strong foundation for further study.

Programming Fundamentals and Language Syntax

Detailed explanations of data types, control statements, classes, and methods are provided. This section ensures familiarity with Java's core language features.

Exception Handling and Debugging

The book emphasizes effective error handling and debugging techniques, critical for writing reliable code and maintaining software quality.

Advanced Topics: Generics, Collections, and Concurrency

Readers gain insight into Java Generics, the Collections Framework, and concurrency utilities. These topics are essential for developing sophisticated and scalable Java applications.

Input/Output and Networking

Practical coverage of Java's I/O streams, file handling, and networking capabilities equips readers to build applications that interact with external data sources and networks.

GUI Programming and Design Patterns

The book explores graphical user interface programming and common design patterns, promoting good software design practices and user-friendly application development.

Benefits of Using Thinking in Java 2019 PDF

Utilizing the Thinking in Java 2019 PDF offers several benefits, making it a valuable resource for learning and reference.

Comprehensive and Authoritative Content

The book's detailed and authoritative content ensures a deep understanding of Java programming, from beginner to advanced levels.

Convenient Offline Access

The PDF format allows users to study without an internet connection, providing flexibility and convenience for learners on the go.

Structured Learning Path

The logical progression of topics helps learners build knowledge incrementally, reinforcing concepts through practical examples and exercises.

Supports Self-Paced Learning

Readers can learn at their own pace, revisiting complex topics as needed, which is ideal for both students and working professionals.

Resource for Reference and Review

Experienced developers can use the Thinking in Java 2019 PDF as a reference guide for Java features and best practices, enhancing their coding proficiency.

- Detailed explanations of Java concepts
- Updated content reflecting recent Java versions
- Hands-on coding exercises
- Practical examples demonstrating real-world applications
- Clear focus on object-oriented design principles

How to Effectively Utilize the Thinking in Java 2019 PDF

Maximizing the benefits of the Thinking in Java 2019 PDF requires a strategic approach to learning and application.

Set Clear Learning Goals

Define what aspects of Java programming are most relevant to your needs, whether it is foundational knowledge, advanced concurrency, or GUI development.

Follow a Consistent Study Schedule

Regular reading and practice sessions help retain information and build programming skills progressively.

Engage with Practical Exercises

Implementing the exercises provided in the PDF reinforces understanding and

enables hands-on experience with Java coding challenges.

Supplement with Additional Resources

While Thinking in Java 2019 PDF is comprehensive, complementing it with online tutorials, forums, and coding platforms enhances learning outcomes.

Apply Concepts to Real Projects

Applying the knowledge gained to real-world projects or coding challenges helps solidify skills and demonstrates practical utility.

Use the PDF as a Reference Tool

Keep the PDF accessible for quick consultation when working on Java programming tasks, ensuring adherence to best practices and language features.

Frequently Asked Questions

Where can I find a free PDF of 'Thinking in Java 2019'?

Finding a free and legal PDF of 'Thinking in Java 2019' can be challenging as it is a copyrighted book. It's best to purchase it from authorized sellers or check if your local library provides a legal digital copy.

Is 'Thinking in Java 2019' suitable for beginners?

Yes, 'Thinking in Java 2019' by Bruce Eckel is well-regarded for explaining Java concepts clearly and is suitable for beginners as well as intermediate programmers looking to deepen their understanding.

What topics are covered in 'Thinking in Java 2019'?

'Thinking in Java 2019' covers core Java programming concepts including object-oriented programming, concurrency, generics, collections, and new features introduced up to Java 8 and later updates.

Can I use 'Thinking in Java 2019 PDF' for offline study?

Yes, having a PDF version of 'Thinking in Java 2019' allows you to study offline at your convenience. Just make sure to obtain the PDF through legal means to respect copyright laws.

Are there updated editions of 'Thinking in Java' beyond 2019?

As of 2019, the latest edition is the 4th edition of 'Thinking in Java'. For updates beyond that, check Bruce Eckel's official website or publisher announcements for newer editions or revisions.

Does 'Thinking in Java 2019' cover Java 9 and newer features?

'Thinking in Java 2019' primarily focuses on Java 8 but includes some discussion on features introduced in Java 9. For the most up-to-date features, supplementary resources may be needed.

How can I use 'Thinking in Java 2019 PDF' effectively?

