



Java Collections

Adam Jones



Java Collections:

Java Collections John Zukowski, 2013-06-05 The Collections Framework is supplied with all versions of the Java 2 platform and provides programmers with incredibly efficient ways to manipulate data. However, given the large number of methods and classes in this library, using them correctly is hardly a cakewalk. Well-known columnist and bestselling author John Zukowski gives the Java professional exactly what he or she needs to know about this vital library in order to maximize productivity. This practical book contains comprehensive coverage of the important Collections Framework from the working programmer's point of view while staying away from academic abstractions. Java Collections leads you through the standard Java support for maintaining abstract groups of data from the historical collection classes available since the inception of Java time through the Collections Framework introduced with the Java 2 platform and on to third-party alternative libraries for times when the standard support isn't enough. If you're working with data in Java programs, you need to understand the Collections Framework. Let Zukowski's *Java Collections* be your guide. Table of Contents: Java Collections Framework: An Overview, Arrays, The Vector and Stack Classes, The Enumeration Interface, The Dictionary, Hashtable, and Properties Classes, The BitSet Class, Collections Introduction, Sets, Lists, Maps, Sorting, Special Collections, Support Array, Algorithm Support, Custom Implementations, Compatibility Issues, Advanced Usages, JGL Libraries, util, concurrent, Colt. *Java Generics and Collections* Maurice Naftalin, Philip Wadler, 2007 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. **Java Generics and Collections** Maurice Naftalin, Philip Wadler, 2006-10-17 This comprehensive guide shows you how to master the most important changes to Java since it was first released. Generics and the greatly expanded collection libraries have tremendously increased the power of Java 5 and Java 6. But they have also confused many developers who haven't known how to take advantage of these new features. *Java Generics and Collections* covers everything from the most basic uses of generics to the strangest corner cases. It teaches you everything you need to know about the collections libraries so you'll always know which collection is appropriate for any given task and how to use it. Topics covered include: Fundamentals of generics, type parameters and generic methods, Other new features: boxing and unboxing, foreach loops, varargs, Subtyping and wildcards, Evolution not revolution: generic libraries with legacy clients and generic clients with legacy libraries, Generics and reflection, Design patterns for generics, Sets, Queues, Lists, Maps, and their implementations, Concurrent programming and thread safety with collections, Performance implications of different collections, Generics and the new collection libraries they inspired take Java to a new level. If you want to take your software development practice to a new level, this book is essential reading. Philip Wadler is Professor of Theoretical Computer Science at the University of Edinburgh where his research focuses on the design of programming languages. He is a co-designer of GJ work that became the basis for generics in Sun's Java 5.0. Maurice Naftalin is Technical Director at Morningside Light Ltd, a software consultancy in the United Kingdom. He has most recently

served as an architect and mentor at NSB Retail Systems plc and as the leader of the client development team of a major UK government social service system A brilliant exposition of generics By far the best book on the topic it provides a crystal clear tutorial that starts with the basics and ends leaving the reader with a deep understanding of both the use and design of generics Gilad Bracha Java Generics Lead Sun Microsystems *Data Structures and the Java Collections Framework* William Joseph Collins, 2002 This student friendly book is designed for a course in data structures where the implementation language is Java The focus is on teaching students how to apply the concepts presented therefore many applications and examples are included as well as programming projects which get students thinking more deeply The author shows students how to use the data structures provided in the Java Collections Framework as well as teaching them how to build the code themselves Using the Java Collections Framework gives the students the opportunity to work with fully tested code Also since this is a standard library of classes students will be able to continue to use it for other courses and as they move into industry Another feature of this text is that labs are provided with the book They can be used as open labs closed labs or homework assignments and are designed to give students hands on experiences in programming These optional labs provide excellent practice and additional material **Java Collections** David A. Watt, Deryck F. Brown, 2001-03-30 A unique practical approach to working with collection classes in Java 2 Software developers new to Java will find the practical software engineering based approach taken by this book extremely refreshing With an emphasis more on software design and less on theory Java Collections explores in detail Java 2 collection classes helping programmers choose the best collection classes for each application they work on Watt and Brown explore abstract data types ADTs that turn up again and again in software design using them to provide context for the data structures required for their implementation and the algorithms associated with the data structures Numerous worked examples several large case studies and end of chapter exercises are also provided **Collections zoologiques** Michel-Edmond baron de Selys-Longchamps, 1910 **Java in a Nutshell** Benjamin J. Evans, David Flanagan, 2018-12-03 This updated edition of Java in a Nutshell not only helps experienced Java programmers get the most out of Java versions 9 through 11 it's also a learning path for new developers Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices this thoroughly revised book includes new material on Java Concurrency Utilities The book's first section provides a fast paced no fluff introduction to the Java programming language and the core runtime aspects of the Java platform The second section is a reference to core concepts and APIs that explains how to perform real programming work in the Java environment Get up to speed on language details including Java 9 11 changes Learn object oriented programming using basic Java syntax Explore generics enumerations annotations and lambda expressions Understand basic techniques used in object oriented design Examine concurrency and memory and how they're intertwined Work with Java collections and handle common data formats Delve into Java's latest I/O APIs including asynchronous channels Use Nashorn to execute JavaScript on the Java Virtual Machine

