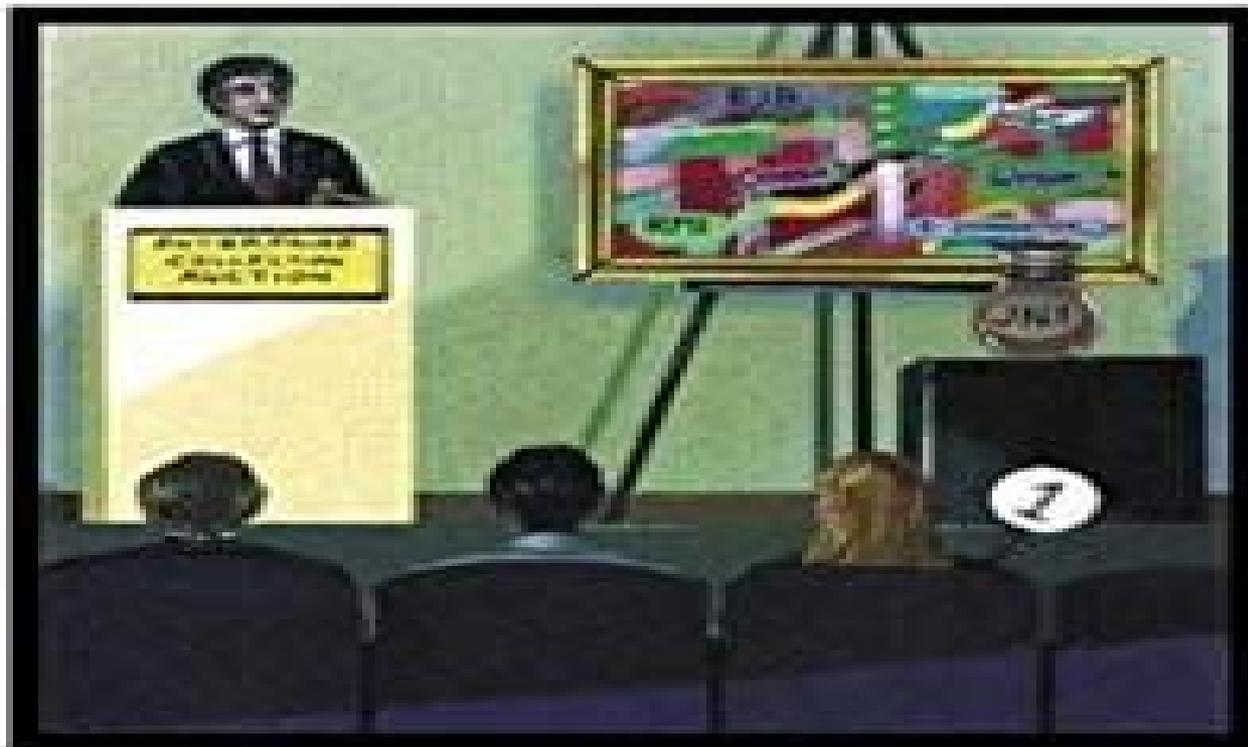


Advanced
Programming
for the **Java™ 2** PLATFORM



Calvin Austin • Monica Pawlan

Advanced Programming For The Java 2 Platform

Cynthia Bloch, Annette Wagner



Advanced Programming For The Java 2 Platform:

Advanced Programming For Java 2 Platform Calvin Austin,2000 *Advanced Java 2 Platform* Harvey M. Deitel,Paul J. Deitel,Sean Santry,2002 This book looks at the exciting world of advanced programming concepts with the three major Java platforms Java 2 Enterprise Edition J2EE Java 2 Standard Edition J2SE and Java 2 Micro Edition J2ME **Advanced Programming for the Java 2 Platform** Calvin Austin,Monica Pawlan,2000 Choice Outstanding Academic Title 2008 The uniqueness of shape as a perceptual property lies in the fact that it is both complex and structured Shapes are perceived veridically perceived as they really are in the physical world regardless of the orientation from which they are viewed The constancy of the shape percept is the sine qua non of shape perception you are not actually studying shape if constancy cannot be achieved with the stimulus you are using Shape is the only perceptual attribute of an object that allows unambiguous identification In this first book devoted exclusively to the perception of shape by humans and machines Zygmunt Pizlo describes how we perceive shapes and how to design machines that can see shapes as we do He reviews the long history of the subject allowing the reader to understand why it has taken so long to understand shape perception and offers a new theory of shape Until recently shape was treated in combination with such other perceptual properties as depth motion speed and color This resulted in apparently contradictory findings which made a coherent theoretical treatment of shape impossible Pizlo argues that once shape is understood to be unique among visual attributes and the perceptual mechanisms underlying shape are seen to be different from other perceptual mechanisms the research on shape becomes coherent and experimental findings no longer seem to contradict each other A single theory of shape perception is thus possible and Pizlo offers a theoretical treatment that explains how a three dimensional shape percept is produced from a two dimensional retinal image assuming only that the image has been organized into two dimensional shapes Pizlo focuses on discussion of the main concepts telling the story of shape without interruption Appendixes provide the basic mathematical and computational information necessary for a technical understanding of the argument References point the way to more in depth reading in geometry and computational vision **Introducing the Java 2 Platform** David Flanagan,1999 The Java Power Reference is a searchable browser based resource that documents all the packages and classes of the Java 2 platform on a single CD ROM Based on the clear concise quick reference style of the bestselling Java in a Nutshell the Java Power Reference provides a unique view of the functionality of the Java APIs In addition to the CD ROM the package also contains a concise printed overview of the newly released Java 2 platform Generative Programming and Component Engineering Robert Glück,2005-09-16 This book constitutes the refereed proceedings of the 4th International Conference on Generative Programming and Component Engineering GPCE 2005 held in Tallinn Estonia in September October 2005 The 25 revised full papers presented together with 2 tool demonstration papers were carefully selected from 86 initial submissions following a round of reviewing and improvement The papers which include three full invited papers are organized in topical sections on

aspect oriented programming component engineering and templates demonstrations domain specific languages generative techniques generic programming meta programming and transformation and multi stage programming Sun Java 2 Enterprise Edition (J2EE) Web Component Developer Exam Alain Trottier,2002 Annotation The authoritative solution to passing the 310 080 exam Alain Trottier is a well respected authority in the Java community Training Guides are the most effective self study guides in the marketplace featuring exam tips study strategies review exercises case studies practice exams ExamGear testing software and more Each Training Guide is subjected to rigorous technical review by a team of industry experts ensuring content is superior in both coverage and technical accuracy This certification is for Sun Certified Programmers for Java 2 Platform who are using servlet and JavaServer Pages JSP APIs to develop Web applications using the Java 2 Platform Enterprise Edition J2EE The certification consists of one exam and requires Sun Certified Programmer for Java 2 Platform status Readers preparing for this exam find the Training Guide series to be the most successful self study tool in the market This book is their one stop shop because of its teaching methodology the accompanying ExamGear testing software and superior Web site support at www.quepublishing.com certification Alain Trottier is a Sun Certified Java Programmer and a Microsoft Certified Solution Developer He is the lead technologist at Strategic Business Resources and an adjunct Professor at Vanguard University He has been using reading and writing computer language documentation for over a decade He has co authored or contributed to Sun Certification Training Guide 310 025 310 027 Java 2 Programmer and Developer Exams Que 078972765X 06 02 and Java 2 Core Language Little Black Book Coriolis 158880271X 03 02 **The J2EE Tutorial** Stephanie Bodoff,2002 You re familiar with Java TM programming but now it s time for you to take it to the next level and begin creating enterprise applications with the Java TM 2 Platform Enterprise Edition J2EE TM The J2EE TM Tutorial is the hands on example driven guide that offers unparalleled technical guidance into developing and deploying applications on the J2EE platform Written by the uniquely qualified members of the Java Software team at Sun Microsystems The J2EE TM Tutorial uses the same effective interactive approach as the successful Java TM Tutorial collection Throughout this book s development hundreds of suggestions and volumes of feedback from both users and architects were integrated to ensure great writing and truly useful guidance Inside you ll find a smart mix of example programs including source code that are used to illustrate key J2EE concepts In addition clear explanations will help you make easy work of the range of technologies collected into the J2EE platform including Enterprise JavaBeans TM Java TM Servlets JavaServer Pages TM Java TM Message Service JMS Java Naming and Directory Interface TM JNDI XML J2EE TM Connector Architecture JavaMail TM JDBC TM When you re ready to create your own great enterprise applications turn to the unmatched guidance understanding and experience you ll find only in The J2EE TM Tutorial The accompanying CD ROM is filled with a wealth of valuable resources including all three Java TM Tutorial books the J2SE 1 3 1 and J2EE 1 3 1 software development kits the Java BluePrints sample application and book and Forte for Java Plugin for the J2EE SDK 0201791684B03012002 **JGI '02 ACM**

