

Rogers Codenhead

Eighth Edition

Covers  
Java 12

Sams Teach Yourself

# Java™

in **21 Days**



# Sams Guide To Java In 21 Days

**Vivian Siahaan, Rismon Hasiholan  
Sianipar**



## **Sams Guide To Java In 21 Days:**

**Java in 21 Days, Sams Teach Yourself (Covering Java 8)** Rogers Cadenhead, 2015-12-22 In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets With this complete tutorial you ll quickly master the basics and then move on to more advanced features and concepts Completely updated for Java 8 this book teaches you about the Java language and how to use it to create applications for any computing environment and Android apps By the time you have finished the book you ll have well rounded knowledge of Java and the Java class libraries Using your new skills you will be able to develop your own programs for tasks such as web services database connectivity XML processing and mobile programming 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 8 Learn to develop Java applications and Android apps using NetBeans and Google s new Android Studio two excellent and free programming platforms Covers new features of Java 8 such as closures the most eagerly anticipated language feature in years Easy to understand practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about JDBC 4 2 programming with the Derby database and XML parsing with the open source XOM class library Learn how to use streams to write programs that communicate with the Internet including socket programming buffers channels and URL handling

**Contents at a Glance** WEEK 1 The Java Language DAY 1 Getting Started with Java DAY 2 The ABCs of Programming DAY 3 Working with Objects DAY 4 Lists Logic and Loops DAY 5 Creating Classes and Methods DAY 6 Packages Interfaces and Other Class Features DAY 7 Exceptions and Threads WEEK 2 The Java Class Library DAY 8 Data Structures DAY 9 Working with Swing DAY 10 Building a Swing Interface DAY 11 Arranging Components on a User Interface DAY 12 Responding to User Input DAY 13 Creating Java2D Graphics DAY 14 Developing Swing Applications WEEK 3 Java Programming DAY 15 Working with Input and Output DAY 16 Using Inner Classes and Closures DAY 17 Communicating Across the Internet DAY 18 Accessing Databases with JDBC 4 2 and Derby DAY 19 Reading and Writing RSS Feeds DAY 20 XML Web Services DAY 21 Writing Android Apps for Java APPENDIX A Using the NetBeans IDE APPENDIX B This Book s Website APPENDIX C Fixing a Problem with the Android Studio Emulator APPENDIX D Using the Java Development Kit APPENDIX E Programming with the Java Development Kit

**Sams Teach Yourself Java in 21 Days** Rogers Cadenhead, 2013 This edition adds coverage of Java 7 and places emphasis on Android programming There is a new chapter on Android development and additional material

where appropriate throughout the book Coverage of the JDK has been dropped in favor of NetBeans the free integrated IDE for Java

**Java in 21 Days, Sams Teach Yourself (Covering Java 8)** Rogers Cadenhead, 2015-08-01 In arenas ranging from enterprise development to Android app programming Java remains one of the world's most popular programming languages Sams Teach Yourself Java in 21 Days helps the serious learner gain true mastery over the new Java 8 In this book's straightforward step by step approach each lesson builds on everything that's come before helping readers learn Java's core features and techniques from the ground up Friendly accessible and conversational Sams Teach Yourself Java in 21 Days offers a practical grounding in the language without ever becoming overwhelming or intimidating Week 1 introduces the basic building blocks of the Java programming language keywords operators class and object definitions packages interfaces exceptions and threads Week 2 covers the Swing graphical user interface class libraries and the important classes that support data structures string handling dates and times Week 3 ventures into the hottest areas of Java programming web services Java servlets network programming database programming and Android development

**Sams Teach Yourself Java in 21 Days (Covering Java 7 and Android)** Rogers Cadenhead, 2012-08-16 Sams Teach Yourself Java in 21 Days Covering Java 7 and Android App Development Sams Teach Yourself Java in 21 Days continues to be one of the most popular best selling Java tutorials on the market Written by an expert technical writer it has been acclaimed for its clear and personable writing for its extensive use of examples and for its logical and complete organization The sixth edition of Sams Teach Yourself Java in 21 Days adds coverage of Java 7 and places a special emphasis on Android programming capitalizing on the fastest growing area of Java programming There will be a new chapter on Android development and additional material where appropriate throughout the book This edition also includes new material on using NetBeans the free integrated IDE for Java 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 7 Learn to develop standalone Java applications Android apps and Java Web Start applications Easy to understand practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about JDBC 4.1 programming with the Java DB database and XML parsing with the open source XOM class library Covers new features of Java 7 such as improved try catch exception handling the new switch and Nimbus look and feel

*Sams Teach Yourself Java in 21 Days (Covering Java 12), Barnes & Noble Exclusive Edition* Rogers Cadenhead, 2019-12-20 In just 21 days you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets

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 Use Java for game programming Create a Slackbot with Java Exclusive Bonus Chapter [Sams Teach Yourself Java in 21 Days \(Covers Java 11/12\)](#) Rogers Cadenhead,2019-12-09 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 **Sams Teach Yourself JavaServer Pages in 21 Days** Steven Holzner,2003 Sun predicts that more Web developers without Java experience will be migrating to JSP in 2002 2003 and beyond This is one of few JSP books aimed at this group rather than Java professionals Packed with hundreds of practical real world examples this title offers a proven tutorial format to teach JSP in 21 example driven lessons **Sams Teach Yourself Java 2 in 21**

**Days** Rogers Cadenhead, Laura Lemay, 2003 Sams Teach Yourself Java in 21 Days continues to be one of the most popular best selling Java tutorials on the market. Written by two expert technical writers, it has been acclaimed for its clear and personable writing, for its extensive use of examples, and for its logical and complete organization. This new edition of the book maintains and improves upon all these qualities while updating, revising, and reorganizing the material to cover the latest developments in Java and to expand the book's coverage of core Java programming topics. Sun's new version of Java 2 Standard Edition SDK version 1.4 is expected to be released by the end of 2001. According to Sun, version 1.4 builds upon Java's cross-platform support and security model with new features and functionality, enhanced performance and scalability, and improved reliability and serviceability.

**Sams Teach Yourself Wireless Java with J2ME in 21 Days** Michael Morrison, 2001 Sams Teach Yourself Wireless Java with J2ME in 21 Days captures the growing beginner and hobbyist market interested in building wireless applications.

*Sams Teach Yourself XML in 24 Hours* Michael Morrison, 2002 This manual shows what can be done with XML while also teaching where the technology is headed. It includes topics like displaying XML files in HTML files, performing queries in XSL, and building an online store.

**C++ in 24 Hours, Sams Teach Yourself** Rogers Cadenhead, Jesse Liberty, 2016-08-02 Sams Teach Yourself C in 24 Hours is a hands-on guide to the C programming language. Readers are provided with short practical examples that illustrate key concepts, syntax, and techniques. Using a straightforward approach, this fast and friendly tutorial teaches you everything you need to know from installing and using a compiler to debugging the programs you've created, to what's new in C 14. Step-by-step instructions carefully walk you through the most common C programming tasks. Quizzes and exercises at the end of each chapter help you test yourself to make sure you're ready to go on. Learn how to install and use a C compiler for Windows, Mac OS X, or Linux. Build object-oriented programs in C. Master core C concepts such as functions and classes. Add rich functionality with templates and lambda expressions. Debug your programs for flawless code. Learn exception and error handling techniques. Put to use the new features in C 14, the latest version of the language. Create and use templates. Control program flow with loops. Store information in arrays and strings. Declare and use pointers. Use operator overloading. Extend classes with inheritance. Use polymorphism and derived classes. Employ object-oriented analysis and design.

*Java In Action: An Excellent Guide to Explore JDBC And Database Applications* Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-27 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 chapter are grascaling sharpening inverting 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 PostgreSQL SQLite programmer

**A Comprehensive Guide to Java GUI Programming with SQLite** Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-02 The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use SQLite in Java In chapter one you will learn How to create SQLite database and six tables In chapter two 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 three 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 tables In chapter four you will study how to query the six tables In chapter five you will create Bank database and its four tables In chapter six 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 seven 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 eight 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 nine 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 ten you will



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[Learn JDBC The Hard Way: A Hands-On Guide to PostgreSQL and SQL Server Driven Programming](#) Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-23

This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL Server As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one 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 chapter two 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 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 You will also learn how to create and store salt passwords and verify them In chapter four you will create a PostgreSQL database named Bank and its tables In chapter five 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 six 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 seven you create a table named Client\_Data which has seven columns client\_data\_id primary key account\_id primary\_key birth\_date address mother\_name telephone and photo\_path In chapter eight you will be taught how to create a SQL Server database named Crime and its tables In chapter nine you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter ten 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 eleven 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 chapter twelve 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 thirteen 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 and can improve database programming skills for every Java PostgreSQL SQL Server programmer     [Sams Teach Yourself Programming with Java in 24 Hours](#) Rogers Cadenhead,2005-09 Updated and improved edition of the best selling and popular tutorial covering the popular Java programming language     [The Best Guide to Database Programming with Java GUI, PostgreSQL, and SQL Server](#) Vivian Siahaan,Rismon Hasiholan Sianipar,2020-01-13 This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for

students and beginners but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL Server. As you would expect, this book shows how to build from scratch two different databases: PostgreSQL and SQL Server using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, 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 chapter two, 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 the 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 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. You will also learn how to create and store salt passwords and verify them. In chapter four, you will create a PostgreSQL database named Bank and its tables. In chapter five, 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 six, you will create an Account table. This account table has the following ten fields: account\_id (primary key), client\_id (primary key), 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 seven, you create a table named Client\_Data which has seven columns: client\_data\_id (primary key), account\_id (primary key), birth\_date, address, mother\_name, telephone, and photo\_path. In chapter eight, you will be taught how to create a SQL Server database named Crime and its tables. In chapter nine, you will be taught how to extract image features utilizing BufferedImage class in Java GUI. In chapter ten, 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 eleven, 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 chapter twelve, 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

