Java Swing Gui Programming From Beginner To Expert

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer, web servers, and mobile devices. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans–an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java

This book comes as an answer for students, lecturers, or the general public who want to learn Java GUI programming starting from scratch. This book is suitable for beginner learners who want to learn Java GUI programming from the basic to the database level. This book is also present for JAVA learners who want to increase their level of making GUI-based database applications for small, medium, or corporate businesses level. The discussion in this book is not wordy and not theoretical. Each discussion in this book is presented in a concise and clear brief, and directly to the example that implements the discussion. Beginner learners who want to learn through this book should not be afraid of losing understanding of the programming concepts, because this book in detail discusses the concepts of Java programming from the basic to the advanced level. By applying the concept of learning by doing, this book will guide you step by step to start Java GUI programming from the basics until you are able to create database applications using JDBC and MySQL. Here are the material that you will learn in this book. CHAPTER 1 : This chapter will give you brief and clear introduction about how to create desktop application using Java GUI starting from how to setup your environments, create your first project, understand various control for your form, and understand how to interact with your form using event handling. CHAPTER 2 : This chapter will discuss clearly about the concept and

the implementatiton of data types and variables in Java GUI. CHAPTER 3 : This chapter will discuss in detail about how to make decisions or deal with a condition in the program. This chapter is the first step to deeper understanding of logics in programming. This chapter specifically discusses relational operators and logical operators, if statements, if-else statements, and switch-case statements, and how to implement all of these conditional statements using Java GUI. CHAPTER 4 : This chapter will discuss in detail the looping statements in Java including for statement, while statement, do-while statement, break statement, and continue statement. All of these looping statements will be implemented using Java GUI. CHAPTER 5 : This chapter will discuss how to use methods to group codes based on their funcitonality. This discussion will also be the first step for programmers to learn how to create efficient program code. This chapter will discuss in detail the basics of methods, methods with return values, how to pass parameters to methods, how to overload your methods, and how to make recursive methods. CHAPTER 6 : This chapter will discuss in detail how to create and use arrays, read and write file operations, and how to display data stored in arrays or files in graphical form. CHAPTER 7 : This chapter will discuss in detail the basics of MySQL, how to access databases using JDBC and MySQL, and how to perform CRUD operations using JDBC and MySQL. CHAPTER 8 : In this chapter we will discuss more about Java GUI programming. This chapter will discuss in detail about how to make a program that consists of multi forms, how to create MDI application, and how to create report using iReport with data stored in a database.

Brimming with over 100 "recipes" for getting down to business and actually doing XP, the Java Extreme Programming Cookbook doesn't try to "sell" you on XP; it succinctly documents the most important features of popular open source tools for XP in Java--including Ant, Junit, Http'nit, Cactus, Tomcat, XDoclet--and then digs right in, providing recipes for implementing the tools in real-world environments.

Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Big Java

A JFC Swing Tutorial

Java For Dummies

A Back to Basics Approach

Sams Teach Yourself Java in 21 Days (Covers Java 11/12)

FROM ZERO TO JDBC HERO

PROGRAMMING GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a 2D Java GUI game project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. Game skills learned include handling multiple players, scoring, graphics, animation, and sounds. The game projects built include, in increasing complexity: - Safecracker - Decipher a secret combination using clues from the computer - Tic Tac Toe - The classic game - Match Game - Find matching pairs of hidden photos - use your own photos - Pizza Delivery - A business simulation where you manage a small pizza shop for a night - Moon Landing - Land a module on the surface of the moon This course requires Microsoft Windows 10 or macOSor Ubuntu Linux. To complete this Java tutorial, you will need to have the Java Development Kit (JDK) 11th Standard Edition from Oracle installed on your computer. This tutorial uses the free NetBeans 11 IDE (Integrated Development Environment) for building and testing Java applications but can be adapted to other IDEs. The Java source code and all needed multimedia files are available for download from the publisher's website (KidwareSoftware.com) after book registration. PROGRAMMING GAMES WITH JAVA uses Java GUI (Graphic User Interface) Swing programming concepts while providing detailed step-by-step instructions for building many fun 2D games. The tutorial is appropriate for teens and adults. The games built are non-violent and teach logical thinking skills. To grasp the concepts presented in PROGRAMMING GAMES WITH JAVA, you should have experience with building Java projects and be acquainted with using the Swing control library. We offer a Java Swing GUI programming tutorial, LEARN JAVA GUI APPLICATIONS, that would help you gain this needed exposure. If you don't have any Java programming experience at all, you should start with one of our beginning Java tutorials, BEGINNING JAVA or JAVA FOR KIDS. PROGRAMMING GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java game project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. Game skills learned include handling multiple players, scoring, graphics, animation, and sounds. The game projects built include, in increasing complexity: Safecracker - Decipher a secret combination using clues from the computer. Tic Tac Toe - The classic game! Match Game - Find matching pairs of hidden photos - use your own photos! Pizza Delivery - A business simulation where you manage a small pizza shop for a night. Moon Landing - Land a lunar module on the surface of the moon. Leap Frog - A fun arcade game where you get a frog through traffic and across a raging river. PROGRAMMING GAMES WITH JAVA requires a Microsoft Windows XP-SP2, Vista, or Windows 7 operating system and the Java Development Kit. The book includes over 900 pages of FULL-COLOR self-study notes. The Java source code and all needed

multimedia files are available for download from the publisher's website (www.KidwareSoftware.com) after book registration.

