Java 9 All It Ebooks

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Java 9 Modularity
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Lambdas, streams, functional and reactive programming
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Patterns and Practices for Developing Maintainable Applications
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Mastering Microservices with Java 9
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Java 9: Building Robust Modular Applications

Java 9 with JShell
Learn to Program the Fundamentals the Java 9+ Way
Java for Absolute Beginners

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Core Java SE 9 for the Impatient

Packt Publishing Ltd

The introduction of functional programming concepts in Java SE 8 was a drastic change for this venerable object-oriented language. Lambda expressions, method references, and streams fundamentally changed the idioms of the language, and many developers have been trying to catch up ever since. This cookbook will help. With more than 70 detailed recipes, author Ken Kousen shows you how to use the newest features of Java to solve a wide range of problems. For developers comfortable with previous Java versions, this guide covers nearly all of Java SE 8, and includes a chapter focused on changes coming in Java 9. Need to understand how functional idioms will change the way you write code? This cookbook—chock full of use cases—is for you. Recipes cover: The basics of lambda expressions and method references Interfaces in the java.util.function package Stream operations for transforming and filtering data Comparators and Collectors for

sorting and converting streaming data Combining lambdas, method references, and streams Creating instances and extract values from Java’s Optional type New I/O capabilities that support functional streams The Date-Time API that replaces the legacy Date and Calendar classes Mechanisms for experimenting with concurrency and parallelism

Java 9 Modularity Packt Publishing Ltd

Mastering advanced features of Java and implement them to build amazing projects Key Features Take advantage of Java's new modularity features to write real-world applications that solve a variety of problems Explore the major concepts introduced with Java 9, including modular programming, HTTP 2.0, API changes, and more Get to grips with tools, techniques and best practices to enhance application development Book Description Java 9 and its new features add to the richness of the language; Java is one of the languages most used by developers to build robust software applications. Java 9 comes with a special emphasis on modularity with its integration with Jigsaw. This course is your one-stop guide to mastering the language. You'll be provided with an overview and explanation of the new features introduced in Java 9 and the importance of the new APIs and enhancements. Some new features of Java 9 are ground-breaking; if you are an experienced programmer, you will be able to make your enterprise applications leaner by learning these new features. You'll be provided with

practical guidance in applying your newly acquired knowledge of Java 9 and further information on future developments of the Java platform. This course will improve your productivity, making your applications faster. Next, you'll go on to implement everything you've learned by building 10 cool projects. You will learn to build an email filter that separates spam messages from all your inboxes, a social media aggregator app that will help you efficiently track various feeds, and a microservice for a client/server note application, to name just a few. By the end of this course, you will be well acquainted with Java 9 features and able to build your own applications and projects. This Learning Path contains the best content from the following two recently published Packt products: •Mastering Java 9 •Java 9 Programming Blueprints What you will learn Package Java applications as modules using the Java Platform Module System Implement process management in Java using the all-new process handling API Integrate your applications with third-party services in the cloud Interact with mail servers, using JavaMail to build an application that filters spam messages Use JavaFX to build rich GUI-based applications, which are an essential element of application development Leverage the possibilities provided by the newly introduced Java shell Test your application's effectiveness with the JVM harness See how Java 9 provides support for the HTTP 2.0 standard Who this book is for This learning path is for Java

developers who are looking to move a level up and learn how to build robust applications in the latest version of Java. *Practical techniques and best practices for optimizing Java applications through concurrency, reactive programming, and more* Packt Publishing Ltd

Computer programming with Java is easier than it looks. In just 24 lessons of one hour or less, you can learn to write computer programs in Java. Using a straightforward, step-by-step approach, popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, an Android app, and even Minecraft mods in Java. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Full-color figures and clear step-by-step instructions visually show you how to program with Java. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to... • Set up your Java programming environment • Write your first working program in just minutes • Control program decisions and behavior • Store and work with information • Build straightforward user interfaces • Create interactive web programs • Use threading to build more responsive programs • Read and write files and XML data • Master best practices for object-oriented programming • Use Java 9's new HTTP client • Use Java to create an Android app • Expand your skills with

closures • Create Minecraft mods with Java Contents at a Glance Part I Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work Part II Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops Part III Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object is Like 12 Making the Most of Existing Objects Part IV Moving into Advanced Topics 13 Storing Objects in Data Structures 14 Handling Errors in a Program 15 Creating a Threaded Program 16 Using Inner Classes and Closures Part V Programming a Graphical User Interface 17 Building a Simple User Interface in Swing 18 Laying Out a User Interface 19 Responding to User Input Part VI Writing Internet Applications 20 Reading and Writing Files 21 Using Java 9's New HTTP Client 22 Creating Java2D Graphics 23 Creating Minecraft Mods with Java 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here Java Resources C This Book's Web Site D Fixing a Problem with the Android Studio Emulator

