

Interdisciplinary Computing In Java Programming Language 1st Edition

Distributed Computing in Java 9 Interdisciplinary Computing in Java Programming Computing with Java Computing Concepts with Java 2 Essentials Creating Components JavaTech, an Introduction to Scientific and Technical Computing with Java Concurrent and Distributed Computing in Java Java Distributed Computing Java Network Programming and Distributed Computing Concurrent and Distributed Computing in Java Computing Concepts with Java Essentials JAVA Java Computing Concepts with Java 2 Essentials, 2nd Ed Introduction to Computer Science: Java Programming Java Tech An Introduction to Scientific and Technical Computing with Java Amazon Cloud Computing with Java Introduction to Computing & Programming in Java Computing With Java Languages and Compilers for Parallel Computing Raja Malleswara Rao Pattamsetti Sun-Chong Wang Art Gittleman Cay S. Horstmann Charles W. Kann Clark S. Lindsey Vijay K. Garg Jim Farley David Reilly Vijay K. Garg Cay S. Horstmann Joel C. Adams Angela Adams Cay Horstmann Julie A. Anderson C.S. Lindsey Aditya Yadav Mark Guzdial Art Gittleman Larry Carter

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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 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 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

books on computation in the marketplace tend to discuss the topics within specific fields many computational algorithms however share common roots great advantages emerge if numerical methodologies break the boundaries and find their uses across disciplines interdisciplinary computing in java programming language introduces readers of different backgrounds to the beauty of the selected algorithms serious quantitative researchers writing customized codes for computation enjoy cracking source codes as opposed to the black box approach most c and fortran programs despite being slightly faster in program execution lack built in support for plotting and graphical user interface this book selects java as the platform where source codes are developed and applications are run helping readers users best appreciate the fun of computation interdisciplinary computing in java programming language is designed to meet the needs of a professional audience composed of practitioners and researchers in science and technology this book is also suitable for senior undergraduate and graduate level students in computer science as a secondary text

the second edition of computing with java programs objects graphics teaches those with some prior programming experience modern computing concepts using java uniquely combining strong content with clear presentation designed for learning the text contains a wealth of different exercises and assignments including critical thinking debugging skill builder programming program modification and program design exercises readers can get character by character explanations directly from the code examples included in the text computing with java programs objects graphics is the end all to the myriad of incomplete resources available for beginning java learners a new easy to follow detailed and interesting book which shows you that all java texts are not the same

this text uses java to describe programming concepts taking full advantage of java s simpler and more consistent syntax its traditional approach uses modern cs tools including a strategic subset of java and a simple object oriented graphics library

concurrency is a powerful technique for developing efficient and lightning fast software for instance concurrency can be used in common applications such as online order processing to speed processing and ensure transaction reliability however mastering concurrency is one of the greatest challenges for both new and veteran programmers softwar

javatech is a practical introduction to the java programming language with an emphasis on the features that benefit technical computing after presenting the basics of object oriented programming in java it examines introductory topics such as graphical interfaces and thread processes it goes on to review network programming and develops client server examples for tasks such as monitoring remote devices the focus then shifts to distributed computing with rmi finally it examines how java programs can access the local platform and interact with hardware topics include combining native code with java communication via serial lines and programming embedded processors an extensive web site supports the book with additional instructional materials javatech demonstrates the ease with which java can be used to create powerful network applications and distributed computing applications it will be used as a textbook for programming courses and by researchers who need to learn java for a particular task

concurrent and distributed computing in java addresses fundamental concepts in concurrent computing with java examples the book consists of two parts the first part deals with techniques for programming in shared memory based systems the book covers concepts in java such as threads synchronized methods waits and notify to expose students to basic concepts for multi threaded programming it also includes algorithms for mutual exclusion consensus atomic objects and wait free data structures the second part of the book deals with programming in a message passing system this part covers resource allocation

problems logical clocks global property detection leader election message ordering agreement algorithms checkpointing and message logging primarily a textbook for upper level undergraduates and graduate students this thorough treatment will also be of interest to professional programmers

this book shows how to build software in which two or more computers cooperate to produce results it covers java s rmi remote method invocation facility in addition to corba and strategies for developing a distributed framework it pays attention to often neglected issues such as protocol design security and bandwidth requirements

