

Java Methods 2nd Ap Edition

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eloquent JavaScript
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Data Structures and Algorithms in Java
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Starting Out with Java: From Control Structures through Objects, Global Edition
Java, Java, Java
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Java Methods, Second AP Edition
Starting Out with Java
Object-oriented Data Structures Using Java
Java Methods
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Java Foundations

Barron's AP Computer Science A with CD-ROM

Presents an introduction to the new programming language for the Java Platform.

Eloquent JavaScript

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Data Structures and Problem Solving Using Java takes a practical and unique approach to data structures that separates interface from implementation. It is suitable for the second or third programming course. This book provides a practical introduction to data structures with an emphasis on abstract thinking and problem solving, as well as the use of Java. It does this through what remains a unique approach that clearly separates each data structure's interface (how to use a data structure) from its implementation (how to actually program that structure). Parts I (Tour of Java), II (Algorithms and Building Blocks), and III (Applications) lay the groundwork by discussing basic concepts and tools and providing some practical examples, while Part IV (Implementations) focuses on implementation of data structures. This forces the reader to think about the functionality of the data structures before the hash table is implemented. The Fourth Edition features many new updates as well as new exercises.

Java Security

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be unlearned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive

functionality available through select vendors and may require LMS integration approval for SCORECenter.

Building Java Programs

Data Structures and Algorithms in Java

By emphasizing the application of computer programming not only in success stories in the software industry but also in familiar scenarios in physical and biological science, engineering, and applied mathematics, Introduction to Programming in Java takes an interdisciplinary approach to teaching programming with the Java programming language. Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

Java Software Solutions for Ap Computer Science

For courses in Java Programming Layered, Back-to-Basics Approach to Java Programming Newly revised and updated, this Fourth Edition of Building Java Programs: A Back to Basics Approach uses a layered strategy to introduce Java programming, with the aim of overcoming the difficulty associated with introductory programming textbooks. The authors' proven and class-tested "back to basics" approach introduces programming fundamentals first, with new syntax and concepts added over multiple chapters, and object-oriented programming discussed only once readers have developed a basic understanding of Java programming. Previous editions have established the text's reputation as an excellent choice for thoroughly introducing the basics of computer science, and new material in the Fourth Edition incorporates concepts related to Java 8, functional programming, and image manipulation. Note: You are purchasing a standalone product; MyLab(tm)& Mastering(tm) does not come packaged with this content. Students, if interested in purchasing this title with MyLab & Mastering, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab & Mastering, search for: 0134448308 / 9780134448305 Building Java Programs: A Back to Basics Approach plus MyProgrammingLab with Pearson eText -- Access Card Package, 4/e Package consists of: 0134324706 / 9780134324708 MyProgrammingLab with Pearson eText -- Instant Access -- for Building Java Programs: A Back to Basics Approach, 4/e 0134322762 / 9780134322766 Building Java Programs: A Back to Basics Approach

Structure and Interpretation of Computer Programs - 2nd Edition

Once again, the Litvins bring you a textbook that expertly covers the subject, is fun to read, and works for students with different learning styles. In one volume, this edition covers both introductory Java/OOP A-level material and AB-level topics (data structures and algorithms). The book follows Java 5.0 and incorporates many other changes, big and small, to reflect the current priorities of the AP CS program. This edition offers an early focus on object-oriented programming and design and an expanded discussion of the Java collections framework. What has not changed is the authors' respect for students, clear explanation of concepts, common sense about practical software development issues, and realistic and fun case studies and labs. By choosing this book, you have joined the many thousands of students who have mastered computer science fundamentals and received high grades on AP CS exams using the Litvins' C++ and Java books. - Back cover.

C++ for You++

Introduction To Algorithms

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.

Think Data Structures

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. --In *Starting Out with Java: From Control Structures through Objects*, Gaddis covers procedural programming-control structures and methods-before introducing object-oriented programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. 0132989999/9780132989992 *Starting Out with Java: From Control Structures through Objects* plus MyProgrammingLab with Pearson eText -- Access Card Package, 5/e Package consists of: 0132855836/9780132855839 *Starting Out with Java: From Control Structures through Objects*, 5/e 0132891557/ 9780132891554 MyProgrammingLab with Pearson eText -- Access Card -- for *Starting Out with Java: From Control Structures through Objects*, 5/e

Be Prepared for the AP Computer Science Exam in Java

An extensively revised edition of a mathematically rigorous yet accessible

introduction to algorithms.