In this Learning Swing GUI Programming training course, expert author Brian Cole will teach you about Java's built-in user interface toolkit. This course is designed for users that are already familiar with Java. You will start by learning about buttons, including buttons with images, reacting to button clicks, and the JButton class. From there, Brian will teach you about layout, panes, menus and menu items, and range components. This video tutorial also covers lists and combos, tables, and text components. Finally, you will learn about dialogs, including the JOptionPane class and the FileDialog and JFileChooser classes. Once you have completed this computer based training course, you will be able to successfully program using Java's graphical user interface. Working files are included, allowing you to follow along with the author throughout the lessons.

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

Java Extreme Programming Cookbook

Introduction to Graphical User Interfaces with Java Swing

A JFC Swing GUI Tutorial

Learn the fundamentals of programming with Java

The Definitive Guide to Java Swing

COBOL Programmers Swing with Java

In this book, you will learn how to build from scratch a criminal records management database system using Java/SQLite. All Java code for digital image processing in this book is Native Java. Intentionally not to rely on external libraries, so that readers know in detail the process of extracting digital images from scratch in Java. In chapter one, you will create Bank database and its four tables. In chapter two, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. In chapter three, you will learn how to create and store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter four, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In chapter five, you will create a Client_Data table, which has the following seven fields: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter six, you will create Crime database and its six tables. In chapter seven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter ten, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table

through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter eleven, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. From the world's bestselling programming author Using the practical pedagogy that has made his other Beginner's Guides so successful, Herb Schildt provides new Swing programmers with a completely integrated learning package. Perfect for the classroom or self-study, Swing: A Beginner's Guide delivers the appropriate mix of theory and practical coding. You will be programming as early as Chapter 1.

Fully updated for the Java 2 Platform, Standard Edition version 5.0, the third edition of this praised book is a one-stop resource for serious Java developers. This book shows you the parts of Java Swing API that you will use daily to create graphical user interfaces (GUI). You will also learn about the Model-View-Controller architecture that lies behind all Swing components, and about customizing components for specific environments. Author John Zukowski also provides custom editors and renderers for use with tables, trees, and list components. You'll encounter an overview of Swing architecture, and learn about core Swing components, toggelable components, event handling with the Swing Component Set, Swing menus and toolbars, borders, pop-ups, choosers, and more.

"This book is the best way for beginning developers to learn wxWidgets programming in C++. It is a must-have for programmers thinking of using wxWidgets and those already using it." – Mitch Kapor, founder of Lotus Software and the Open Source Applications Foundation Build advanced cross-platform applications that support native look-and-feel on Windows, Linux, Unix, Mac OS X, and even Pocket PC Master wxWidgets from start to finish– even if you've never built GUI applications before Leverage advanced wxWidgets capabilities: networking, multithreading, streaming, and more Foreword by Mitch Kapor, founder, Lotus Development and Open Source Application Foundation wxWidgets is an easy-to-use, open source C++ API for writing GUI applications that run on Windows, Linux, Unix, Mac OS X, and even Pocket PC– supporting each platform's native look and feel with virtually no additional coding. Now, its creator and two leading developers teach you all you need to know to write robust cross-platform software with wxWidgets. This book covers everything from dialog boxes to drag-and-drop, from networking to multithreading. It includes all the tools and code you need to get great results, fast. From AMD to AOL, Lockheed Martin to Xerox, world-class developers are using wxWidgets to save money, increase efficiency, and reach new markets. With this book, you can, too. wxWidgets quickstart: event/input handling, window layouts, drawing, printing, dialogs, and more Working with window classes, from simple to advanced Memory management, debugging, error checking, internationalization, and other advanced topics Includes extensive code samples for Windows, Linux (GTK+), and Mac OS X