To use the PDF effectively, read chapters sequentially, try out the example code, take notes, and practice coding exercises. Combining reading with hands-on practice improves comprehension.

Is 'Thinking in Java 2019' better than other Java books?

'Thinking in Java 2019' is praised for its depth and clarity, especially for those interested in understanding Java deeply. However, the best book depends on your learning style; some prefer more concise or project-based books.

Additional Resources

1. *Effective Java (3rd Edition) by Joshua Bloch*
This book is a comprehensive guide to best practices in Java programming. It covers a wide range of topics, including object creation, classes, interfaces, generics, and concurrency. The author provides practical advice and patterns that help you write robust, maintainable, and efficient Java code. It's an essential read for intermediate to advanced Java developers.

2. *Java: The Complete Reference, 11th Edition by Herbert Schildt*
This book serves as an extensive resource on Java SE 11, covering core language features, libraries, and APIs. It includes detailed explanations of Java syntax, object-oriented programming concepts, and new features introduced in recent Java versions. The book is suitable for both beginners and experienced programmers looking for a thorough reference.

3. *Head First Java, 2nd Edition by Kathy Sierra and Bert Bates*
Known for its engaging and visually rich format, this book introduces Java programming concepts in a fun and accessible way. It covers fundamental topics such as objects, classes, inheritance, and interfaces, making complex ideas easier to understand. Ideal for beginners, it also includes exercises and quizzes to reinforce learning.

4. *Java Concurrency in Practice by Brian Goetz*
This book provides an in-depth look at concurrency and multithreading in Java. It explains the challenges of writing concurrent programs and offers

practical techniques to build thread-safe applications. Detailed examples and best practices make it an essential resource for developers working with Java's concurrency utilities.

5. *Core Java Volume I – Fundamentals, 11th Edition by Cay S. Horstmann*
This volume focuses on fundamental Java programming concepts, including syntax, object-oriented programming, and essential APIs. It offers clear explanations and real-world examples that help readers grasp the core aspects of Java programming. The 11th edition includes updates aligned with Java SE 11 features.

6. *Java Performance: The Definitive Guide by Scott Oaks*
This book explores techniques and tools to analyze and improve Java application performance. It covers JVM internals, garbage collection, profiling, and tuning strategies. Developers looking to optimize their Java programs will find valuable insights and practical advice in this guide.

7. *Java: A Beginner's Guide, 8th Edition by Herbert Schildt*
Designed for newcomers to programming, this book introduces Java concepts in a structured and straightforward manner. It covers basic syntax, control statements, classes, methods, and exception handling. The latest edition also includes coverage of Java SE 11 features and includes exercises to practice skills.

8. *Clean Code: A Handbook of Agile Software Craftsmanship by Robert C. Martin*
While not Java-specific, this book emphasizes writing clean, readable, and maintainable code, which is crucial for Java developers. It presents principles and best practices for writing high-quality software, supported by numerous examples in Java. The book encourages thoughtful coding habits and refactoring techniques.

9. *Java Generics and Collections by Maurice Naftalin and Philip Wadler*
This book delves into Java's generics and collections framework, explaining how to use these features effectively. It covers type safety, generic methods, wildcards, and collection interfaces and implementations. Essential for understanding Java's powerful type system and data structures, it aids in writing flexible and reusable code.

Thinking In Java 2019 Pdf

Thinking in Java 2019 PDF: Your Comprehensive Guide to Mastering Java Programming

Book Title: Thinking in Java: A Deep Dive into Java Programming (2019 Edition)

Outline:

Introduction: What is Java? Why learn Java in 2024? The history and evolution of Java. Benefits of using this book.

Chapter 1: Core Java Fundamentals: Data types, operators, control flow, object-oriented programming (OOP) concepts (encapsulation, inheritance, polymorphism).
Chapter 2: Advanced Object-Oriented Programming: Interfaces, abstract classes, inner classes, exception handling.
Chapter 3: Generics and Collections: Using generics to improve type safety. Working with common collection classes (Lists, Sets, Maps).
Chapter 4: Concurrency in Java: Multithreading, synchronization, concurrent collections, and avoiding common concurrency issues.
Chapter 5: Input/Output (I/O) Operations: File handling, streams, and network programming basics.
Chapter 6: Java Database Connectivity (JDBC): Connecting to databases, executing queries, and managing data.
Chapter 7: GUI Programming with Java Swing/JavaFX: Introduction to GUI development and building graphical user interfaces.
Chapter 8: Testing and Debugging: Introduction to unit testing with JUnit and debugging techniques.
Conclusion: Review of key concepts, further learning resources, and the future of Java.