Data Structures

This third edition covers fundamental concepts in creating and manipulating 2D and 3D graphical objects, including topics from classic graphics algorithms to color and shading models. It maintains the style of the two previous editions, teaching each graphics topic in a sequence of concepts, mathematics, algorithms, optimization techniques, and Java coding. Completely revised and updated according to years of classroom teaching, the third edition of this highly popular textbook contains a large number of ready-to-run Java programs and an algorithm animation and demonstration open-source software also in Java. It includes exercises and examples making it ideal for classroom use or self-study, and provides a perfect foundation for programming computer graphics using Java. Undergraduate and graduate students majoring specifically in computer science, computer engineering, electronic engineering, information systems, and related disciplines will use this textbook for their courses. Professionals and industrial practitioners who wish to learn and explore basic computer graphics techniques will also find this book a valuable resource.

A Programmer's Guide to Java Certification

"Java, Java, Java, Third Edition systematically introduces the Java 1.5 language to the context of practical problem-solving and effective object-oriented design. Carefully and incrementally, the authors demonstrate how to decompose problems, use UML diagrams to design Java software that solves those problems, and transform their designs into efficient, robust code. Their "objects-early" approach reflects the latest pedagogical insights into teaching Java, and their examples help readers apply sophisticated techniques rapidly and effectively."--BOOK JACKET.

Data Structures and Problem Solving Using Java

Software development today is embracing functional programming (FP), whether it's for writing concurrent programs or for managing Big Data. Where does that leave Java developers? This concise book offers a pragmatic, approachable introduction to FP for Java developers or anyone who uses an object-oriented language. Dean Wampler, Java expert and author of *Programming Scala* (O'Reilly), shows you how to apply FP principles such as immutability, avoidance of side-effects, and higher-order functions to your Java code. Each chapter provides exercises to help you practice what you've learned. Once you grasp the benefits of functional programming, you'll discover that it improves all of the code you write. Learn basic FP principles and apply them to object-oriented programming Discover how FP is more concise and modular than OOP Get useful FP lessons for your Java

type design—such as avoiding nulls Design data structures and algorithms using functional programming principles Write concurrent programs using the Actor model and software transactional memory Use functional libraries and frameworks for Java—and learn where to go next to deepen your functional programming skills

Introduction to Programming with Java

Accompanying disk contains instructor resources, lesson plans, presentation files, test bank, solutions, and more.

Java Programming

Inspired by the success of their best-selling introductory programming text, Java Software Solutions, authors Lewis, DePasquale, and Chase now release Java Foundations, Second Edition. This text is a comprehensive resource for instructors who want a two-or three-semester introduction to programming textbook that includes detail on data structures topics. Java Foundations introduces a Software Methodology early on and revisits it throughout to ensure students develop sound program development skills from the beginning. Control structures are covered before writing classes, providing a solid foundation of fundamental concepts and sophisticated topics.

Think Java

Beyond Karel J Robot trades comprehensive coverage of Java low level detail for an understanding of how a language like Java is used to build real programs. It's organization is not that of a reference work, but an enfolding of interesting and necessary concepts used by real programmers. A number of users have asked for more material in the spirit of Karel J Robot. The original book is intended for only the beginning weeks of a course, which leaves some the dilemma of what to do for the rest of the term. This volume is an attempt to discuss some additional ideas as well as some more Java features. The chapter numbering begins where Karel J Robot leaves off and we will frequently make mention of what was learned there. However, we begin to leave the robot world here and will discuss many ideas from beyond that world. The two volumes together should form the basis of a first course in computing using Java. While I have generally followed the guidelines of the College Board recommendations for the APCS AB advanced placement course, I have not attempted to be encyclopedic. We will see int, double, char, etc., but no attempt was made to provide all the rules and caveats of such things. Many books that call themselves text-books seem to me to be, instead, reference works, with everything gathered together nicely to ease looking up information, rather than books to learn from. Instead, I have attempted to show, for the most part, how the features of Java are used to build real programs. This is a book about writing programs, including some quite interesting and difficult programs. You may

struggle with some of this material, but the struggle will take you to a better place. I hope you agree that it is worth the work you will put in to it.