Python for the Java Platform

Undocumented Secrets of MATLAB-Java Programming

The JFC Swing Tutorial

Computer Bible Games with Java

A JFC GUI Swing Tutorial

Java GUI Development

Java Programming for Beginners is an introduction to Java programming, taking you through the Java syntax and the fundamentals of object-

oriented programming. About This Book Learn the basics of Java programming in a step-by-step manner Simple, yet thorough steps that beginners can follow Teaches you transferable skills, such as flow control and object-oriented programming Who This Book Is For This book is for anyone wanting to start learning the Java language, whether you're a student, casual learner, or existing programmer looking to add a new language to your skillset. No previous experience of Java or programming in general is required. What You Will Learn Learn the core Java language for both Java 8 and Java 9 Set up your Java programming environment in the most efficient way Get to know the basic syntax of Java Understand object-oriented programming and the benefits that it can bring Familiarize yourself with the workings of some of Java's core classes Design and develop a basic GUI Use industry-standard XML for passing data between applications In Detail Java is an object-oriented programming language, and is one of the most widely accepted languages because of its design and programming features, particularly in its promise that you can write a program once and run it anywhere. Java Programming for Beginners is an excellent introduction to the world of Java programming, taking you through the basics of Java syntax and the complexities of object-oriented programming. You'll gain a full understanding of Java SE programming and will be able to write Java programs with graphical user interfaces that run on PC, Mac, or Linux machines. This book is full of informative and entertaining content, challenging exercises, and dozens of code examples you can run and learn from. By reading this book, you'll move from understanding the data types in Java, through loops and conditionals, and on to functions, classes, and file handling. The book finishes with a look at GUI development and training on how to work with XML. The book takes an efficient route through the Java landscape, covering all of the core topics that a Java developer needs. Whether you're an absolute beginner to programming, or a seasoned programmer approaching an object-oriented language for the first time, Java Programming for Beginners delivers the focused training you need to become a Java developer. Style and approach This book takes a very hands-on approach, carefully building on lessons learned with snippets and tutorials to build real projects. Java is the preferred language for many of today's leading-edge technologies—everything from smartphones and game consoles to robots, massive enterprise systems, and supercomputers. If you're new to Java, the fourth edition of this bestselling guide provides an example-driven introduction to the latest language features and APIs in Java 6 and 7. Advanced Java developers will be able to take a deep dive into areas such as concurrency and JVM enhancements. You'll learn powerful new ways to manage resources and exceptions in your applications, and

quickly get up to speed on Java's new concurrency utilities, and APIs for web services and XML. You'll also find an updated tutorial on how to get started with the Eclipse IDE, and a brand-new introduction to database access in Java.

COMPUTER BIBLE GAMES WITH JAVA teaches Java Swing GUI (Graphic User Interface) programming concepts while providing detailed step-by-step instructions for building many fun games. The tutorial is appropriate for teens and adults. The games built are non-violent and teach logical thinking skills. To grasp the concepts presented in COMPUTER BIBLE GAMES WITH JAVA, you should have experience with building Java projects and be acquainted with using the Java Swing control library. Our tutorial LEARN JAVA GUI APPLICATIONS tutorial will help you gain this needed exposure. COMPUTER BIBLE GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java game project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. Game skills learned include handling multiple players, scoring, graphics, animation, and sounds. The game projects built include, in increasing complexity: Noah's Ark - Race the turtle to Noah's Ark before the Great Flood starts Elijah and the Ravens - Move Elijah to catch the falling bread as he is fed by the Raven Daniel and the Lions - Shoot Prayers at the Lions to protect Daniel in the Lion's Den This course requires either Windows 7+, macOS or Linux. To complete this Java tutorial you need to have a copy of the Java Development Kit (JDK) Standard Edition (JDK8-SE) installed on your computer. The Java Development Kit SE is a free product that can be downloaded from the Oracle website. Oracle's website also contains the complete downloading and installation instructions for the latest version of Java. Our Java tutorials use the free NetBeans 8 IDE (Integrated Development Environment) for building and testing Java applications. The Java source code and all needed multimedia files are available for download from the publisher's website (BibleByteBooks.com) after book registration. Swing is a fully-featured user interface development kit for Java applications. Building on the foundations of the Abstract Window Toolkit (AWT), Swing enables cross-platform applications to use any of several pluggable look-and-feels. Swing developers can take advantage of its rich, flexible features and modular components, building elegant user interfaces with very little code. This second edition of Java Swing thoroughly covers all the features available in Java 2 SDK 1.3 and 1.4. More than simply a reference, this new edition takes a practical approach. It is a book by developers for developers, with hundreds of useful examples, from beginning level to advanced, covering every component available in Swing. All these features mean that there's a lot

to learn. Even setting aside its platform flexibility, Swing compares favorably with any widely available user interface toolkit--it has great depth. Swing makes it easy to do simple things but is powerful enough to create complex, intricate interfaces. Java Swing, 2nd edition includes : A new chapter on Drag and Drop Accessibility features for creating a user interface meeting the needs of all users Coverage of the improved key binding infrastructure introduced in SDK 1.3 A new chapter on JFormattedTextField and input validation Mac OS X coverage and examples Coverage of the improved focus system introduced in SDK 1.4 Pluggable Look-and-Feel coverage Coverage of the new layout manager, SpringLayout, from SDK 1.4 Properties tables that summarize important features of each component Coverage of the 1.4 Spinner component Details about using HTML in components A new appendix listing bound actions for each component A supporting web site with utilities, examples, and supplemental materials Whether you're a seasoned Java developer or just trying to find out what Java can do, you'll find Java Swing, 2nd edition an indispensable guide.