Lambdas, streams, functional and reactive programming Packt Publishing Ltd

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency

effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In Java Concurrency in Practice , the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. Java Concurrency in Practice arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety Techniques for building and composing thread-safe classes Using the concurrency building blocks in java.util.concurrent Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

Mastering Concurrency Programming with Java 9 Pearson Professional
Fully updated up to Java 11, this book stands to help any Java developer enjoy the richness of the Java programming language. The modern Java platform can be used to build robust software applications including enterprise-level applications and mobile applications.
Patterns and Practices for Developing Maintainable Applications WAGmob
Create clean code with Dependency Injection principles Key Features Use DI to make your code loosely coupled to manage and test your applications easily on Spring 5 and Google Guice Learn the best practices and methodologies to implement DI Write more maintainable Java code by decoupling your objects from their implementations Book Description Dependency Injection (DI) is a design pattern that allows us to remove the hard-coded dependencies and make our application loosely coupled, extendable, and maintainable. We can implement DI to move the dependency resolution from compile-time to runtime. This book will be your one stop guide to write loosely coupled code using the latest features of Java 9 with frameworks such as Spring 5 and Google Guice. We begin by explaining what DI is and teaching you about IoC containers. Then you'll learn about object compositions and their role in DI. You'll find out how to build a modular application and learn how to use DI to focus your efforts on the business logic unique to your application and let the

framework handle the infrastructure work to put it all together. Moving on, you'll gain knowledge of Java 9's new features and modular framework and how DI works in Java 9. Next, we'll explore Spring and Guice, the popular frameworks for DI. You'll see how to define injection keys and configure them at the framework-specific level. After that, you'll find out about the different types of scopes available in both popular frameworks. You'll see how to manage dependency of cross-cutting concerns while writing applications through aspect-oriented programming. Towards the end, you'll learn to integrate any third-party library in your DI-enabled application and explore common pitfalls and recommendations to build a solid application with the help of best practices, patterns, and anti-patterns in DI. What you will learn Understand the benefits of DI and fo from a tightly coupled design to a cleaner design organized around dependencies See Java 9's new features and modular framework Set up Guice and Spring in an application so that it can be used for DI Write integration tests for DI applications Use scopes to handle complex application scenarios Integrate any third-party library in your DI-enabled application Implement Aspect-Oriented Programming to handle common cross-cutting concerns such as logging, authentication, and transactions Understand IoC patterns and anti-patterns in DI Who this book is for This book is for Java developers who would like to implement DI in their application.

Prior knowledge of the Spring and Guice frameworks and Java programming is assumed.

Java 9 for Programmers Mike Murach and Associates, Incorporated

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Late Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you will receive via email the code and instructions on how to access this product. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Eloquent JavaScript Packt Publishing Ltd

The professional programmer’s Deitel®

guide to Java® 9 and the powerful Java platform Written for programmers with a background in another high-level language, this book applies the Deitel signature live-code approach to teaching programming and explores the Java® 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting and program outputs. It features hundreds of complete Java 9 programs with thousands of lines of proven code, and hundreds of software-development tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including JavaFX GUI, graphics, animation and video, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic collections, database with JDBC™ and JPA, and compelling new Java 9 features, such as the Java Platform Module System, interactive Java with JShell (for discovery, experimentation and rapid prototyping) and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the object-oriented design ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build industrial-strength, object-oriented Java 9 applications. New Java® 9 Features Java® 9's Platform Module System Interactive Java via JShell—Java 9's REPL

