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If you're a developer with core Java SE skills, this hands-on

book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You'll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to "lambdify" your existing codebase or library code Learn practical solutions for lambda expression unit testing and

debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O "Java 8 in Action is a clearly written guide to the new features of Java 8. It begins with a practical introduction to lambdas, using real-world Java code. Next, it covers the new Streams API and shows how you can use it to make collection-based code radically easier to understand and maintain. It also explains other major Java 8 features including default methods, Optional, CompletableFuture, and the new Date and Time API ... This book/course is written for programmers familiar with Java and basic OO programming."-- Resource description page. Intermediate level, for programmers fairly familiar with Java, but new to the functional style of programming and lambda expressions. Get ready to program in a whole new way. Functional Programming in Java will help you quickly get

on top of the new, essential Java 8 language features and the functional style that will change and improve your code. This short, targeted book will help you make the paradigm shift from the old imperative way to a less error-prone, more elegant, and concise coding style that's also a breeze to parallelize. You'll explore the syntax and semantics of lambda expressions, method and constructor references, and functional interfaces. You'll design and write applications better using the new standards in Java 8 and the JDK. Lambda expressions are lightweight, highly concise anonymous methods backed by functional interfaces in Java 8. You can use them to leap forward into a whole new world of programming in Java. With functional programming capabilities, which have been around for decades in other languages, you can now write elegant, concise, less error-prone code using standard Java. This book will guide you through the paradigm change, offer the essential details about

the new features, and show you how to transition from your old way of coding to an improved style. In this book you'll see popular design patterns, such as decorator, builder, and strategy, come to life to solve common design problems, but with little ceremony and effort. With these new capabilities in hand, Functional Programming in Java will help you pick up techniques to implement designs that were beyond easy reach in earlier versions of Java. You'll see how you can reap the benefits of tail call optimization, memoization, and effortless parallelization techniques. Java 8 will change the way you write applications. If you're eager to take advantage of the new features in the language, this is the book for you. What you need: Java 8 with support for lambda expressions and the JDK is required to make use of the concepts and the examples in this book. Whether you are a Java expert or at a beginner level, you'll benefit from this book, because it will teach you a brand new way of coding and

thinking. The book starts with an explanation of what reactive programming is, why it is so appealing, and how we can integrate it in to Java. It continues by introducing the new Java 8 syntax features, such as lambdas and function references, and some functional programming basics. From this point on, the book focuses on RxJava in depth. It goes through creating Observables, transforming, filtering, and combining them, and concurrency and testing to finish with extending the library itself. This book is a definite tutorial in RxJava filled with a lot of well-described examples. It explains reactive programming concepts in plain and readable language, without scientific formulas and terms.

- *Exploits the finer points of core and standard editions of Java 2
- *Updated to include the final Java 2SE 5.0 (Tiger) release
- **Ideal for experienced non-Java and Java programmers who need intermediate level book

The Pragmatic Programmers classic is back! Freshly updated for

modern software development, Pragmatic Unit Testing in Java 8 With JUnit teaches you how to write and run easily maintained unit tests in JUnit with confidence. You'll learn mnemonics to help you know what tests to write, how to remember all the boundary conditions, and what the qualities of a good test are. You'll see how unit tests can pay off by allowing you to keep your system code clean, and you'll learn how to handle the stuff that seems too tough to test. Pragmatic Unit Testing in Java 8 With JUnit steps you through all the important unit testing topics. If you've never written a unit test, you'll see screen shots from Eclipse, IntelliJ IDEA, and NetBeans that will help you get past the hard part--getting set up and started. Once past the basics, you'll learn why you want to write unit tests and how to effectively use JUnit. But the meaty part of the book is its collected unit testing wisdom from people who've been there, done that on production systems for at least 15 years:

veteran author and developer Jeff Langr, building on the wisdom of Pragmatic Programmers Andy Hunt and Dave Thomas. You'll learn: How to craft your unit tests to minimize your effort in maintaining them. How to use unit tests to help keep your system clean. How to test the tough stuff. Memorable mnemonics to help you remember what's important when writing unit tests. How to help your team reap and sustain the benefits of unit testing. You won't just learn about unit testing in theory--you'll work through numerous code examples. When it comes to programming, hands-on is the only way to learn! The introduction of functional programming concepts in Java SE 8 was a drastic change for this venerable object-oriented language. Lambda expressions, method references, and streams fundamentally changed the idioms of the language, and many developers have been trying to catch up ever since. This cookbook will help. With more than 70

detailed recipes, author Ken Kousen shows you how to use the newest features of Java to solve a wide range of problems. For developers comfortable with previous Java versions, this guide covers nearly all of Java SE 8, and includes a chapter focused on changes coming in Java 9. Need to understand how functional idioms will change the way you write code? This cookbook—chock full of use cases—is for you. Recipes cover: The basics of lambda expressions and method references Interfaces in the `java.util.function` package Stream operations for transforming and filtering data Comparators and Collectors for sorting and converting streaming data Combining lambdas, method references, and streams Creating instances and extract values from Java's Optional type New I/O capabilities that support functional streams The Date-Time API that replaces the legacy Date and Calendar classes Mechanisms for experimenting with

concurrency and parallelism
Full coverage of functional programming and all OCA Java Programmer exam objectives
OCA, Oracle Certified Associate Java SE 8 Programmer I Study Guide, Exam 1Z0-808 is a comprehensive study guide for those taking the Oracle Certified Associate Java SE 8 Programmer I exam (1Z0-808). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to confidently take the exam. The release of Java 8 brought the language's biggest changes to date, and for the first time, candidates are required to learn functional programming to pass the exam. This study guide has you covered, with thorough functional programming explanation and information on all key topic areas Java programmers need to know. You'll cover Java inside and out, and learn how to apply it efficiently and effectively to create solutions applicable to real-world scenarios. Work confidently

with operators, conditionals, and loops Understand object-oriented design principles and patterns Master functional programming fundamentals
The demand for modern and high performing web enterprise applications is growing rapidly. No more is a basic HTML front-end enough to meet customer demands. This book will be your one stop guide to build outstanding enterprise web applications with Java EE and Angular. It will teach you how to harness the power of Java EE to build sturdy back ... Beginning Java 8 Games Development, written by Java expert and author Wallace Jackson, teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language. In this book, you'll employ open source software as tools to help you quickly and efficiently build your Java game applications. You'll learn how to utilize vector and bit-wise graphics; create sprites and sprite animations; handle events; process inputs; create and insert multimedia and

audio files; and more. Furthermore, you'll learn about JavaFX 8, now integrated into Java 8 and which gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller foot-print; so, your game application can run on your PC, mobile and embedded devices. After reading and using this tutorial, you'll come away with a cool Java-based 2D game application template that you can re-use and apply to your own game making ambitions or for fun. Summary Manning's bestselling Java 8 book has been revised for Java 9! In Modern Java in Action, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like

lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book Modern Java in Action connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of

Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents
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Beginning Java 8 APIs, Extensions and Libraries completes the Apress Java learning journey and is a comprehensive approach to learning the Java Swing, JavaFX, Java Scripting, JDBC and network programming APIs. This book covers the key extensions of the Java programming language such as Swing, JavaFX, network programming, and JDBC. Each topic starts with a discussion of the topic's background. A step-by-step process, with small snippets of Java code, provides easy-to-follow instructions. At the end of a topic, a complete and ready-to-run Java program

is provided. This book contains over 130 images and diagrams to help you visualize and better understand the topics. More than 130 complete programs allow you to practice and quickly learn the topics. The Swing chapters discuss various aspects of working with a GUI, from the very basic concepts of developing a Swing application, to the most advanced topics, such as decorating a Swing component with a JLayer, drag-and-drop features, Synth Skinnable L&F, etc. The chapter on network programming covers the basics of network technologies first, and then, the advanced topics of network programming, using a Java class library. It covers IPv4 and IPv6, addressing schemes, subnetting, supernetting, multicasting, TCP/IP sockets, UDP sockets, asynchronous socket I/O, etc. The chapter on JDBC provides the details of connecting and working with databases such as Oracle, SQL Server, MySQL, DB2, Java DB (Apache Derby), Sybase, Adaptive Server Anywhere, etc. It contains a