Become familiar with development tools in OpenJDK Java and Object Orientation: An Introduction John Hunt, 2002-03-15 This second edition shows readers how to build object oriented applications in Java Written in a clear and concise style with lots of examples this revised edition provides a detailed understanding of object orientation a thorough introduction to Java including building blocks constructs classes data structures etc coverage of graphical user interfaces and applets AWT Servlets and object oriented analysis If you are looking for a good introduction to Java and object orientation then this is the book for you Source code for the examples in this book is available on the Internet **Emerging Technology and**

Architecture for Big-data Analytics Anupam Chattopadhyay, Chip Hong Chang, Hao Yu, 2017-04-19 This book describes the current state of the art in big data analytics from a technology and hardware architecture perspective The presentation is designed to be accessible to a broad audience with general knowledge of hardware design and some interest in big data analytics Coverage includes emerging technology and devices for data analytics circuit design for data analytics and architecture and algorithms to support data analytics Readers will benefit from the realistic context used by the authors which demonstrates what works what doesn't work and what are the fundamental problems solutions upcoming challenges and opportunities Provides a single source reference to hardware architectures for big data analytics Covers various levels of big data analytics hardware design abstraction and flow from device to circuits and systems Demonstrates how non volatile memory NVM based hardware platforms can be a viable solution to existing challenges in hardware architecture for big data analytics Kotlin in Action Dmitry Jemerov, Svetlana Isakova, 2017-02-03 Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices Foreword by Andrey Breslav Lead Designer of Kotlin Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Developers want to get work done and the less hassle the better Coding with Kotlin means less hassle The Kotlin programming language offers an expressive syntax a strong intuitive type system and great tooling support along with seamless interoperability with existing Java code libraries and frameworks Kotlin can be compiled to Java bytecode so you can use it everywhere Java is used including Android And with an efficient compiler and a small standard library Kotlin imposes virtually no runtime overhead About the Book Kotlin in Action teaches you to use the Kotlin language for production quality applications Written for experienced Java developers this example rich book goes further than most language books covering interesting topics like building DSLs with natural language syntax The authors are core Kotlin developers so you can trust that even the gnarly details are dead accurate What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain specific languages About the Reader This book is for experienced Java developers About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains Table of Contents PART 1 INTRODUCING KOTLIN Kotlin what and why Kotlin basics Defining and calling functions Classes objects and interfaces Programming with lambdas The Kotlin type system PART 2 EMBRACING

KOTLIN Operator overloading and other conventions Higher order functions lambdas as parameters and return values
Generics Annotations and reflection DSL construction **Scala Cookbook** Alvin Alexander,2021-08-10 Save time and trouble building object oriented functional and concurrent applications with Scala The latest edition of this comprehensive cookbook is packed with more than 250 ready to use recipes and 1 000 code examples to help you solve the most common problems when working with Scala 3 and its popular libraries Scala changes the way you think about programming and that's a good thing Whether you're working on web big data or distributed applications this cookbook provides recipes based on real world scenarios for both experienced Scala developers and programmers just learning to use this JVM language Author Alvin Alexander includes practical solutions from his experience using Scala for component based highly scalable applications that support concurrency and distribution Recipes cover Strings numbers and control structures Classes methods objects traits packaging and imports Functional programming techniques Scala's wealth of collections classes and methods Building and publishing Scala applications with sbt Actors and concurrency with Scala Future and Akka Typed Popular libraries including Spark Scala.js Play Framework and GraalVM Types such as variance givens intersections and unions Best practices including pattern matching modules and functional error handling *Kotlin Development Essentials: Mastering Core Concepts and Techniques* Adam Jones,2024-12-11 Embark on a transformative journey into Kotlin programming with Kotlin Development Essentials Mastering Core Concepts and Techniques This definitive guide equips you to harness the full potential of one of today's most sought after programming languages Whether you're transitioning from Java diving into Android app development or building robust backend services this book lays a strong foundation in Kotlin enriched with practical applications to launch your development career This expertly structured guide facilitates a thorough learning progression guiding you from setting up your Kotlin development environment to mastering its syntax and fundamental programming concepts Explore functions handle collections efficiently and delve into advanced topics like object oriented and asynchronous programming Seamlessly integrate with Java manage data adeptly and bring Android applications to life utilizing Kotlin's modern and expressive features Ideal for beginners yet detailed enough for seasoned developers each chapter is crafted to build upon prior knowledge ensuring a deep understanding of Kotlin's capabilities Engage with practical examples tackle coding exercises and absorb professional insights equipping you to meet real world challenges with confidence Write concise robust and efficient applications with ease Unlock the potential of Kotlin for your development projects Whether you aim to create cutting edge Android apps develop powerful server side applications or simply embrace a modern programming paradigm Kotlin Development Essentials Mastering Core Concepts and Techniques is your key resource for success *ECOOP 2000 - Object-Oriented Programming* Elisa Bertino,2003-06-26 Following a 13 year tradition of excellence the 14th ECOOP conference repeated the success of its predecessors This excellence is certainly due to the level of maturity that object oriented technology has reached which warrants its use as a key paradigm in any