Collection Factory Methods, Matcher Methods, Stream Methods, JavaFX Updates, Using Modules in JShell, Completable Future Updates, Security Enhancements, Private Interface Methods and many other language and API updates. Core Java Features Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces Composition vs. Inheritance, “Programming to an Interface not an Implementation” Lambdas, Sequential and Parallel Streams, Functional Interfaces with Default and Static Methods, Immutability JavaFX GUI, 2D and 3D Graphics, Animation, Video, CSS, Scene Builder Files, I/O Streams, XML Serialization Concurrency for Optimal Multi-Core Performance, JavaFX Concurrency APIs Generics and Generic Collections Recursion, Database (JDBC™ and JPA) Keep in Touch Contact the authors at: deitel@deitel.com Join the Deitel social media communities LinkedIn® at bit.ly/DeitelLinkedIn Facebook® at facebook.com/DeitelFan Twitter® at twitter.com/deitel YouTube™ at youtube.com/DeitelTV Subscribe to the Deitel ® Buzz e-mail newsletter at www.deitel.com/newsletter/subscribe.html For source code and updates, visit: www.deitel.com/books/Java9FP

Write loosely coupled code with Spring 5 and Guice Prentice Hall

The release of Java SE 8 introduced significant enhancements that impact the Core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer required and new features like lambda expressions

will increase programmer productivity, but navigating these changes can be challenging. Core Java for the Impatient is a complete but concise guide to Java SE 8. Written by Cay Horstmann--the author of Java SE 8 for the Really Impatient and Core Java(tm), the classic, two-volume introduction to the Java language--this indispensable new tutorial offers a faster, easier pathway for learning the language and libraries. Given the size of the language and the scope of the new features introduced in Java SE 8, there's plenty of material to cover, but it's presented in small chunks organized for quick access and easy understanding. If you're an experienced programmer, Horstmann's practical insights and sample code will help you quickly take advantage of lambda expressions (closures), streams, and other Java language and platform improvements. Horstmann covers everything developers need to know about modern Java, including Crisp and effective coverage of lambda expressions, enabling you to express actions with a concise syntax A thorough introduction to the new streams API, which makes working with data far more flexible and efficient A treatment of concurrent programming that encourages you to design your programs in terms of cooperating tasks instead of low-level threads and locks Up-to-date coverage of new libraries like Date and Time Other new features that will be especially valuable for server-side or mobile programmers Whether you are just getting started with modern Java or

are an experienced developer, this guide will be invaluable for anyone who wants to write tomorrow's most robust, efficient, and secure Java code.

Mastering Microservices with Java 9

Simon and Schuster

Summary Manning's bestselling Java 8 book has been revised for Java 9! In Modern Java in Action, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book Modern Java in Action connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8,

Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDAS Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java

Head First Design Patterns Packt Publishing Ltd
Kick-start your modular programming journey and gear up for the future of Java development About This Book Master design patterns and best practices to build truly modular applications in Java 9 Upgrade your old Java code to Java 9 with ease Build and run a smooth functioning multi-module application. Who This Book Is For This book is written for Java developers who are interested in learning and understanding the techniques and best practices to build modular applications in Java. The book assumes some previous programming experience in Java 8 or earlier, familiarity with the basic Java types such as classes and interfaces, as well as experience in compiling and executing Java programs. What You Will Learn Get introduced to the concept of modules and modular programming by working on a fully modular Java application Build and configure your own Java 9 modules Work with multiple modules and establish inter-module dependencies Understand and use the principles of encapsulation, readability, and accessibility Use jlink to generate fully loaded custom runtime images like a pro Discover the best practices to help you write awesome modules that are a joy to use and maintain Upgrade your old Java code to use the new Java 9 module system In Detail The Java 9 module system is an important addition to the language that affects the way we design, write, and organize code and libraries in Java. It provides a new way to

achieve maintainable code by the encapsulation of Java types, as well as a way to write better libraries that have clear interfaces. Effectively using the module system requires an understanding of how modules work and what the best practices of creating modules are. This book will give you step-by-step instructions to create new modules as well as migrate code from earlier versions of Java to the Java 9 module system. You'll be working on a fully modular sample application and add features to it as you learn about Java modules. You'll learn how to create module definitions, setup inter-module dependencies, and use the built-in modules from the modular JDK. You will also learn about module resolution and how to use jlink to generate custom runtime images. We will end our journey by taking a look at the road ahead. You will learn some powerful best practices that will help you as you start building modular applications. You will also learn how to upgrade an existing Java 8 codebase to Java 9, handle issues with libraries, and how to test Java 9 applications. Style and Approach The book is a step-by-step guide to understanding Modularity and building a complete application using a modular design.

