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Despite what the title of the book says there is no way you can learn JAVA in one day even with the book. Informative and code to download so I would recommend as a start.

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How to learn Java in one day - Quora

Book Name: Learn Java in One Day and Learn It Well (Learn Coding Fast) (Volume 4) Author Name: Jamie Chan: Pages: 234 pages: ASIN: B00PGCMGDQ: ISBN: 978-1539397830: Published Date: October 7, 2016: Buy Links : Amazon India | Amazon.com

Book Review - Learn Java in One Day and Learn It Well ...

Here's the answer: Java has a hack that lets the initialization of a for loop (but no other weird place) be an initializer. This means that it starts with a type, and then as many variables as you want of that one type, each initialized if you wish. So you can do: `for (int i = 1, j = 10; i < 10; i++, j--) // compiles ok`

Java in One Day - paradise.caltech.edu

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the details of Java. The intention is to give you enough information about the Java language to be able to follow the course in real-time programming. There are books claiming to

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teach you Java in 21 days, but since you already know object-orientation your learning time will probably be closer to 21 minutes ☐ hence the title.

Teach Yourself Java in 21 Minutes - Lunds tekniska högskola  
It will force you to read a ton of stuff, all of which is essential to the process of learning Java. It has also been acclaimed as one of the most beginner friendly resources for learning Java, no matter how technical it might seem at first. It's full of images, samples, preview code and documentation to get you going. 3. Learn Java Online

## 10 Ways to Learn Java in just a Couple of Weeks

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New Book by Best-Selling Author Jamie Chan. Learn Java Programming Fast with a unique Hands-On Project. Book 4 of the Learn Coding Fast Series. Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Java language fast? This book is for you. You no longer have to waste your time and money trying to learn Java from boring books that are 600 pages long, expensive online courses or complicated Java tutorials that just leave you more confused and frustrated. What this book offers... Java for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Java language even if you have never coded before. Carefully Chosen Java Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics (Covers Java 8) Topics are carefully selected to give you a broad exposure to Java, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. In addition, new features in Java (such as lambda expressions and default methods etc) are also covered so that you are always up to date with the latest advancement in the Java language. Learn The Java Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. You no longer have to endure boring and lengthy Java textbooks that simply puts you to sleep. With this book, you can learn Java fast and start coding immediately. How is this book different... The best way to learn Java is by doing. This book includes a unique project at

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the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Java coding? This book is for you. Click the "Add to Cart" button and download it now. What you'll learn: Introduction to Java - What is Java? - What software do you need to code Java programs? - How to install and run JDK and Netbeans? Data types and Operators - What are the eight primitive types in Java? - What are arrays and lists? - How to format Java strings - What is a primitive type vs reference type? - What are the common Java operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? Controlling the Flow of a Program - What are condition statements? - How to use control flow statements in Java - How to handle errors and exceptions - How to throw your own exception and Others... - How to accept user inputs and display outputs - What is a generic? - What are lambda expressions and functional interface? - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning Java. Learn it fast and learn it well.

(2018 Edition, Updated for Netbeans 9.0) Learn Java Programming Fast with a unique Hands-On Project. Book 4 of the Learn Coding Fast Series. Covers Java 8. Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the

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Java language fast? This book is for you. You no longer have to waste your time and money trying to learn Java from boring books that are 600 pages long, expensive online courses or complicated Java tutorials that just leave you more confused and frustrated. What this book offers... Java for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Java language even if you have never coded before. Carefully Chosen Java Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics (Covers Java 8) Topics are carefully selected to give you a broad exposure to Java, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. In addition, new features in Java (such as lambda expressions and default methods etc) are also covered so that you are always up to date with the latest advancement in the Java language. Learn The Java Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. You no longer have to endure boring and lengthy Java textbooks that simply puts you to sleep. With this book, you can learn Java fast and start coding immediately. How is this book different... The best way to learn Java is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Java coding? This book is for you. Click the "Add to Cart" button and download it now. What you'll learn: Introduction to Java - What is Java? - What software do you



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Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to:

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-Perform calculations, manipulate text strings, and generate random colors  
-Use conditions, loops, and methods to make your programs responsive and concise  
-Create functions to reuse code and save time  
-Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders  
-Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes  
If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

Are you ready to program with Java in less than 1 week? Have you always wanted to learn computer programming but you thought is difficult for you? Or perhaps you know other programming languages but you are interested in learning the Java language fast? If the answer is Yes.....then, this book is for you! For one, Java is arguably the most acclaimed skill and is in demand nearly everywhere. IBM, Infosys, Twitter, Netflix, Google, Spotify, Uber, Amazon, Target, Yelp, Square, and other big players are always in need of a great Java programmer. Going by PayScale.com (the website that offers information about salary), an average Java developer earns about \$70,000 annually. As a pro in the field, you have the entire globe to work over, as the demand is never restricted to a particular geographical area. This book is the ultimate beginners' crash course to Java programming, as it will help you learn enough about the language in as little as 1 week! Complex concepts are broken down into simple and easy steps to ensure that you can easily master the Java language even if you have never coded before. Let me explain why this book is different... I think that the best way to learn Java (or any other skills) is by doing it. This book includes visual charts that you'll guide you and help you learn those specific codes that you want to learn really fast. And in this way,

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believe me that you'll have an immense sense of achievement and it'll also help you retain the knowledge and master the language. This book is for....