complete discussion on processing a ResultSet and a RowSet. It discusses how to use the RowSetFactory, to obtain a RowSet object of a specific type. Working with Large Objects (LOBs), such as Blob, Clob, and NClob, is covered in detail with Java code examples and database scripts. Gain insight into how hexagonal architecture can help to keep the cost of development low over the complete lifetime of an application Key FeaturesExplore ways to make your software flexible, extensible, and adaptableLearn new concepts that you can easily blend with your own software development styleDevelop the mindset of building maintainable solutions instead of taking shortcutsBook Description We would all like to build software architecture that yields adaptable and flexible software with low development costs. But, unreasonable deadlines and shortcuts make it very hard to create such an architecture. Get Your Hands Dirty on Clean

Architecture starts with a discussion about the conventional layered architecture style and its disadvantages. It also talks about the advantages of the domain-centric architecture styles of Robert C. Martin's Clean Architecture and Alistair Cockburn's Hexagonal Architecture. Then, the book dives into hands-on chapters that show you how to manifest a hexagonal architecture in actual code. You'll learn in detail about different mapping strategies between the layers of a hexagonal architecture and see how to assemble the architecture elements into an application. The later chapters demonstrate how to enforce architecture boundaries. You'll also learn what shortcuts produce what types of technical debt and how, sometimes, it is a good idea to willingly take on those debts. After reading this book, you'll have all the knowledge you need to create applications using the hexagonal architecture style of web development. What you will

learn Identify potential shortcomings of using a layered architecture Apply methods to enforce architecture boundaries Find out how potential shortcuts can affect the software architecture Produce arguments for when to use which style of architecture Structure your code according to the architecture Apply various types of tests that will cover each element of the architecture Who this book is for This book is for you if you care about the architecture of the software you are building. To get the most out of this book, you must have some experience with web development. The code examples in this book are in Java. If you are not a Java programmer but can read object-oriented code in other languages, you will be fine. In the few places where Java or framework specifics are needed, they are thoroughly explained. 6+ Hours of Video Instruction Overview Java 8 Lambda Expressions and

Streams LiveLessons, 2nd Edition, covers the most important new features introduced in Java 8. The video training is presented by Marty Hall, a bestselling author, world-renowned instructor, and president of the training company coreservlets.com. If you are comfortable with previous Java versions and want to learn the new Java 8 features as quickly as possible, continue on: You are in the right place. If, however, you are new to Java and want learn the full range of Java programming, but in the context of the latest version (Java 8), please see the video Learning Modern Java: A Crash Course Using Java 8 LiveLessons instead.

Description This LiveLessons video explains the syntax and usage of Java 8 lambda expressions, shows the prebuilt functions, covers streams thoroughly, describes best practices for the use of parallel operations, provides examples of the types of applications to which lambdas and streams are well suited, and shows how

applying the power of streams can dramatically simplify file I/O. The final version of Java 8 was released in 2014, and it is by far the most significant upgrade to the Java programming language since at least 2004, probably since Java's inception. In general, Java 8's high-level goals were to make code more flexible, to better use multiple cores, and to more easily deal with large data sets. Specifically, there are four main reasons that it is important for existing Java programmers to know the new Java 8 features: More flexible and reusable code (thanks to lambdas). Lambda expressions in Java 8 are a way of representing "functions," and their judicious use can make your code significantly more adaptable and reusable. Convenience (thanks to high-level Stream methods). Streams are wrappers around collections or other data sources that use lambda expressions pervasively. They support many convenient and high-performance operations that use lambdas, including