Java Programming Graphical User Interface (GUI)
A Java Swing Game Programming Tutorial for Christian Schools & Homeschools
JavaFX For Dummies
Steps in Scala
Tips and Tools for Killer GUIs
Learn Java GUI Applications - 11th Edition

JAVA HOMEWORK PROJECTS teaches Java GUI (Graphical User Interface) Swing programming concepts and provides detailed step-by-step instructions in building many fun and useful projects. To grasp the concepts presented in JAVA HOMEWORK PROJECTS, you should possess a working knowledge of programming with Java and be acquainted with using the Swing control library. Our tutorial LEARN JAVA GUI APPLICATIONS? can help you gain this needed exposure. JAVA HOMEWORK PROJECTS explains (in simple, easy-to-follow terms) how to build a Java GUI project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. The projects built include: ? - Dual-Mode Stopwatch - Allows you to time tasks you may be doing. - Consumer Loan Assistant - Helps you see just how much those credit cards will cost you. - Flash Card Math Quiz - Lets you practice basic addition, subtraction, multiplication and division skills. - Multiple Choice Exam - Quizzes a user on matching pairs of items, like countries/capitals, and words/meanings. - Blackjack Card Game - Play the classic card game against the computer and learn why gambling is very risky. - Weight Monitor - Track your weight

each day and monitor your progress toward established goals. - Home Inventory Manager - Helps you keep track of all your belongings - even includes photographs. - Snowball Toss Game - Lets you throw snowballs at another player or against the computer. ?? The tutorial includes over 850 pages of self-study notes. The Java source code and all needed multimedia files are available after book registration from the publisher's website (KidwareSoftware.com). JAVA HOMEWORK PROJECTS requires Microsoft Windows, macOS, or Ubuntu Linux. You will also need to download the 11th Edition of the Java Development Kit (JDK11) from Oracle's website. This tutorial also uses the 11th Edition of the Apache NetBeans IDE (Integrated Development Environment) which is available from Apache's website for building and testing Java applications.?

For a variety of reasons, the MATLAB®-Java interface was never fully documented. This is really quite unfortunate: Java is one of the most widely used programming languages, having many times the number of programmers and programming resources as MATLAB. Also unfortunate is the popular claim that while MATLAB is a fine programming platform for prototyping, it is not suitable for real-world, modern-looking applications. Undocumented Secrets of MATLAB®-Java Programming aims to correct this misconception. This book shows how using Java can significantly improve MATLAB program appearance and functionality, and that this can be done easily and even without any prior Java knowledge. Readers are led step-by-step from simple to complex customizations. Code snippets, screenshots, and numerous online references are provided to enable the utilization of this book as both a sequential tutorial and as a random-access reference suited for immediate use. Java-savvy readers will find it easy to tailor code samples for their particular needs; for Java newcomers, an introduction to Java and numerous online references are provided. This book demonstrates how The MATLAB programming environment relies on Java for numerous tasks, including networking, data-processing algorithms and graphical user-interface (GUI) We can use MATLAB for easy access to external Java functionality, either third-party or user-created Using Java, we can extensively customize the MATLAB environment and application GUI, enabling the creation of visually appealing and usable applications

Written by a lead writer on the Swing team and bestselling author of "The Java Tutorial," this guidebook--now fully updated and revised--provides a hard copy of Sun's popular online tutorial for JFC/Swing development. Its numerous code examples and clear presentation style make this book a fine choice for mastering the ins and outs of JFC and Swing.

Provides information on building enterprise applications using Swing.

Computer Bible Games with Java - 11th Edition

Java Homework Projects - 11th Edition

GUI Development for SQLite-Based Applications with NetBeans

Swing Extreme Testing

Java Programming for Beginners

POSTGRESQL FOR JAVA GUI: Database, Cryptography, and Image Processing

COMPUTER BIBLE GAMES WITH JAVA teaches Java JFC Swing GUI (Graphic User Interface) programming concepts while providing detailed step-by-step instructions for building many fun games. The tutorial is appropriate for teens and adults. The games built are non-violent and teach logical thinking skills. To grasp the concepts presented in COMPUTER BIBLE GAMES WITH JAVA, you should have experience with building Java projects and be acquainted with using the Java Swing control library. Our tutorial LEARN JAVA GUI APPLICATIONS tutorial will help you gain this needed exposure. COMPUTER BIBLE GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java game project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. Game skills learned include handling multiple players, scoring, graphics, animation, and sounds. The game projects built include, in increasing complexity: Noah's Ark - Race the turtle to Noah's Ark before the Great Flood starts Elijah and the Ravens - Move Elijah to catch the falling bread as he is fed by the Raven Daniel and the Lions - Shoot Prayers at the Lions to protect Daniel in the Lion's Den This course requires either Windows 7+, macOS, or Ubuntu Linux. To complete this Java tutorial you need to license a copy of the Java Development Kit (JDK) 11th Standard Edition (SE) and install it on your computer. The Java Development Kit SE 11th Edition can be downloaded from the Oracle website. We also use the 11th Edition of the NetBeans IDE which is available free from the Apache Website. Prior knowledge of Java JFC Swing concepts is a prerequisite to this course. We highly recommend completing Philip Conrod & Lou Tylee's Learn Java GUI Applications 11th Edition tutorial textbook from Kidware Software prior to attempting this Java Game programming course. The Java source code and all needed multimedia files are available