Java 9 Concurrency Cookbook Pearson UK

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network

programming.

Simple Solutions to Difficult Problems in Java 8 and 9 Packt Publishing Ltd

***** WAGmob: Over One million Paying Customers from 175+ Countries. ***** WAGmob brings you simpleNeasy, on-the-go learning eBook for "Learn Java Programming". The eBook provides: 1. Snack sized chapters for easy learning. 2. Bite sized flashcards to memorize key concepts. 3. Simple and easy quizzes for self-assessment. Designed for both students and adults. This eBook provides a quick summary of essential concepts in Java Programming by following snack sized chapters: (Each chapter has corresponding flashcards and quizzes) Introduction to Java, Object Oriented Programming, Core Elements of a Java Program, Basics of Java, List of Java Keywords, Java Architecture and Application, Packages and Applet, Classes and Objects, Abstract Class and Interface, Encapsulation, Inheritance, Abstraction and Polymorphism, Constructor and String, Multithreading and Exception Handling, Java Debugging, Java Quick List. About WAGmob eBooks: 1) A companion eBook for on-the-go, bite-sized learning. 2) Over One million paying customers from 175+ countries. Why WAGmob eBooks: 1) Beautifully simple, Amazingly easy, Massive selection of eBooks. 2) Effective, Engaging and Entertaining eBooks. 3) An incredible value for money. Lifetime of free updates! WAGmob Vision : simpleNeasy eBooks for a lifetime of on-the-go learning. WAGmob Mission : A simpleNeasy WAGmob eBook in every

hand. Visit us : www.simpleNeasyBOOK.com Please write to us at Team@simpleNeasyBook.com. We would love to improve this eBook.

Mastering Java 11 Apress

Gain a deep understanding of the complexity of data structures and algorithms and discover the right way to write more efficient code About This Book This book provides complete coverage of reactive and functional data structures Based on the latest version of Java 9, this book illustrates the impact of new features on data structures Gain exposure to important concepts such as Big-O Notation and Dynamic Programming Who This Book Is For This book is for Java developers who want to learn about data structures and algorithms. Basic knowledge of Java is assumed. What You Will Learn Understand the fundamentals of algorithms, data structures, and measurement of complexity Find out what general purpose data structures are, including arrays, linked lists, double ended linked lists, and circular lists Get a grasp on the basics of abstract data types—stack, queue, and double ended queue See how to use recursive functions and immutability while understanding and in terms of recursion Handle reactive programming and its related data structures Use binary search, sorting, and efficient sorting—quicksort and merge sort Work with the important concept of trees and list all nodes of the tree, traversal of tree, search trees, and balanced search

trees Apply advanced general purpose data structures, priority queue-based sorting, and random access immutable linked lists Gain a better understanding of the concept of graphs, directed and undirected graphs, undirected trees, and much more In Detail Java 9 Data Structures and Algorithms covers classical, functional, and reactive data structures, giving you the ability to understand computational complexity, solve problems, and write efficient code. This book is based on the Zero Bug Bounce milestone of Java 9. We start off with the basics of algorithms and data structures, helping you understand the fundamentals and measure complexity. From here, we introduce you to concepts such as arrays, linked lists, as well as abstract data types such as stacks and queues. Next, we'll take you through the basics of functional programming while making sure you get used to thinking recursively. We provide plenty of examples along the way to help you understand each concept. You will get the also get a clear picture of reactive programming, binary searches, sorting, search trees, undirected graphs, and a whole lot more! Style and approach This book will teach you about all the major algorithms in a step-by-step manner. Special notes on the Big-O Notation and its impact on algorithms will give you fresh insights.