Special Interest Group on Programming Languages,2002 **Proceedings of the ACM ... Java Grande/ISCOPE Conference** ,2002 *IT Certification Success Exam Cram 2* Ed Tittel, Kim Lindros,2003 *IT Certification Success Exam Cram 2* provides you with a detailed explanation of the certification arena from Ed Tittel one of the most respected figures in the industry The book explains the various certification programs their prerequisites what can be done with them and where you might want to go next Readers preparing for a certification exam find the best selling Exam Cram 2 series to be the smartest most efficient way to become certified This book focuses exactly on what you need to know to get certified now **Core Java 2** Cay S. Horstmann, Gary Cornell,2000 Java 2 makes major improvements in many areas that are critical to sophisticated developers and this reference has been completely revised to reflect these enhancements with three completely new chapters and thousands of new lines of code Topics include multithreading networking database connectivity remote objects JavaBeans CORBA support and more **C#** Harvey M. Deitel,2003 *The complete C introduction* specifically designed for professionals Targets the areas of C development professionals need to know first utilizing the Deitels proven LIVE CODE TM approach to rapid mastery Coverage includes basic syntax objects Windows Forms GUIs multimedia file processing ADO NET ASP NET Web services and much more In *C A Programmer s Introduction* a team of world renowned corporate trainers has delivered the first complete introduction to C specifically focused on what professionals need to know Harvey and Paul Deitel whose best selling textbooks have trained millions of developers worldwide teach C using their unique LIVE CODE TM approach every new concept is presented in the context of a complete working example immediately followed by windows showing exactly what the code does The Deitels begin by introducing the new Microsoft Visual Studio NET integrated development environment and walk developers through the basic techniques of C programming including C control structures methods arrays exceptions and object oriented features such as inheritance and polymorphism They introduce Windows GUI development with NET s new Windows Forms then introduce basic multimedia development and file processing The book contains in depth introductions to database access with ADO NET and to ASP NET development of both conventional Web applications and Web services Core Swing Kim Topley,2000 At the heart of Java 2 are the Java Foundation Classes and at the heart of these is the Swing toolkit This book offers an advanced collection of Swing techniques for Java application programmers C++ how to Program Harvey M. Deitel, Paul J. Deitel,2005 With over 250 000 sold Harvey and Paul Deitel s *C How to Program* is the world s best selling introduction to C programming Now this classic has been thoroughly updated The Deitels groundbreaking *How to Program* series offers unparalleled breadth and depth of programming concepts and intermediate level topics for further study The books in this series feature hundreds of complete working programs with thousands of lines of code Deitels *C How to Program* is the most comprehensive practical introduction to C ever published with hundreds of hands on exercises roughly 250 complete programs written and documented for easy learning and exceptional insight into good programming practices maximizing performance avoiding errors debugging and

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