Functional Programming for Java Developers

This new, expanded textbook describes all phases of a modern compiler: lexical analysis, parsing, abstract syntax, semantic actions, intermediate representations, instruction selection via tree matching, dataflow analysis, graph-coloring register allocation, and runtime systems. It includes good coverage of current techniques in code generation and register allocation, as well as functional and object-oriented languages, that are missing from most books. In addition, more advanced chapters are now included so that it can be used as the basis for a two-semester or graduate course. The most accepted and successful techniques are described in a concise way, rather than as an exhaustive catalog of every possible variant. Detailed descriptions of the interfaces between modules of a compiler are illustrated with actual C header files. The first part of the book, Fundamentals of Compilation, is suitable for a one-semester first course in compiler design. The second part, Advanced Topics, which includes the advanced chapters, covers the compilation of object-oriented and functional languages, garbage collection, loop optimizations, SSA form, loop scheduling, and optimization for cache-memory hierchies.

Starting Out with Java: From Control Structures through Objects, Global Edition

Review and test preparation book for Advanced Placement examinations in computer science

Java, Java, Java

For courses in computer programming in Java. Starting Out with Java: From Control Structures through Objects provides a step-by-step introduction to programming in Java. Gaddis covers procedural programming—control structures and methods—before introducing object-oriented programming, ensuring that students understand fundamental programming and problem-solving concepts. As with all Gaddis texts, every chapter contains clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises.

MyProgrammingLab® not included. Students, if MyProgrammingLab is a recommended/mandatory component of the course, please ask your instructor for the correct ISBN and course ID. MyProgrammingLab should only be purchased when required by an instructor. Instructors, contact your Pearson representative for more information. MyProgrammingLab is an online homework, tutorial, and assessment product designed to personalize learning and improve results. With a

wide range of interactive, engaging, and assignable activities, students are encouraged to actively learn and retain tough course concepts.

Introduction to Programming Using Java

Structure and Interpretation of Computer Programs by Harold Abelson and Gerald Jay Sussman is licensed under a Creative Commons Attribution-NonCommercial 3.0 License.

Java Generics and Collections

This practical text contains fairly "traditional" coverage of data structures with a clear and complete use of algorithm analysis, and some emphasis on file processing techniques as relevant to modern programmers. It fully integrates OO programming with these topics, as part of the detailed presentation of OO programming itself. Chapter topics include lists, stacks, and queues; binary and general trees; graphs; file processing and external sorting; searching; indexing; and limits to computation. For programmers who need a good reference on data structures.

Introduction to JAVA Programming

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards The updated second edition of Think Java also features new chapters on polymorphism and data processing, as well as content covering changes through Java 12.

A Practical Introduction to Data Structures and Algorithm Analysis

Object-Oriented Programming and Java

"Programming is, above all, problem solving. This book will help student thoroughly understand real-world programming problems - and solve those problems quickly and efficiently, using Java 5." "Ideal for novice programmers, this book begins by providing a rock-solid foundation in core programming and problem-solving techniques. Building on this foundation, students steadily deepen their skills, one step at a time. They master basic object-oriented programming and design; create effective event-driven GUIs; use exception handling to build more robust software; learn best practices for managing I/O; even use recursive methods to simplify difficult problems."--BOOK JACKET.

Computer Graphics for Java Programmers

Never HIGHLIGHT a Book Again Includes all testable terms, concepts, persons, places, and events. Cram101 Just the FACTS101 studyguides gives all of the outlines, highlights, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanies: 9780982477540. This item is printed on demand.

Java Methods AB

Data Structures in Java is a continuation of Nell Dale's best-selling Introduction to Java and Software Design text. Data Structures is designed for students who have already taken one semester of computer science and are able to take a problem of medium complexity, write an algorithm to solve the problem, code the algorithm in a programming language, and demonstrate the correctness of their solution. The focus is on teaching computer science principles with chapter concepts being reinforced by case studies. The object-oriented concepts of encapsulation, inheritance, and polymorphism are covered, while the book remains centered on abstract data types.