Prentice Hall

The upcoming Java 9 module system will affect existing applications and offer new ways of creating modular and maintainable applications. With this

hands-on book, Java developers will learn not only about the joys of modularity, but also about the patterns needed to create truly modular and reliable applications. Authors Sander Mak and Paul Bakker teach you the concepts behind the Java 9 module system, along with the new tools it offers. You'll also gain learn how to modularize existing code and how to build new Java applications in a modular way. Understand Java 9 module system concepts Master the patterns and practices for building truly modular applications Migrate existing applications and libraries to Java 9 modules Use JDK 9 tools for modular development and migration Build large scale applications using Java modularity and Project Jigsaw Gateway

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: –Understand the essential elements of programming:

syntax, control, and data –Use object-oriented and functional programming techniques to organize and clarify your programs –Script the browser and make basic Web applications –Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

Modern Java Recipes Addison-Wesley Professional

Get the steps you need to discover the world of Java 9 programming using real-world examples About This Book We bridge the gap between “learning” and “doing” by providing real-world examples that will improve your software development Our example-based approach will get you started quickly with software programming, get you up-to-speed with Java 9, and improve your Java skills This book will show you the best practices of Java coding and improve your productivity Who This Book Is For This book is for anyone who wants to learn the Java programming language. You are expected to have some prior programming experience with another language, such as JavaScript or Python, but no knowledge of earlier versions of Java is assumed. What You Will Learn

Compile, package and run a trivial program using a build management tool Get to know the principles of test-driven development and dependency management Separate the wiring of multiple modules from the application logic into an application using dependency injection Benchmark Java execution using Java 9 microbenchmarking See the workings of the Spring framework and use Java annotations for the configuration Master the scripting API built into the Java language and use the built-in JavaScript interpreter Understand static versus dynamic implementation of code and high-order reactive programming in Java In Detail This book gets you started with essential software development easily and quickly, guiding you through Java's different facets. By adopting this approach, you can bridge the gap between learning and doing immediately. You will learn the new features of Java 9 quickly and experience a simple and powerful approach to software development. You will be able to use the Java runtime tools, understand the Java environment, and create Java programs. We then cover more simple examples to build your foundation before diving to some complex data structure problems that will solidify your Java 9 skills. With a special focus on modularity and HTTP 2.0, this book will guide you to get employed as a top notch Java developer. By the end of the book, you will have a firm foundation to continue your journey towards becoming a professional Java

developer. Style and approach Throughout this book, our aim is to build Java programs. We will be building multiple applications ranging from simpler ones to more complex ones. Learning by doing has its advantages as you will immediately see the concepts explained in action.

Head First Java Bookboon

Explore the power of distributed computing to write concurrent, scalable applications in Java About This Book Make the best of Java 9 features to write succinct code Handle large amounts of data using HPC Make use of AWS and Google App Engine along with Java to establish a powerful remote computation system Who This Book Is For This book is for basic to intermediate level Java developers who is aware of object-oriented programming and Java basic concepts. What You Will Learn Understand the basic concepts of parallel and distributed computing/programming Achieve performance improvement using parallel processing, multithreading, concurrency, memory sharing, and hpc cluster computing Get an in-depth understanding of Enterprise Messaging concepts with Java Messaging Service and Web Services in the context of Enterprise Integration Patterns Work with Distributed Database technologies Understand how to develop and deploy a distributed application on different cloud platforms including Amazon Web Service and Docker CaaS Concepts Explore big data technologies Effectively test and debug distributed systems Gain

thorough knowledge of security standards for distributed applications including two-way Secure Socket Layer In Detail Distributed computing is the concept with which a bigger computation process is accomplished by splitting it into multiple smaller logical activities and performed by diverse systems, resulting in maximized performance in lower infrastructure investment. This book will teach you how to improve the performance of traditional applications through the usage of parallelism and optimized resource utilization in Java 9. After a brief introduction to the fundamentals of distributed and parallel computing, the book moves on to explain different ways of communicating with remote systems/objects in a distributed architecture. You will learn about asynchronous messaging with enterprise integration and related patterns, and how to handle large amount of data using HPC and implement distributed computing for databases. Moving on, it explains how to deploy distributed applications on different cloud platforms and self-contained application development. You will also learn about big data technologies and understand how they contribute to distributed computing. The book concludes with the detailed coverage of testing, debugging, troubleshooting, and security aspects of distributed applications so the programs you build are robust, efficient, and secure. Style and approach This is a step-by-step practical guide with real-world examples.

Modular Programming in Java 9 "O'Reilly Media, Inc."
This book concisely introduces Java 8's most valuable new features, including lambda expressions (closures) and streams. If you're an experienced Java programmer, the author's practical insights and sample code will help you quickly take advantage of these and other Java language and platform improvements.

Java 9 Programming By Example
Pearson Education
Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.