"map," "reduce," "filter," and "forEach." These methods make many types of code much simpler to write compared to the clunky and low-level Collection methods. Faster and more memory-efficient code (thanks to lazy evaluation and automatic parallelization). Streams support lazy evaluation, so if you map `firstName` over `Employees`, filter ones that start with "P," then choose the first, it really only maps and filters until the first match. Streams can also be designated as parallel, so that t... Learn the basics of Java 9, including basic programming concepts and the object-oriented fundamentals necessary at all levels of Java development. Author Kishori Sharan walks you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. *Beginning Java 9 Fundamentals* provides over 90 diagrams and 240 complete programs to help you learn the topics faster. The book continues with a series of

foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding of Java's object-oriented model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and exceptions, process strings and dates, format data, and work with arrays to manipulate data. This book is a companion to two other books also by Sharan focusing on APIs and advanced Java topics. *What You'll Learn* Write your first Java programs with an emphasis on learning object-oriented programming in Java *Work with data types, operators, statements, classes and objects* *Handle exceptions, assertions, strings and dates,*

and object formatting Use regular expressions Work with arrays, interfaces, enums, and inheritance Take advantage of the new JShell REPL tool Who This Book Is For Those who are new to Java programming, who may have some or even no prior programming experience. Pro Java 8 Programming covers the core Java development kit. It takes advantage of the finer points of the core standard edition (SE) and development kit version 8. You'll discover the particulars of working with the Java language and APIs to develop applications in many different contexts. You will also delve into more advanced topics like lambda expressions, closures, new i/o (NIO.2), enums, generics, XML, metadata and the Swing APIs for GUI design and development. By the end of the book, you'll be fully prepared to take advantage of Java's ease of development, and able to create powerful, sophisticated Java applications. Are you are worried you are missing out on the latest version of Java? When you hear

a term such as lambda expressions - do you wonder what you are neglecting? If so, Java 8 New Features will squash your concerns and deliver a quick and easy-to-understand guide to what's new in Java 8. The latest version of Java offers numerous improvements and new features to better utilize Java. Streams, for example, supports a fluent approach to problem solving and lets the developer take advantage of concurrency with minimal effort, whilst Lambda Expressions offer new ways of expressing a solution that brings efficiency and succinct programming. Get up-to-speed here with this color book! - Learn how interface enhancements - such as default methods - affect new additions to Java 8 and their impact on multiple inheritance between interfaces - Use lambda expressions to simplify solutions to development problems - Discover how the new Stream interface supports query type problems - Explore the new support for concurrent processing including that

supported by Streams - Find out why the new date and time enhancements make working with time so much easier than it used to be - Includes information on the Nashorn JavaScript Engine, File IO Enhancements, and Project Jigsaw

Java 8 Programming A Step by Step Guide For Beginners. FAST and SIMPLE Learning of JAVA Programming! Java 8 is a very powerful programming language, and with it you can create impressive applications including the interface and also the functionality. Before the release of Java 8, Java. experts had been waiting for a long period of time for Lambda expressions, Functional interfaces, Stream API, and default methods, which were not provided in the previous releases of Java. Here is a preview of what you'll learn:

Requirements for Java 8 programming
Creating a Project and a Class
Lambda Expression in Java 8 programming
Uses of Lambda Expression in Java 8
Functional Programming in Java 8

Streams in Java 8
Predicates in Java 8
Download your copy of "Java 8" by scrolling up and clicking "Buy Now With 1-Click" button. Learn JavaFX 8 shows you how to start developing rich-client desktop applications using your Java skills and provides comprehensive coverage of JavaFX 8's features. Each chapter starts with an introduction to the topic at hand, followed by a step-by-step discussion of the topic with small snippets of code. The book contains numerous figures aiding readers in visualizing the GUI that is built at every step in the discussion. The book starts with an introduction to JavaFX and its history. It lists the system requirements and the steps to start developing JavaFX applications. It shows you how to create a Hello World application in JavaFX, explaining every line of code in the process. Later in the book, author Kishori Sharan discusses advanced topics such as 2D and 3D graphics, charts, FXML, advanced controls, and