Modern Compiler Implementation in C

This book lays the foundation for programmers to build their skills. The focus is placed on how to implement effective programs using the JCL instead of producing mathematical proofs. The coverage is updated and streamlined to provide a more accessible approach to programming. They'll be able to develop a thorough understanding of basic data structures and algorithms through an objects-first approach. Data structures are discussed in the context of software engineering principles. Updated case studies also show programmers how to apply essential

design skills and concepts.

Introduction to Programming in Java

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133437302/ISBN-13: 9780133437300. That package includes ISBN-10: 0133360903/ISBN-13: 9780133360905 and ISBN-10: 0133379787/ISBN-13: 9780133379785.

MyProgrammingLab should only be purchased when required by an instructor. 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.

Programming in Scala

This book teaches the reader how to write programs using Java. It does so with a unique approach that combines fundamentals first with objects early. The book transitions smoothly through a carefully selected set of procedural programming fundamentals to object-oriented fundamentals. During this early transition and beyond, the book emphasizes problem solving. For example, Chapter 2 is devoted to algorithm development, Chapter 8 is devoted to program design, and problem-solving sections appear throughout the book. Problem-solving skills are fostered with the help of an interactive, iterative presentation style: Here's the problem. How can we solve it? How can we improve the solution? Some key features include: -A conversational, easy-to-follow writing style. -Many executable code examples that clearly and efficiently illustrate key concepts. -Extensive use of UML class diagrams to specify problem organization. -Simple GUI programming early, in an optional standalone graphics track. -Well-identified alternatives for altering the book's sequence to fit individual needs. -Well-developed projects in six different academic disciplines, with a handy summary. -Detailed customizable PowerPoint™ lecture slides, with icon-keyed hidden notes. Student Resources: Links to compiler software - for Sun's Java2 SDK toolkit, Helios's TextPad, Eclipse, NetBeans, and BlueJ. TextPad tutorial. Eclipse tutorials. Textbook errata. All textbook example programs and associated resource files. Instructor Resources: Customizable PowerPoint lecture slides with hidden notes. Hidden notes provide comments that supplement the displayed text in the lecture slides. For example, if the displayed text asks a question the hidden notes provide the answer. Exercise solutions.

Project solutions. Supplemental Chapters to Accommodate an Objects-Late Approach are available. Click this link to reach the supplemental chapters. ""The authors have done a superb job of organizing the various chapters to allow the students to enjoy programming in Java from day one. I am deeply impressed with the entire textbook. I would have my students keep this text and use it throughout their academic career as an excellent Java programming source book." - Benjamin B. Nystuen, University of Colorado at Colorado Springs" ""The authors have done a great job in describing the technical aspects of programming. The authors have an immensely readable writing style. I have an extremely favorable impression of Dean and Dean's proposed text." - Shyamal Mitra, University of Texas at Austin" ""The overall impression of the book was that it was "friendly" to read. I think this is a great strength, simply because students reading it, and especially students who are prone to reading to understand, will appreciate this approach rather than the regular hardcore programming mentality." - Andree Jacobson, University of New Mexico"

Fundamentals of Java

This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

Mathematics for the Digital Age and Programming in Python

Object-Oriented Programming and Java presents two important topics in contemporary software development: object-oriented programming and Java. This book takes a different teaching approach from most available literature, it begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and executed using object-oriented programming paradigm. Principally, Java is an object-oriented programming language. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, the book provides readers with the pre-requisites for writing proper object-oriented programs using Java. Object-Oriented Programming and Java covers the latest in Java technologies and is suitable for undergraduate or postgraduate courses on object-oriented technology, particularly those using Java as a programming language for creating object-oriented programs. The book will also give individual professional developers a head-start in learning the language.