Thinking in Java 2019 PDF: A Deep Dive into Java Programming

Java remains a powerhouse in the programming world, powering everything from Android apps to large-scale enterprise systems. If you're looking to master this versatile language, a comprehensive guide like "Thinking in Java" (updated for 2019 concepts, though the core principles remain timeless) is an invaluable resource. This article will explore the key areas covered in a hypothetical 2019 edition, highlighting the significance of each concept within the broader context of Java programming.

Introduction: Why Java Matters in 2024 and Beyond

Java’s enduring popularity stems from its platform independence ("write once, run anywhere"), strong community support, extensive libraries, and robustness. While newer languages have emerged, Java continues to hold a dominant position in various sectors:

Enterprise Applications: Java's scalability and reliability make it ideal for building complex, high-performance enterprise systems.
Android Development: Although Kotlin has gained traction, Java remains a significant language for Android app development.
Big Data and Machine Learning: Java's integration with frameworks like Hadoop and Spark makes it crucial for big data processing and machine learning applications.
Web Development: Java serves as the backbone of many web applications through frameworks like Spring.

This updated 2019 edition aims to equip you with the skills needed to tackle these diverse challenges. It goes beyond the basics, providing a deeper understanding of object-oriented programming principles and advanced Java features.

Chapter 1: Mastering Core Java Fundamentals

This foundational chapter lays the groundwork for your Java journey. You'll learn about:

Data Types: Understanding primitive data types (int, float, boolean, etc.) and how they are used to represent different kinds of information. The differences between primitive types and their wrapper classes are also crucial.
Operators: A thorough understanding of arithmetic, logical, bitwise, and assignment operators is essential for writing efficient and correct code.
Control Flow: Mastering `if-else` statements, `switch` statements, `for` loops, `while` loops, and `do-while` loops is vital for controlling the execution flow of your programs.
Object-Oriented Programming (OOP) Concepts: This chapter introduces the core principles of OOP: encapsulation (data hiding), inheritance (creating classes from existing classes), and polymorphism (using objects of different classes through a common interface). This lays the foundation for writing modular, reusable, and maintainable code.

Chapter 2: Delving into Advanced OOP Techniques

Building on the fundamentals, this chapter explores more sophisticated OOP concepts:

Interfaces: Defining contracts for classes to implement, promoting flexibility and decoupling.
Abstract Classes: Providing partial implementations and enforcing common behavior among subclasses.
Inner Classes: Nested classes that have special access to the enclosing class, useful for creating specialized helper classes.
Exception Handling: Learning how to gracefully handle errors using `try-catch` blocks, ensuring your applications don't crash unexpectedly. Understanding different types of exceptions and best practices for exception handling is crucial for robust applications.

Chapter 3: Harnessing the Power of Generics and Collections

This chapter delves into two crucial aspects of modern Java development:

Generics: Writing type-safe code by using generic classes and methods, avoiding common type-casting errors and enhancing code readability.

Collections Framework: Exploring the rich set of collection classes (Lists, Sets, Maps) provided by Java, learning how to choose the appropriate collection for different tasks, and efficiently manipulating data within collections. Understanding the performance characteristics of different collection types is also important.

Chapter 4: Conquering Concurrency in Java

Multithreading is often crucial for building responsive and efficient applications. This chapter equips you with the necessary knowledge to handle concurrency effectively:

Multithreading: Creating and managing multiple threads of execution to perform tasks concurrently.
Synchronization: Using mechanisms like `synchronized` blocks and methods to prevent race conditions and ensure thread safety.
Concurrent Collections: Utilizing thread-safe collections that are designed for concurrent access without causing data corruption.
Avoiding Common Concurrency Issues: Understanding deadlocks, livelocks, and other common pitfalls associated with concurrent programming, and learning strategies to avoid them.