for download from the publisher's website
(BibleByteBooks.com) after book registration.
This book introduces programmers to objects at a gradual
pace. The syntax boxes are revised to show typical code
examples rather than abstract notation. This includes
optional example modules using Alice and Greenfoot. The
examples feature annotations with dos and don'ts along with
cross references to more detailed explanations in the text.
New tables show a large number of typical and cautionary
examples. New programming and review problems are also
presented that ensure a broad coverage of topics. In
addition, Java 7 features are included to provide
programmers with the most up-to-date information.
In the fast moving world of information technology, Java is
now the number 1 programming language. Programmers and
developers everywhere need to know Java to keep pace with
traditional and web-based application development. COBOL
Programmers Swing with Java provides COBOL programmers a
clear, easy transition to Java programming by drawing on the
numerous similarities between COBOL and Java. The authors
introduce the COBOL programmer to the history of Java and
object-oriented programming and then dive into the details
of the Java syntax, always contrasting them with their
parallels in COBOL. A running case study gives the reader an
overall view of application development with Java, with
increased functionality as new material is presented. This
new edition features the development of graphical user
interfaces (GUI's) using the latest in Java Swing
components. The clear writing style and excellent examples
make the book suitable for anyone wanting to learn Java and
OO programming, whether they have a background in COBOL or
not.
This hands-on book is for students with some experience in
non-graphical Java programming and gives them everything
needed to build their own interactive GUIs using Java Swing.
The author takes a step-by-step approach, beginning with the
basic features of the Swing library and introducing
increasingly complex features, all the while demonstrating
how to incorporate them into engaging and efficient
programs.
Java Homework Projects
Building Java Programs
Step By Step Java GUI With JDBC & MySQL : Practical approach

to build database desktop application with project based
examples
Learning Java
Learn Java Gui Applications
A Bestselling Hands-On Java Tutorial
Jython is an open source implementation of the high-level, dynamic,
object-oriented scripting language Python seamlessly integrated with
the Java platform. The predecessor to Jython, JPython, is certified as
100% Pure Java. Jython is freely available for both commercial and
noncommercial use and is distributed with source code. Jython is
complementary to Java. The Definitive Guide to Jython, written by the
official Jython team leads, covers Jython 2.5 (or 2.5.x)—from the
basics to more advanced features. This book begins with a brief
introduction to the language and then journeys through Jython's
different features and uses. The Definitive Guide to Jython is
organized for beginners as well as advanced users of the language. The
book provides a general overview of the Jython language itself, but it
also includes intermediate and advanced topics regarding database,
web, and graphical user interface (GUI) applications; Web
services/SOA; and integration, concurrency, and parallelism, to name a
few.
Scala is a highly expressive, concise and scalable language. It is
also the most prominent method of the new and exciting methodology
known as object-functional programming. In this book, the authors show
how Scala grows to the needs of the programmer, whether professional
or hobbyist. They teach Scala with a step-by-step approach and explain
how to exploit the full power of the industry-proven JVM technology.
Readers can then dive into specially chosen design challenges and
implementation problems, inspired by the trials of real-world software
engineering. It also helps readers to embrace the power of static
typing and automatic type inference. In addition, the book shows how
to use the dual-object and functional-oriented natures combined at
Scala's core, and so write code that is less 'boilerplate', giving a
genuine increase in productivity.
LEARN JAVA GUI APPLICATIONS is a self-study and/or instructor led
tutorial teaching the basics of building a Java application with a
swing graphic user interface (GUI). LEARN JAVA GUI APPLICATIONS has 9
lessons covering object-oriented programming concepts, using the
NetBeans integrated development environment to create and test Java
projects, building and distributing GUI applications, understanding
and using the Swing control library, exception handling, sequential
file access, graphics, multimedia, advanced topics such as printing,
and help system authoring. The focus of LEARN JAVA GUI APPLICATIONS is
to use the existing objects and capabilities of the Java Swing library
to build a wide variety of useful desktop applications. Some of the
applications built include: Stopwatch, Calendar Display, Loan
Repayment Calculator, Flash Card Math Game, Database Input Screen,
Statistics Calculator, Tic-Tac-Toe Game, Capital City Quiz,
Information Tracker (with plotting), Blackjack, Line, Bar and Pie