printing. Some of the advanced controls such as TableView, TreeTableView and WebView are covered at length in separate chapters. This book provides complete and comprehensive coverage of JavaFX 8 features; uses an incremental approach to teach JavaFX, assuming no prior GUI knowledge; includes code snippets, complete programs, and pictures; covers MVC patterns using JavaFX; and covers advanced topics such as FXML, effects, transformations, charts, images, canvas, audio and video, DnD, and more. So, after reading and using this book, you'll come away with a comprehensive introduction to the JavaFX APIs as found in the new Java 8 platform. Beginning Java 8 Language Features covers essential and advanced features of the Java programming language such as the new lambda expressions (closures), inner classes, threads, I/O, Collections, garbage collection, streams, and more. Author Kishori Sharan provides over 60

diagrams and 290 complete programs to help you visualize and better understand the topics covered in this book. The book starts with a series of chapters on the essential language features provided by Java, including annotations, inner classes, reflection, and generics. These topics are then complemented by details of how to use lambda expressions, allowing you to build powerful and efficient Java programs. The chapter on threads follows this up and discusses everything from the very basic concepts of a thread to the most advanced topics such as synchronizers, the fork/join framework, and atomic variables. This book contains unmatched coverage of Java I/O, including NIO 2.0, the Path API, the FileVisitor API, the watch service and asynchronous file I/O. With this in-depth knowledge, your data- and file-management programs will be able to take advantage of every feature of Java's powerful I/O framework. Finally, you'll learn how to use the Stream API, a new, exciting

addition to Java 8, to perform aggregate operations on collections of data elements using functional-style programming. You'll examine the details of stream processing such as creating streams from different data sources, learning the difference between sequential and parallel streams, applying the filter-map-reduce pattern, and dealing with optional values. Level: Absolute beginner in Java. This book is for programmers who would love to learn Java quickly and firmly with hands on approach. After completing this book you will have core understanding of the Java programming language and Java platform. The book offers comprehensive coverage of Java fundamentals explained in a simplified language supported by examples. The book is divided into 29 chapters where each major topic has it's own chapter and each chapter has multiple examples to support and provide clarity on the concept. The topics covered in this book are 1. What is Java?

2. JDK and JRE 3. Setting Path Variable 4. Compiler and Interpreter 5. The First Program 6. The HelloWorld Program 7. Anatomy of HelloWorld Program 8. Multiple Main Methods 9. Public Class and File Name 10. Runtime Execution 11. Alternate HelloWorld Program 12. Numeric Data Types 13. Non Numeric Data Types 14. Literal and Constant 15. Escape Sequence 16. Immutable String 17. StringBuilder Class 18. Wrapper Classes 19. IF... Else 20. Switch... Case 21. For... Loop 22. While... Loop 23. Break and Continue 24. Conversion and Casting 25. Arithmetic and Relational Operators 26. Logical and Ternary Operators 27. Arrays 28. Jagged Array 29. For Each Loop Basically the book has lot of code(examples) for clear and deeper understanding of Java programming language. Complete, trusted preparation for the Java Programmer II exam OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide is

your comprehensive companion for preparing for Exam 1Z0-809 as well as upgrade Exam 1Z0-810 and Exam 1Z0-813. With full coverage of 100% of exam objectives, this invaluable guide reinforces what you know, teaches you what you don't know, and gives you the hands-on practice you need to boost your skills. Written by expert Java developers, this book goes beyond mere exam prep with the insight, explanations and perspectives that come from years of experience. You'll review the basics of object-oriented programming, understand functional programming, apply your knowledge to database work, and much more. From the basic to the advanced, this guide walks you through everything you need to know to confidently take the OCP 1Z0-809 Exam and upgrade exams 1Z0-810 and 1Z0-813. Java 8 represents the biggest changes to the language to date, and the latest exam now requires that you demonstrate functional programming

competence in order to pass. This guide has you covered, with clear explanations and expert advice. Understand abstract classes, interfaces, and class design Learn object-oriented design principles and patterns Delve into functional programming, advanced strings, and localization Master IO, NIO, and JDBC with expert-led database practice If you're ready to take the next step in your IT career, OCP: Oracle Certified Professional Java SE 8 Programmer II Study Guide is your ideal companion on the road to certification. This book concisely introduces Java 8's most valuable new features, including lambda expressions (closures) and streams. If you're an experienced Java programmer, the author's practical insights and sample code will help you quickly take advantage of these and other Java language and platform improvements. This is a free, on-line textbook on introductory programming using Java. This book is directed mainly towards beginning programmers,

although it might also be useful for experienced programmers who want to learn more about Java. It is an introductory text and does not provide complete coverage of the Java language. The text is a PDF and is suitable for printing or on-screen reading. It contains internal links for navigation and external links to source code files, exercise solutions, and other resources. Contents:

- 1) Overview: The Mental Landscape.
- 2) Programming in the Small I: Names and Things.
- 3) Programming in the Small II: Control.
- 4) Programming in the Large I: Subroutines.
- 5) Programming in the Large II: Objects and Classes.
- 6) Introduction to GUI Programming.
- 7) Arrays.
- 8) Correctness and Robustness.
- 9) Linked Data Structures and Recursion.
- 10) Generic Programming and Collection Classes.
- 11) Files and Networking.
- 12) Advanced GUI Programming.

Appendices: Source Code for All Examples in this Book, and News and Errata. JAVA 8 Programming Step by Step Java 8 Course

Programming This book is an in depth exploration of Java 8 programming. The book begins by exploring what the language is, when it was introduced and the new features which it introduced into the Java programming language. After that, the book guides you on how to set up the environment ready for programming as well as some of the alternative IDEs which are available for this purpose. Default methods in Java 8 are then explored and there is a guide on how you can implement these in interfaces. Static default methods and method references are discussed. After reading this book you will also know how to use multiple default methods in a program and you will know the different kind of methods which can be referenced by their names and how to do it. The Java 8 "Optional" class has also been explored in detail and this book will guide you on how to use the various methods associated with this class for checking values which are not available. This book covers the detail of the "Nashorn" Java

engine and teaches you how to use the "jjs" command in interactive mode as well as how to pass arguments on it. The book will guide you on how to call Java while in Javascript and how to call Javascript while in Java. You will also know how to exhibit a single functionality by use of a functional interface. The following topics are discussed in this book:

- Definition Setting up the Environment
- Default methods in Java 8
- Method References
- Optional class in Java 8
- Nashorn Javascript engine
- Functional Interfaces in Java 8
- Date Time API
- Lambda Expressions
- Streams
- Download your copy of "JAVA 8 Programming" by scrolling up and clicking "Buy Now With 1-Click" button.

Your customers want rock-solid, bug-free software that does exactly what they expect it to do. Yet they can't always articulate their ideas clearly enough for you to turn them into code. You need Cucumber: a testing, communication, and requirements tool—all rolled into one. All the code in this

book is updated for Cucumber 2.4, Rails 5, and RSpec 3.5. Express your customers' wild ideas as a set of clear, executable specifications that everyone on the team can read. Feed those examples into Cucumber and let it guide your development. Build just the right code to keep your customers happy. You can use Cucumber to test almost any system or any platform. Get started by using the core features of Cucumber and working with Cucumber's Gherkin DSL to describe-in plain language-the behavior your customers want from the system. Then write Ruby code that interprets those plain-language specifications and checks them against your application. Next, consolidate the knowledge you've gained with a worked example, where you'll learn more advanced Cucumber techniques, test asynchronous systems, and test systems that use a database. Recipes highlight some of the most difficult and commonly seen situations the authors have helped teams solve. With

these patterns and techniques, test Ajax-heavy web applications with Capybara and Selenium, REST web services, Ruby on Rails applications, command-line applications, legacy applications, and more. Written by the creator of Cucumber and the co-founders of Cucumber Ltd., this authoritative guide will give you and your team all the knowledge you need to start using Cucumber with confidence. What You Need: Windows, Mac OS X (with XCode) or Linux, Ruby 1.9.2 and upwards, Cucumber 2.4, Rails 5, and RSpec 3.5 This is the print version of my online Java 8 Programmer II Study Guide. The exam for the Oracle Certified Professional, Java SE 8 Programmer certification is hard. New APIs, lambdas, and streams, it covers a lot. But this book can help you. This book has complete coverage of the Java 8 SE Programmer II (1Z0-809) exam objectives. Each chapter presents the content in a simple and conversational style to facilitate the comprehension of