- Those who are completely newbies with Java!
- Those who have basic information of this programming language!
- Those who already have the knowledge but perhaps they want to master it well!

The book is updated to the latest Java versions (8 and 10) and the main topics of what the book will be about include:

- \* The fundamentals of Java
- \* How to program the right way, cutting out the useless fluff!
- \* Use arrays and classes for managing program data.
- \* Write programs that use loops to perform repetitive tasks.
- \* Design and write procedural programs that use methods.
- \* Understanding Java Variables, Arrays, Loops, and Conditional Statements
- \* Use if and switch statements to make decisions in your programs.
- \* Learn the concept of Object Oriented Programming (from fundamentals to advanced)
- \* How to understand and write simple Java programs
- \* And much, much more!

Let's begin our learning. Click the BUY button now and download the book now to start learning Java.

A comprehensive guide to get started with Java and gain insights into major concepts such as object-oriented, functional, and reactive programming

### Key Features

- Strengthen your knowledge of important programming concepts and the latest features in Java
- Explore core programming topics including GUI programming, concurrency, and error handling
- Learn the idioms and best practices for writing high-quality Java code

### Book Description

Java is one of the preferred languages among developers, used in everything right from smartphones, and game consoles to even supercomputers, and its new features simply add to the richness of the language. This book on Java programming begins by helping you learn how to install the

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Java Development Kit. You will then focus on understanding object-oriented programming (OOP), with exclusive insights into concepts like abstraction, encapsulation, inheritance, and polymorphism, which will help you when programming for real-world apps. Next, you'll cover fundamental programming structures of Java such as data structures and algorithms that will serve as the building blocks for your apps. You will also delve into core programming topics that will assist you with error handling, debugging, and testing your apps. As you progress, you'll move on to advanced topics such as Java libraries, database management, and network programming, which will hone your skills in building professional-grade apps. Further on, you'll understand how to create a graphic user interface using JavaFX and learn to build scalable apps by taking advantage of reactive and functional programming. By the end of this book, you'll not only be well versed with Java 10, 11, and 12, but also gain a perspective into the future of this language and software development in general.

What you will learn

- Learn and apply object-oriented principles
- Gain insights into data structures and understand how they are used in Java
- Explore multithreaded, asynchronous, functional, and reactive programming
- Add a user-friendly graphic interface to your application
- Find out what streams are and how they can help in data processing
- Discover the importance of microservices and use them to make your apps robust and scalable
- Explore Java design patterns and best practices to solve everyday problems
- Learn techniques and idioms for writing high-quality Java code

Who this book is for

Students, software developers, or anyone looking to learn new skills or even a language will find this book useful. Although this book is for beginners, professional programmers can benefit from it too. Previous knowledge of Java or any programming language is not required.

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A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

A new edition of a best-selling Java tutorial covers the latest developments in Java--with special emphasis on Android programming--as well as core Java programming topics for those familiar with the basics of programming but new to Java. Original.

Python Workbook for Beginners with Hands-On Projects Are you looking for a hands-on approach to learn Python fast? Or perhaps you have just completed a Python course and are looking for practice questions to test your Python skills. Do you have problems with some Python concepts and are looking for a workbook to provide you with more questions and solutions to learn from? This workbook is for you. This book is designed to be the accompanying workbook for the book "Learn Python In One Day and Learn It Well (2nd Edition)" by the same author. It can also be used as a standalone workbook for you to test and improve your knowledge of the Python syntax. What this book offers... Carefully designed questions Each question in this workbook is crafted to help you gradually build your programming skills, focusing on one or two concepts at a time and increasing in level of difficulty as we progress through the chapters. Clear and Easy to Understand Solutions All solutions in this book are extensively tested by a group of beta readers. The solutions provided are simplified as much as possible so that they can serve as examples for you to refer to when you are learning a new syntax. Two Projects to Consolidate Your Learning This workbook also includes two projects at the end to help you consolidate your learning. While the individual chapters prior to the projects help you learn one concept at a

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time, these two projects require the application of multiple concepts covered in previous chapters and allow you to see how everything works together. What this book aims to do... This workbook is written with one goal in mind - to help new programmers overcome their initial obstacles to learning. A lot of times, when new programmers look at code written by other programmers, they tend to feel intimidated as a lot of the code looks complicated to them. A complete program written by other programmers incorporates many different concepts. The goal of this workbook is to isolate the different concepts so that new programmers can gradually gain competency in the fundamentals of the language before working on bigger projects at the end of the book.

Programming does not have to be scary or frustrating when you take one step at a time. Ready to start practicing and building your Python skills? Click the BUY button now to download this workbook. Topics Covered: - Variables and Mathematical Operations in Python- Common data types, including integers, floats, strings- Lists, Tuples and Dictionaries- String Formatting- Accepting user inputs and displaying outputs- Comparison and Condition Statements- Control flow tools in Python- How to handle errors and exceptions- What are functions and modules?- How to define your own functions and modules- How to work with external files- Object Oriented Programming Concepts- Classes, Subclasses and Inheritance..and more...Click the BUY button now to start learning and practicing your Python skills. Learn it fast and learn it well.

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