java s rich comprehensive networking interfaces make it an ideal platform for building today s networked internet centered applications components and services now two java networking experts demystify java s complex networking api giving developers practical insight into the key techniques of network development and providing extensive code examples that show exactly how it s done david and michael reilly begin by reviewing fundamental internet architecture and tcp ip protocol concepts all network programmers need to understand as well as general java features and techniques that are especially important in network programming such as exception handling and input output using practical examples they show how to write clients and servers using udp and tcp how to build multithreaded network applications and how to utilize http and access the using java the book includes detailed coverage of server side application development distributed computing development with rmi and corba and email enabling applications with the powerful javamail api for all beginning to intermediate java programmers network programmers who need to learn to work with java

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this unique book teaches you the fundamental concepts of good computer programming while introducing you to one of the most powerful languages in use today java it gives you an ideal balance between programming concepts and the details of

java rather than exhaustively cover the entire language the author focuses on a subset of java a lean and practical core that is manageable yet detailed enough to create powerful java applets and as you master the basics of java you ll be developing solid programming skills that will increase your effectiveness no matter which language you work with includes a wealth of practical advice tips and reference material

provides an introduction to computer science with an object oriented approach to java teaches traditional and graphical internet programming covers object centered design object oriented design and gui programming accompanying cd rom includes java compiler jbuilder html reference guide the text s example source code and screen snaps and a lab manual containing laboratory exercises and projects coordinated with the text

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this laboratory manual complements the introduction to computer science java programming textbook and classroom related studies the laboratory activities in this manual help develop the valuable skills needed to pursue a career in the computer science field as a java programmer laboratory activities should be an essential part of your training they link the concepts presented in the textbook to hands on performance you should not expect to learn java programming skills only through the textbook lectures and demonstrations the activities in the introduction to computer science java programming laboratory manual correlate to the textbook chapters each chapter has at least two laboratory activities each of which begin with a brief overview of the activity in some cases this overview also sets up a scenario that will be used for the activity following the

overview are learning goals these are the objectives to meet by completing the activity

amazon cloud computing with java provides a comprehensive look at the emerging amazon services platform and a peep into the emerging paradigm of cloud computing from the perspective of the leading cloud vendors offerings it will enable you to plan migration efforts from enterprise softwares to ones operating from the cloud the book is technical in nature and walks the reader through development of tools and programs which work with aws the book is accompanied by the complete source code to the excercises covered in the book which can be downloaded from the authors website a no fluff just stuff approach to utilizing aws amazon cloud computing with java covers ec2 cloudwatch elastic loadbalancing autoscaling s3 virtual private cloud simpledb rds cloudfront sqs elastic mapreduce agile continous integration with aws using eclipse for aws development

mark guzdial and barb ericson have a most effective method for teaching computing and java programming in a context that readers find interesting manipulating digital media readers get started right away by learning how to write programs that create interesting effects with sounds pictures web pages and video the authors use these multimedia applications to teach critical programming skills and principles like how to design and use algorithms and practical software engineering methods all in the context of learning how to program in java mark and barb also demonstrate how to communicate compatibly through networks and do concurrent programming the book also includes optional coverage of rudimentary data structures and databases using java and comes with a cd rom containing all the code files referenced in the text and required for media manipulation allows readers to use their own media such as personal sound or picture files demonstrates how to manipulate media in useful ways from reducing red eye and splicing sounds to generating digital video special effects the book also includes optional coverage of rudimentary data structures and databases using java and comes with a cd rom containing all the code files referenced in the text and required for media manipulation for beginners interested in learning more about basic multimedia computing and programming

in august 1999 the twelfth workshop on languages and compilers for p allel computing lcpc was hosted by the hierarchical tiling research group from the computer science and engineering department at the university of california san diego ucsd the workshop is an annual international forum for leading research groups to present their current research activities and the latest results it has also been a place for researchers and practitioners to teract closely and exchange ideas about future directions among the topics of interest to the workshop are language features code generation debugging timization communication and distributed shared memory libraries distributed object systems resource management systems integration of compiler and r time systems irregular and dynamic applications and performance evaluation in 1999 the workshop was held at the

international relations paci c studies auditorium and the san diego supercomputer center at ucsd seventy seven researchers from australia england france germany korea spain and the united states attended the workshop an increase of over 50 from 1998

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FAQs

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