Beyond Karel J Robot

Building Java Programs

If you're a student studying computer science or a software developer preparing for technical interviews, this practical book will help you learn and review some of the most important ideas in software engineering—data structures and algorithms—in a way that's clearer, more concise, and more engaging than other materials. By emphasizing practical knowledge and skills over theory, author Allen Downey shows you how to use data structures to implement efficient algorithms, and then analyze and measure their performance. You'll explore the important classes in the Java collections framework (JCF), how they're implemented, and how they're expected to perform. Each chapter presents hands-on exercises supported by test code online. Use data structures such as lists and maps, and understand how they work Build an application that reads Wikipedia pages, parses the contents, and navigates the resulting data tree Analyze code to predict how fast it will run and how much memory it will require Write classes that implement the Map interface, using a hash table and binary search tree Build a simple web search engine with a crawler, an indexer that stores web page contents, and a retriever that returns user query results Other books by Allen Downey include Think Java, Think Python, Think Stats, and Think Bayes.

Java Methods, Second AP Edition

Data Structures and Algorithms in Java, Second Edition is designed to be easy to read and understand although the topic itself is complicated. Algorithms are the

procedures that software programs use to manipulate data structures. Besides clear and simple example programs, the author includes a workshop as a small demonstration program executable on a Web browser. The programs demonstrate in graphical form what data structures look like and how they operate. In the second edition, the program is rewritten to improve operation and clarify the algorithms, the example programs are revised to work with the latest version of the Java JDK, and questions and exercises will be added at the end of each chapter making the book even more useful. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

Starting Out with Java

Covers basic terminology and concepts of object oriented programming. Contains programming exercises and illustrations.

Object-oriented Data Structures Using Java

This updated manual presents computer science test takers with— Three AP practice tests for the Level A course, including a diagnostic test Charts detailing

the topics for each test question All test questions answered and explained A subject review covers static variables, the List interface, Integer. MAX_VALUE, and Integer. MIN_VALUE. The practice exams contain several new questions on two-dimensional arrays and reflect the new free-response style used on the 2012 AP exam. This manual comes with a CD-ROM that has two more model AP exams with answers, explanations, automatic scoring for multiple-choice questions, and a scoring chart. BONUS ONLINE PRACTICE TEST: Students who purchase this book or package will also get FREE access to one additional full-length online AP Computer Science A test with all questions answered and explained. System Requirements: This program will run on a PC with: 2.33GHz or faster x86-compatible processor, or Intel® Atom™, 1.6GHz or faster processor for netbooks Microsoft® Windows® Server 2008, Windows Vista® Home Premium, Business, Ultimate, or Enterprise (including 64 bit editions) with Service Pack 2, Windows 7, or Windows 8 Classic 512MB of RAM (1GB of RAM recommended) This program will run on a Mac® with: Intel Core™, Duo 1.83GHz or faster processor Mac OS X v10.6, v10.7, v10.8, or v10.9 512MB of RAM (1GB of RAM recommended)

Java Methods A&AB

Java Programming, Fourth Edition provides the beginning programmer with a guide to developing applications and applets using the Java programming language. Java is popular among professional programmers because it can be used to build

visually interesting GUI and Web-based applications. Java also provides an excellent environment for the beginning programmer - a student quickly can build useful programs while learning the basics of structured and object-oriented programming techniques.

Big Java

One of Java's most striking claims is that it provides a secure programming environment. Yet despite endless discussion, few people understand precisely what Java's claims mean and how it backs up those claims. If you're a developer, network administrator or anyone else who must understand or work with Java's security mechanisms, *Java Security* is the in-depth exploration you need. *Java Security, 2nd Edition*, focuses on the basic platform features of Java that provide security--the class loader, the bytecode verifier, and the security manager--and recent additions to Java that enhance this security model: digital signatures, security providers, and the access controller. The book covers the security model of Java 2, Version 1.3, which is significantly different from that of Java 1.1. It has extensive coverage of the two new important security APIs: JAAS (Java Authentication and Authorization Service) and JSSE (Java Secure Sockets Extension). *Java Security, 2nd Edition*, will give you a clear understanding of the architecture of Java's security model and how to use that model in both programming and administration. The book is intended primarily for programmers

who want to write secure Java applications. However, it is also an excellent resource for system and network administrators who are interested in Java security, particularly those who are interested in assessing the risk of using Java and need to understand how the security model works in order to assess whether or not Java meets their security needs.

Java Foundations

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