charts, a version of the first video game ever - Pong, and a Telephone Directory (Project Screen Shots). LEARN JAVA GUI APPLICATIONS is presented using a combination of over 1,100 pages of course notes and over 100 practical Java GUI examples and applications. To grasp the concepts presented in LEARN JAVA GUI APPLICATIONS, you should have had some exposure to Java programming concepts. We offer two beginning Java programming tutorials, BEGINNING JAVA and JAVA FOR KIDS that would help you gain this needed exposure. This course requires Microsoft Windows, MAC OS X or Linux Umbuntu. To complete this tutorial, you will need to download a free copy of the Java Development Kit (JDK8) Standard Edition (SE). This tutorial uses NetBeans 8 as the IDE (Integrated Development Environment) for building and testing Java applications. The Java source code and all needed multimedia files are available for download from the publisher's website KidwareSoftware.com after book registration This step-by-step guide to explore database programming using Java is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a programmer. Each brief chapter covers the material for one week of a college course to help you practice what you've learned. As you would expect, this book shows how to build from scratch two different databases: PostgreSQL and SQLite using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, you will learn: How to install NetBeans, JDK 11, and the PostgreSQL connector; How to integrate external libraries into projects; How the basic PostgreSQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done.In the first chapter, you will learn: How to install NetBeans, JDK 11, and the PostgreSQL connector; How to integrate external libraries into projects; How the basic PostgreSQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the second chapter, you will learn querying data from the postgresql using jdbc including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using jdbc, updating data in postgresql database using jdbc, calling postgresql stored function using jdbc, deleting data from a postgresql table using jdbc, and postgresql jdbc transaction. In chapter three, you will create a PostgreSQL database, named School, and its tables. In chapter four, you will study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter five, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and

navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter six, you will study how to query the six tables. In chapter seven, you will be shown how to create SQLite database and tables with Java. In chapter eight, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. Digital image techniques to extract image features used in this chapted are grascaling, sharpening, invertering, blurring, dilation, erosion, closing, opening, vertical prewitt, horizontal prewitt, Laplacian, horizontal sobel, and vertical sobel. For readers, you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. In chapter ten, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter eleven, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter twelve, you will add two tables: Victim and Case_File. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File has seven columns: case_file_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/PostgreSL/SQLite pogrammer.

Learn Java GUI Applications
The Definitive Guide to Jython
Cross-Platform GUI Programming with wxWidgets
Java Swing
Programming Games with Java - 11th Edition
A Jfc Swing GUI Programming Tutorial
All set to become the one-stop resource for serious Java

developers, this is the first comprehensive book to be based on released versions of the Java 1.2 Swing Set. While thorough in its treatment of the Swing set, the book avoids covering the minutia that is of no interest to programmers. John Zukowski is one of the best known figures in the Java community, and one of the most popular columnists for JavaWorld Magazine. He provides significant content for JavaSofts own web site and was the principal author of the "official" on-line Swing tutorial.

The Extreme approach to complete Java application testing In this book, I shall show you how to reuse the graphics classes provided in JDK to construct your own Graphical User Interface (GUI) applications. Writing your own graphics classes (and re-inventing the wheels) is mission impossible! These graphics classes, developed by expert programmers, are highly complex and involve many advanced design patterns. However, re-using them is not so difficult if you follow the API documentation, samples, and templates. I shall assume you have a good grasp of OOP, including inheritance and polymorphism; otherwise, read the earlier book. I will describe another important concept called nested class (or inner class) in this article. There are two sets of Java APIs for graphics programming: AWT (Abstract Windowing Toolkit) and Swing. AWT API was introduced in JDK 1.0. Most of the AWT components have become obsolete and should be replaced by newer Swing components. Swing API, a much more comprehensive set of graphics libraries that enhances the AWT, was introduced as part of Java Foundation Classes (JFC) after the release of JDK 1.1. JFC consists of Swing, Java2D, Accessibility, Internationalization, and Pluggable Look-and-Feel Support APIs. JFC has been integrated into core Java since JDK 1.2. Other than AWT/Swing Graphics APIs provided in JDK, others have also provided Graphics APIs that work with Java, such as Eclipse's Standard Widget Toolkit (SWT) (used in Eclipse), Google Web Toolkit (GWT) (used in Android), 3D Graphics API such as Java bindings for OpenGL (JOGL) and Java3D. What You Will Learn - Introduction - Programming GUI with AWT - AWT Event-Handling - Nested (Inner) Classes - Event Listener's Adapter Classes - Layout Managers and Panel - Swing - More on Swing's components - Pluggable Look and Feel - More on Layout Manager - More on Event-Handling - (Advanced) Observer Design Pattern - (Advanced) Composite Design Pattern - (Advanced) More on