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Java Programming For Developers: The Definitive Guide to Learn JDBC And Database Applications  
Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-28 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 MariaDB 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 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 second 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 third 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 fourth 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 fifth chapter you will create a Client\_Data table which has the following seven fields client\_data\_id primary key account\_id primarykey birth\_date address mother\_name telephone and photo\_path In chapter six you will be shown how to create SQLite database and tables with Java In chapter seven 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 chapter are grascaling sharpening inverting blurring dilation erosion closing opening vertical prewitt horizontal prewitt Laplacian horizontal sobel and vertical sobel For readers you can

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**Sams Teach Yourself EJB in 21 Days** Ragae Ghaly,Krishna Kothapalli,2002 The authors provides an in depth introduction to Enterprise JavaBeans a core component of the Java 2 Enterprise platform Security information is included for enterprise applications a very important topic in today s technology arena

*A Walkthrough, Database-Driven Programming with Java GUI for Pragmatic Programmers* Vivian Siahaan,Rismon Hasiholan Sianipar,2019-11-15 This covers how to implement SQLite and SQL Server driven Java GUI programming The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use SQLite and SQL Server in Java In chapter one you will learn How to create SQLite database and six tables In chapter two 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 three 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 tables In chapter four you will study how to query the six tables In chapter five you will be taught how to create SQL Server database and its tables In chapter six you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter seven 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 eight 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 chapter nine 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 ten 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

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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

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## **Table of Contents Sams Guide To Java In 21 Days**

1. Understanding the eBook Sams Guide To Java In 21 Days
  - The Rise of Digital Reading Sams Guide To Java In 21 Days
  - Advantages of eBooks Over Traditional Books
2. Identifying Sams Guide To Java In 21 Days
  - Exploring Different Genres
  - Considering Fiction vs. Non-Fiction
  - Determining Your Reading Goals
3. Choosing the Right eBook Platform
  - Popular eBook Platforms
  - Features to Look for in an Sams Guide To Java In 21 Days
  - User-Friendly Interface
4. Exploring eBook Recommendations from Sams Guide To Java In 21 Days
  - Personalized Recommendations
  - Sams Guide To Java In 21 Days User Reviews and Ratings
  - Sams Guide To Java In 21 Days and Bestseller Lists



5. Accessing Sams Guide To Java In 21 Days Free and Paid eBooks
  - Sams Guide To Java In 21 Days Public Domain eBooks
  - Sams Guide To Java In 21 Days eBook Subscription Services
  - Sams Guide To Java In 21 Days Budget-Friendly Options
6. Navigating Sams Guide To Java In 21 Days eBook Formats
  - ePub, PDF, MOBI, and More
  - Sams Guide To Java In 21 Days Compatibility with Devices
  - Sams Guide To Java In 21 Days Enhanced eBook Features
7. Enhancing Your Reading Experience
  - Adjustable Fonts and Text Sizes of Sams Guide To Java In 21 Days
  - Highlighting and Note-Taking Sams Guide To Java In 21 Days
  - Interactive Elements Sams Guide To Java In 21 Days
8. Staying Engaged with Sams Guide To Java In 21 Days
  - Joining Online Reading Communities
  - Participating in Virtual Book Clubs
  - Following Authors and Publishers Sams Guide To Java In 21 Days
9. Balancing eBooks and Physical Books Sams Guide To Java In 21 Days
  - Benefits of a Digital Library
  - Creating a Diverse Reading Collection Sams Guide To Java In 21 Days
10. Overcoming Reading Challenges
  - Dealing with Digital Eye Strain
  - Minimizing Distractions
  - Managing Screen Time
11. Cultivating a Reading Routine Sams Guide To Java In 21 Days
  - Setting Reading Goals Sams Guide To Java In 21 Days
  - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Sams Guide To Java In 21 Days
  - Fact-Checking eBook Content of Sams Guide To Java In 21 Days
  - Distinguishing Credible Sources
13. Promoting Lifelong Learning

- Utilizing eBooks for Skill Development
- Exploring Educational eBooks

#### 14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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