computerized system The principles of the object oriented paradigm and the features of systems languages tools and methodologies based on it are a source of research ideas and solutions to many in all areas of computer science ECOOP 2000 showed a thriving field characterized by success on the practical side and at the same time by continuous scientific growth Firmly established as a leading forum in the object oriented arena ECOOP 2000 received 109 high quality submissions After a thorough review process the program committee selected 20 papers which well reflect relevant trends in object oriented research object modeling type theory distribution and coordination advanced tools programming languages The program committee consisting of 31 distinguished researchers in object orientation met in Milan Italy to select the papers for inclusion in the technical program of the conference

Java to Kotlin Duncan McGregor,Nat Pryce,2021-08-15 It takes a week to travel the 8 000 miles overland from Java to Kotlin If you're an experienced Java developer who has tried the Kotlin language you were probably productive in about the same time You'll have found that they do things differently in Kotlin though Nullability is important collections are different and classes are final by default Kotlin is more functional but what does that mean and how should it change the way that you program And what about all that Java code that you still have to support Your tour guides Duncan and Nat first made the trip in 2015 and they've since helped many teams and individuals follow in their footsteps Travel with them as they break the route down into legs like Optional to Nullable Beans to Values and Open to Sealed Classes Each explains a key concept and then shows how to refactor production Java to idiomatic Kotlin gradually and safely while maintaining interoperability The resulting code is simpler more expressive and easier to change By the end of the journey you'll be confident in refactoring Java to Kotlin writing Kotlin from scratch and managing a mixed language codebase as it evolves over time

Programming Scala Dean Wampler,Alex Payne,2014-12-04 Get up to speed on Scala the JVM language that offers all the benefits of a modern object model functional programming and an advanced type system Packed with code examples this comprehensive book shows you how to be productive with the language and ecosystem right away and explains why Scala is ideal for today's highly scalable data centric applications that support concurrency and distribution This second edition covers recent language features with new chapters on pattern matching comprehensions and advanced functional programming You'll also learn about Scala's command line tools third party tools libraries and language aware plugins for editors and IDEs This book is ideal for beginning and advanced Scala developers alike Program faster with Scala's succinct and flexible syntax Dive into basic and advanced functional programming FP techniques Build killer big data apps using Scala's functional combinators Use traits for mixin composition and pattern matching for data extraction Learn the sophisticated type system that combines FP and object oriented programming concepts Explore Scala specific concurrency tools including Akka Understand how to develop rich domain specific languages Learn good design techniques for building scalable and robust Scala applications

Objects, Models, Components, Patterns Jan Vitek,2010-06-17 This book constitutes the proceedings of the 48th International Conference on Objects Models Components Patterns held in M

laga Spain in June July 2010 The Object Constraint Language Jos B. Warmer, Anneke G. Kleppe, 2003 bull Learn to better leverage the significant power of UML 2.0 and the Model Driven Architecture standard bull The OCL helps developers produce better software by adding vital definition to their designs bull Updated to reflect the latest version of the standard OCL 2.0 Principles of Digital Image Processing Wilhelm Burger, Mark J. Burge, 2010-07-07 This easy to follow textbook provides a modern algorithmic introduction to digital image processing It concentrates on practical applications and working implementations whilst also presenting important formal details and the necessary mathematics **Annual Report of the President of the Java Bank (De Javasche Bank) and the Board of Directors for Year ... Being the ... of the Company Presented at the General Meeting of Shareholders on ...** Javasche Bank, 1927 Euro-Par 2021: Parallel Processing Workshops Ricardo Chaves, Dora B. Heras, Aleksandar Ilic, Didem Unat, Rosa M. Badia, Andrea Bracciali, Patrick Diehl, Anshu Dubey, Oh Sangyoon, Stephen L. Scott, Laura Ricci, 2022-06-08 This book constitutes revised selected papers from the workshops held at the 27th International Conference on Parallel and Distributed Computing Euro Par 2021 which took place in Portugal in August 2021 The workshops were held virtually due to the coronavirus pandemic The 39 full papers presented in this volume were carefully reviewed and selected from numerous submissions The papers cover all aspects of parallel and distributed processing These range from theory to practice from small to the largest parallel and distributed systems and infrastructures from fundamental computational problems to full edged applications from architecture compiler language and interface design and implementation to tools support infrastructures and application performance aspects

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