Nested Classes Who This Book Is For If you are a JAVA developer who wants to learn more about developing applications with Graphical and scaling them with industry-standard practices, this is the book for you. LEARN JAVA GUI APPLICATIONS: A JFC SWING TUTORIAL is a self-study or instructor led tutorial teaching the basics of building a Java application with a Swing graphic user interface (GUI). LEARN JAVA GUI APPLICATIONS has 9 lessons covering object-oriented programming concepts, using a integrated development environment to create and test Java projects, building and distributing GUI applications, understanding and using the Swing control library, exception handling, sequential file access, graphics, multimedia, advanced topics such as printing, and help system authoring. The focus of LEARN JAVA GUI APPLICATIONS is to use the existing objects and capabilities of the Java Swing library to build a wide variety of useful desktop applications. Some of the applications built include: Stopwatch, Calendar Display, Loan Repayment Calculator, Flash Card Math Game, Database Input Screen, Statistics Calculator, Tic-Tac-Toe Game, Capital City Quiz, Information Tracker (with plotting), Line, Bar and Pie charts, Telephone Directory and a video game. LEARN JAVA GUI APPLICATIONS is presented using a combination of over 1100 pages of FULL-COLOR course notes and over 100 practical Java GUI examples and applications. To grasp the concepts presented in LEARN JAVA GUI APPLICATIONS, you should possess a working knowledge of Windows (or other operating system) and have had some exposure to Java programming concepts. We offer two beginning Java programming tutorials, JJAVA FOR KIDS and BEGINNING JAVA, that would help you gain this needed training. This course requires Windows XP, Vista, or Windows 7. To complete this course you will need to have a copy of the free Java Development Kit (JDK7) installed on your computer. This tutorial also uses JCreator as the IDE (Integrated Development Environment) for building and testing Java applications. JCreator 5.0 is available for download at the JCreator.com Web Site. The Java source code and all needed multimedia files are available for download from the publisher's website (www.KidwareSoftware.com) after book registration. Teacher Reviews: "The Learn Java GUI Applications topics are introduced progressively to ensure that students of different levels can progress at their own

pace. Many exercises and problems are weaved into the chapters to maintain student interest and build confidence. Overall, I appreciated your efforts to make the Java product user friendly." - Carly Orr, Teacher, Vancouver, BC. "Having used Kidware Software tutorials for the past decade, I have to say that I could not have achieved the level of success which is now applied in the variety of many programming environments which are currently of considerable interest to kids! I thank Kidware Software and its authors for continuing to stand for what is right in the teaching methodologies which work with kids - even today's kids where competition for their attention is now so much an issue." - Alan Payne, Computer Science Teacher, T.A. Blakelock High School

A Guide to Constructing GUIs

Swing Hacks

The Fast Way to Learn Java GUI with PostgreSQL and SQLite

Learning Swing GUI Programming

A Java JFC Swing GUI Game Programming Tutorial For Christian Schools

Swing (Second Edition)

This book builds on the successful approach of the first edition of Swing, once again taking the power and flexibility of Java's Swing library to its limits. Using a fast-paced style, it starts by introducing each of the Swing components and continues with production-quality code examples in which Swing features are customized, combined, and vigorously exercised to demonstrate real-world usage. Unleash the power of JavaFX for a wide range of devices JavaFX For Dummies gives you access to an innovativesoftware platform that allows you to create and deliver richInternet applications that can run across a wide variety ofconnected devices. This accessible book highlights the mostimportant features of this powerful graphics platform, giving youthe tools to understand it quickly and easily! No experience withJavaFX? No problem. JavaFX For Dummies has been writtenespecially for newbies and it also serves as a great referenceresource for more experienced Java developers. Author Doug Lowe has been writing programming books for decades,and he brings his experience and passion to this guide, sharing hisexpert approach to coding using JavaFX. The book shows you how towork with JavaFX controls, how to enhance your scenic design, andalso offers advice on how to

make a splash with your programs.Then, the author wraps it all up with extra recommendations andresources to guide you as you move forward. Helps developers quickly learn to take advantage of JavaFX'slightweight, high-performance platform Highlights essential JavaFX features for simple coding that canbe rolled out across multiple devices Instructs readers on methods for creating compelling, visuallyappealing applications Includes recommendations and resources for honing your JavaFXskills With JavaFX For Dummies, you'll be on your way to easier,more efficient coding for a variety of connected devices.

AVA HOMEWORK PROJECTS teaches Java GUI (Graphical User Interface) Swing programming concepts and provides detailed step-by-step instructions in building many fun and useful projects. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects.

Java GUI Development covers the Java 2 AWT, JFC, and Swing Toolkit technologies for GUI programming. It provides professional developers and software engineers with 1) a clear understanding of the conceptual framework behind Java 2 GUI tools, 2) descriptions of Java GUI idioms, and 3) practical programming techniques proven to work with these tools. This approach enables developers to solve difficult GUI programming tasks faster, write tighter and faster code, and implement more sophisticated GUI designs.