Chapter 5: Mastering Input/Output (I/O) Operations

This chapter covers essential techniques for handling data input and output:

File Handling: Reading from and writing to files using different I/O streams. Understanding file paths, character encoding, and error handling is key.
Streams: Working with different types of streams (byte streams, character streams) to handle various data formats. Learning about stream filters and decorators enhances efficiency.
Network Programming Basics: Introducing the fundamentals of network programming in Java, including establishing connections, sending and receiving data over networks, and handling sockets.

Chapter 6: Connecting to Databases with JDBC

This chapter explores Java Database Connectivity (JDBC):

Connecting to Databases: Establishing connections to various database systems (MySQL, PostgreSQL, Oracle, etc.) using JDBC drivers.
Executing Queries: Writing SQL queries to retrieve, insert, update, and delete data from databases. Understanding prepared statements and parameterized queries is crucial for security and performance.
Managing Data: Handling result sets, transactions, and database connection pooling for efficient

database interaction.

Chapter 7: Building Graphical User Interfaces (GUIs)

This chapter introduces GUI programming using either Java Swing or JavaFX (depending on the 2019 context, JavaFX might be more prevalent):

Introduction to GUI Development: Learning the fundamental concepts of GUI design and event handling.
Building Graphical User Interfaces: Creating windows, buttons, text fields, and other UI components to build interactive applications.
Event Handling: Responding to user interactions (button clicks, mouse movements, etc.) to create dynamic applications.

Chapter 8: Testing and Debugging Your Code

Writing robust and reliable code requires thorough testing and debugging. This chapter introduces:

Unit Testing with JUnit: Learning to write unit tests to verify the correctness of individual components of your code.
Debugging Techniques: Using debuggers to step through code, inspect variables, and identify errors effectively.

Conclusion: Your Java Journey Continues

This hypothetical 2019 edition of "Thinking in Java" provides a solid foundation in Java programming. The book equips you with the skills to build various applications, from simple command-line tools to complex enterprise systems. Remember to continue learning and exploring the ever-evolving Java ecosystem.

FAQs

1. What is the difference between Java SE and Java EE? Java SE (Standard Edition) is for general-purpose programming, while Java EE (Enterprise Edition) is for building large-scale enterprise applications.

2. Is Java still relevant in 2024? Yes, Java remains highly relevant due to its widespread use in various sectors and strong community support.
3. What is the best IDE for Java development? Popular choices include IntelliJ IDEA, Eclipse, and NetBeans.
4. How can I learn Java effectively? A combination of online courses, books, and hands-on practice is recommended.
5. What are some common Java frameworks? Popular frameworks include Spring, Hibernate, and Struts.
6. What is the difference between an abstract class and an interface? An abstract class can have both abstract and concrete methods, while an interface can only have abstract methods (before Java 8).
7. What is the purpose of generics in Java? Generics improve type safety and code readability by allowing you to write code that works with various data types without sacrificing type checking.
8. How do I handle exceptions in Java? Use `try-catch` blocks to handle exceptions gracefully and prevent your program from crashing.
9. What are some good resources for learning more about Java? Oracle's Java documentation, online courses (Coursera, Udemy), and community forums are great resources.

Related Articles:

1. Java 17 Features and Enhancements: A detailed look at the new features and improvements in Java 17.
2. Spring Framework Tutorial for Beginners: A step-by-step guide to learning the Spring framework.
3. Introduction to Java Multithreading: A comprehensive guide to multithreading in Java.
4. Java Collections Framework Deep Dive: An in-depth exploration of Java's collection classes.
5. Best Practices for Java Exception Handling: Tips and techniques for effective exception handling.
6. Building RESTful APIs with Spring Boot: A tutorial on building RESTful APIs using Spring Boot.
7. Introduction to JavaFX for GUI Development: A guide to building GUIs using JavaFX.
8. Testing Java Applications with JUnit: A comprehensive guide to unit testing with JUnit.
9. Understanding Java Generics and Type Erasure: A deeper look into how generics work in Java.