the topics. You'll also find key points and sample questions at the end of each chapter to reinforce key concepts and prepare you for the real exam. Most study guides follow the topic structure of the certification exam. This book doesn't. The chapters are organized in a way I feel it's more natural to present the topics: Part One | Class Design One. Encapsulation and Immutable Classes Two. Inheritance and Polymorphism Three. Inner Classes Four. Interfaces Five. Enumerations Part Two | Generics and Collections Six. Generics Seven . . . Collections Part Three | Lambda Expressions Eight. Functional Interfaces Nine. Lambda Expressions Ten. Java Built-In Lambda Interfaces Eleven. Method References Part Four | Streams and Collections Twelve. Streams Thirteen. Iterating and Filtering Collections Fourteen. Optional Class Fifteen. Data Search Sixteen. Stream Operations on Collections Seventeen. Parallel Streams Eighteen. Peeking, Mapping,

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Java 8 is a giant step forward
for the Java language. In
Project Lambda, Java gets a
new closure syntax (lambda
expressions), method-
references, and default and
static methods on interfaces. It
manages to add many of the
features of functional
languages without losing the
clarity and simplicity Java
developers have come to
expect. In addition, many of the
existing Java core library
classes have been enhanced
with the new Streams API. This

book will help you understand
Java 8, including: Project
Lambda, the new Date-Time
API, Streams, default methods,
the Nashorn Javascript engine,
and more. For nearly five
years, one book has served as
the definitive reference to Java
for all serious developers: The
Java Language Specification,
by James Gosling, Bill Joy, and
Guy Steele. Now, these world-
renowned Java authorities
(along with new co-author
Gilad Bracha) have delivered a
monumental update. This
completely revised Second
Edition covers the Java 2
Platform Standard Edition
Version 1.3 with
unprecedented depth and
precision, offering the
invaluable insights of Java's
creators to every developer.
There is no better source for
learning everything about the
Syntax and Semantics of the
Java programming language.
Developers will turn to this
book again and again. When
you need quick answers for
developing or debugging Java
programs, this pocket guide
provides a handy reference to

standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML) Threads are a fundamental part of the Java platform. As

multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In *Java Concurrency in Practice*, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. *Java Concurrency in Practice* arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent

applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers:

- Basic concepts of concurrency and thread safety
- Techniques for building and composing thread-safe classes
- Using the concurrency building blocks in `java.util.concurrent`
- Performance optimization dos and don'ts
- Testing concurrent programs
- Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model
- Master the principles and techniques of multithreaded programming with the Java 8 Concurrency API

About This Book

Implement concurrent applications using the Java 8 Concurrency API and its new components

Improve the performance of your applications or process more data at the same time, taking advantage of all of your resources. Construct real-world

examples related to machine learning, data mining, image processing, and client/server environments

Who This Book Is For

If you are a competent Java developer with a good understanding of concurrency but have no knowledge of how to effectively implement concurrent programs or use streams to make processes more efficient, then this book is for you.

What You Will Learn

- Design concurrent applications by converting a sequential algorithm into a concurrent one
- Discover how to avoid all the possible problems you can get in concurrent algorithms
- Use the Executor framework to manage concurrent tasks without creating threads
- Extend and modify Executors to adapt their behavior to your needs
- Solve problems using the divide and conquer technique and the Fork/Join framework
- Process massive data sets with parallel streams and Map/Reduce implementation
- Control data-race conditions using concurrent data structures and synchronization mechanisms
- Test and monitor

concurrent applications In Detail Concurrency programming allows several large tasks to be divided into smaller sub-tasks, which are further processed as individual tasks that run in parallel. All the sub-tasks are combined together once the required results are achieved; they are then merged to get the final output. The whole process is very complex. This process goes from the design of concurrent algorithms to the testing phase where concurrent applications need extra attention. Java includes a comprehensive API with a lot of ready-to-use components to implement powerful concurrency applications in an easy way, but with a high flexibility to adapt these components to your needs. The book starts with a full description of design principles of concurrent applications and how to parallelize a sequential algorithm. We'll show you how to use all the components of the Java Concurrency API from basics to the most advanced techniques to implement them