Programming Games with Java
Swing: A Beginner's Guide
A Jfc Swing Tutorial
John Zukowski's Definitive Guide to Swing for Java 2
Compatible with Java 5, 6 and 7
Introduction to Java Gaming & Graphics Programming, An
Introduction to Java Graphics and Event-Driven Programming, Easily & Comprehensive

LEARN JAVA GUI APPLICATIONS is a self-study and/or instructor led tutorial teaching the basics of building a Java application with a swing graphic user interface (GUI). LEARN JAVA GUI APPLICATIONS has 9 lessons covering object-oriented programming concepts, using the NetBeans integrated development environment to create and test Java projects, building and distributing GUI applications, understanding and using the Swing control library, exception handling, sequential file access, graphics, multimedia, advanced topics such as printing, and help system

authoring. The focus of LEARN JAVA GUI APPLICATIONS is to use the existing objects and capabilities of the Java Swing library to build a wide variety of useful desktop applications. Some of the applications built include: Stopwatch, Calendar Display, Loan Repayment Calculator, Flash Card Math Game, Database Input Screen, Statistics Calculator, Tic-Tac-Toe Game, Capital City Quiz, Information Tracker (with plotting), Blackjack, Line, Bar and Pie charts, a version of the first video game ever - Pong, and a Telephone Directory. LEARN JAVA GUI APPLICATIONS is presented using a combination of over 1,100 pages of color course notes and over 100 practical Java GUI examples and applications. To grasp the concepts presented in LEARN JAVA GUI APPLICATIONS, you should have had some exposure to Java programming concepts. We offer two beginning Java programming tutorials, BEGINNING JAVA and JAVA FOR KIDS that would help you gain this needed exposure. This course requires Microsoft Windows, MAC OS X or Linux. To complete this tutorial, you will need to download the Java Development Kit (JDK11) Standard Edition (SE) from Oracle's website. This tutorial also uses NetBeans 11 as the IDE (Integrated Development Environment) for building and testing Java applications which is available from Apache's website. The Java source code and all needed multimedia files are available for download from the publisher's website KidwareSoftware.com after book registration.
NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 0133437302/ 9780133437300 Building Java Programs: A Back to

Basics Approach plus MyProgrammingLab with Pearson eText --
Access Card Package, 3/e Package consists of: 0133360903/
9780133360905 Building Java Programs, 3/e 0133379787/
9780133379785 MyProgrammingLab with Pearson eText -- Access Card
-- for Building Java Programs, 3/e

In this book, you will learn how to build from scratch a
criminal records management database system using
Java/PostgreSQL. All Java code for cryptography and digital
image processing in this book is Native Java. Intentionally not
to rely on external libraries, so that readers know in detail
the process of extracting digital images from scratch in Java.
There are only three external libraries used in this book:
Connector / J to facilitate Java to PostgreSQL connections,
JCalendar to display calendar controls, and JFreeChart to
display graphics. Digital image techniques to extract image
features used in this book are grascaling, sharpening,
invertering, blurring, dilation, erosion, closing, opening,
vertical prewitt, horizontal prewitt, Laplacian, horizontal
sobel, and vertical sobel. For readers, you can develop it to
store other advanced image features based on descriptors such as
SIFT and others for developing descriptor based matching. In the
first chapter, you will learn: How to install NetBeans, JDK 11,
and the PostgreSQL connector; How to integrate external
libraries into projects; How the basic PostgreSQL commands are
used; How to query statements to create databases, create
tables, fill tables, and manipulate table contents is done. In
the second chapter, you will learn querying data from the
postgresql using jdbc including establishing a database
connection, creating a statement object, executing the query,
processing the resultset object, querying data using a statement
that returns multiple rows, querying data using a statement that
has parameters, inserting data into a table using jdbc, updating
data in postgresql database using jdbc, calling postgresql
stored function using jdbc, deleting data from a postgresql
table using jdbc, and postgresql jdbc transaction. In the second
chapter, you will learn the basics of cryptography using Java.
Here, you will learn how to write a Java program to count Hash,
MAC (Message Authentication Code), store keys in a KeyStore,
generate PrivateKey and PublicKey, encrypt / decrypt data, and
generate and verify digital prints. In the third chapter, you
will learn how to create and store salt passwords and verify
them. You will create a Login table. In this case, you will see
how to create a Java GUI using NetBeans to implement it. In
addition to the Login table, in this chapter you will also
create a Client table. In the case of the Client table, you will
learn how to generate and save public and private keys into a

database. You will also learn how to encrypt / decrypt data and save the results into a database. In the fourth chapter, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In the fifth chapter, you create a table with the name of the Account, which has ten columns: account_id (primary key), client_id (primarykey), account_number, account_date, account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In the sixth chapter, you will create a Client_Data table, which has the following seven fields: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In the seventh chapter, you will be taught how to create Crime database and its tables. In eighth chapter, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In the nineth chapter, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_ status, arrest_date, mother_name, address, telephone, and photo. In the tenth chapter, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In the eleventh chapter, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh chapter. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In the twelfth chapter, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The File_Case has seven columns: file_case_id (primary key), suspect_id (foreign key),

police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful for you.
An Introduction to Object-Functional Programming
Introduction to Programming Using Java