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thinking in java 2019 pdf: Think Java Allen B. Downey, Chris Mayfield, 2016-05-06 Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science 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 computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions

and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

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thinking in java 2019 pdf: On Java 8 Bruce Eckel, 2017-06-16

thinking in java 2019 pdf: Introduction to Programming Using Java David Eck, 2009-09 This is a free, on-line textbook on introductory programming using Java. This book is directed mainly towards beginning programmers, although it might also be useful for experienced programmers who want to learn more about Java. It is an introductory text and does not provide complete coverage of the Java language. The text is a PDF and is suitable for printing or on-screen reading. It contains internal links for navigation and external links to source code files, exercise solutions, and other resources. Contents: 1) Overview: The Mental Landscape. 2) Programming in the Small I: Names and Things. 3) Programming in the Small II: Control. 4) Programming in the Large I: Subroutines. 5) Programming in the Large II: Objects and Classes. 6) Introduction to GUI Programming. 7) Arrays. 8) Correctness and Robustness. 9) Linked Data Structures and Recursion. 10) Generic Programming and Collection Classes. 11) Files and Networking. 12) Advanced GUI Programming. Appendices: Source Code for All Examples in this Book, and News and Errata.

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thinking in java 2019 pdf: Java for Absolute Beginners Iuliana Cosmina, 2018-12-05 Write your first code in Java using simple, step-by-step examples that model real-word objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

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library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. In addition, new Java SE 7 features such as try-with-resources, strings in switch, type inference with the diamond operator, NIO.2, and the Fork/Join Framework are discussed in detail. Coverage includes: Data types and operators Control statements Classes and objects Constructors and methods Method overloading and overriding Interfaces and packages Inheritance Exception handling Generics Autoboxing Enumerations Annotations The try-with-resources statement Varargs Multithreading The I/O classes Networking The Collections Framework Applets and servlets JavaBeans AWT and Swing The Concurrent API Much, much more

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thinking in java 2019 pdf: The Cucumber Book Matt Wynne, Aslak Hellesoy, Steve Tooke, 2017-02-17 Your customers want rock-solid, bug-free software that does exactly what they expect it to do. Yet they can't always articulate their ideas clearly enough for you to turn them into code. You need Cucumber: a testing, communication, and requirements tool-all rolled into one. All the code in this book is updated for Cucumber 2.4, Rails 5, and RSpec 3.5. Express your customers' wild ideas as a set of clear, executable specifications that everyone on the team can read. Feed those examples into Cucumber and let it guide your development. Build just the right code to keep your customers happy. You can use Cucumber to test almost any system or any platform. Get started by using the core features of Cucumber and working with Cucumber's Gherkin DSL to describe-in plain language-the behavior your customers want from the system. Then write Ruby code that interprets those plain-language specifications and checks them against your application. Next, consolidate the knowledge you've gained with a worked example, where you'll learn more advanced Cucumber techniques, test asynchronous systems, and test systems that use a database. Recipes highlight

some of the most difficult and commonly seen situations the authors have helped teams solve. With these patterns and techniques, test Ajax-heavy web applications with Capybara and Selenium, REST web services, Ruby on Rails applications, command-line applications, legacy applications, and more. Written by the creator of Cucumber and the co-founders of Cucumber Ltd., this authoritative guide will give you and your team all the knowledge you need to start using Cucumber with confidence. What You Need: Windows, Mac OS X (with XCode) or Linux, Ruby 1.9.2 and upwards, Cucumber 2.4, Rails 5, and RSpec 3.5

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useful examples. All examples in this book have been tested under Java 11. In some cases, source code has been simplified to use Java 11's var language feature. The first six chapters focus on XML along with the SAX, DOM, StAX, XPath, and XSLT APIs. The remaining six chapters focus on JSON along with the mJson, GSON, JsonPath, Jackson, and JSON-P APIs. Each chapter ends with select exercises designed to challenge your grasp of the chapter's content. An appendix provides the answers to these exercises. What You'll LearnMaster the XML language Create, validate, parse, and transform XML documents Apply Java's SAX, DOM, StAX, XPath, and XSLT APIs Master the JSON format for serializing and transmitting data Code against third-party APIs such as Jackson, mJson, Gson, JsonPath Master Oracle's JSON-P API in a Java SE context Who This Book Is For Intermediate and advanced Java programmers who are developing applications that must access data stored in XML or JSON documents. The book also targets developers wanting to understand the XML language and JSON data format.

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other textbooks. She serves on IFIP and IEEE committees concerned with the technical programming issues and the worldwide promotion of computing.

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Java in containers 13 Testing fundamentals 14 Testing beyond JUnit PART 5 - JAVA FRONTIERS 15 Advanced functional programming 16 Advanced concurrent programming 17 Modern internals 18 Future Java

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