in powerful concurrency applications in Java. You will be using real-world examples of complex algorithms related to machine learning, data mining, natural language processing, image processing in client / server environments. Next, you will learn how to use the most important components of the Java 8 Concurrency API: the Executor framework to execute multiple tasks in your applications, the Phaser class to implement concurrent tasks divided into phases, and the Fork/Join framework to implement concurrent tasks that can be split into smaller problems (using the divide and conquer technique). Toward the end, we will cover the new inclusions in Java 8 API, the Map and Reduce model, and the Map and Collect model. The book will also teach you about the data structures and synchronization utilities to avoid data-race conditions and other critical problems. Finally, the book ends with a detailed description of the tools and techniques that you can use to test a Java concurrent

application. Style and approach
A complete guide implementing
real-world examples with
algorithms related to machine
learning, data mining, and
natural language processing in
client/server environments. All
the examples are explained in a
step-by-step approach.

Summary: "Written for
programmers with a
background in high level
language programming, the
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signature live code approach to
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(1Z0-808) About the Reader
Written for developers with a working knowledge of Java who want to earn the OCA Java SE 8 Programmer I Certification.
About the Author Mala Gupta is a Java coach and trainer who holds multiple Java certifications. Since 2006 she has been actively supporting Java certification as a path to career advancement.

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Introduction
Java basics
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Methods and encapsulation
Selected classes from the Java API and arrays
Flow control
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Full mock exam
The Definitive Guide to Lambda Expressions
Mastering Lambdas: Java Programming in a Multicore World describes how the lambda-related features of Java SE 8 will enable Java to meet the challenges of next-generation parallel hardware architectures. The book explains how to write lambdas, and how to use them in streams and in collection processing, providing code examples throughout. You'll

learn how to use lambda expressions to take full advantage of performance improvements provided by today's multicore hardware. This Oracle Press book covers:
Why lambdas were needed, and how they will change Java programming
Syntax of lambda expressions
The basic operation of streams and pipelines
Using collectors and reduction to end pipelines
Creating streams
Spliterators, the fork/join framework, and exceptions
Examining stream performance with microbenchmarking
API evolution using default methods
Java 8 Recipes offers solutions to common programming problems encountered while developing Java-based applications. Fully updated with the newest features and techniques available, Java 8 Recipes provides code examples involving Lambdas, embedded scripting with Nashorn, the new date-time API, stream support, functional interfaces, and much more. Especial emphasis is given to features

such as lambdas that are newly introduced in Java 8. Content is presented in the popular problem-solution format: Look up the programming problem that you want to solve. Read the solution. Apply the solution directly in your own code. Problem solved! The problem-solution approach sets Java 8 Recipes apart. Java 8 Recipes is focused less on the language itself and more on what you can do with it that is useful. The book respects your time by always focusing on a task that you might want to perform using the language. Solutions come first. Explanations come later. You are free to crib from the book and apply the code examples directly to your own projects. Covers the newly-released Java 8, including a brand new chapter on lambdas. Focuses especially on up-and-coming technologies such as Project Nashorn and Java FX 2.0. Respects your time by focusing on practical solutions you can implement in your own code. Coding and testing are generally considered separate areas of expertise. In this

practical book, Java expert Scott Oaks takes the approach that anyone who works with Java should be adept at understanding how code behaves in the Java Virtual Machine—including the tunings likely to help performance. This updated second edition helps you gain in-depth knowledge of Java application performance using both the JVM and the Java platform. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way the Java 8 and 11 LTS releases perform. While the emphasis is on production-supported releases and features, this book also features previews of exciting new technologies such as ahead-of-time compilation and experimental garbage collections. Understand how various Java platforms and compilers affect performance. Learn how Java garbage collection works. Apply four principles to obtain best results from performance testing. Use the JDK and other tools to learn

how a Java application is performing Minimize the garbage collector's impact through tuning and programming practices Tackle performance issues in Java APIs Improve Java-driven database application performance

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