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Patterns *in* Java™

Volume 2



Mark Grand

Patterns In Java Volume

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Patterns in Java. Volume 2 Mark Grand, **Patterns in Java** Mark Grand, 1999 *Design Patterns Explained* Alan Shalloway, James Trott, 2002 This book introduces the programmer to patterns: how to understand them, how to use them, and then how to implement them into their programs. This book focuses on teaching design patterns instead of giving more specialized patterns to the relatively few. **Patterns in Java** Mark Grand, 1998-10-12 This is the best book on patterns since the Gang of Four's *Design Patterns*. The book manages to be a resource for three of the most important trends in professional programming: Patterns, Java, and UML. Larry O'Brien, Founding Editor of Software Development Magazine. Since the release of *Design Patterns* in 1994, patterns have become one of the most important new technologies contributing to software design and development. In this volume, Mark Grand presents 41 design patterns that help you create more elegant and reusable designs. He revisits the 23 Gang of Four design patterns from the perspective of a Java programmer and introduces many new patterns specifically for Java. Each pattern comes with the complete Java source code and is diagrammed using UML. *Patterns in Java Volume 1* gives you 11 Behavioral Patterns, 9 Structural Patterns, 7 Concurrency Patterns, 6 Creational Patterns, 5 Fundamental Design Patterns, and 3 Partitioning Patterns. Real world case studies that illustrate when and how to use the patterns. Introduction to UML with examples that demonstrate how to express patterns using UML. The CD ROM contains Java source code for the 41 design patterns. Trial versions of Together J Whiteboard Edition from Object International (www.togetherj.com), Rational Rose 98 from Rational Software (www.rational.com), System Architect from Popkin Software (www.popkin.com), and OptimizeIt from Intuitive Systems Inc. **Patterns of Java** Mark Grand, 1998 This is the best book on patterns since the Gang of Four's *Design Patterns*. The book manages to be a resource for three of the

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Core Java, Volume I--Fundamentals Cay S. Horstmann,Gary Cornell,2007-09-11 This revised edition of the classic Core Java Volume I Fundamentals is the definitive guide to Java for serious programmers who want to put Java to work on real projects Fully updated for the new Java SE 6 platform this no nonsense tutorial and reliable reference illuminates the most important language and library features with

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Core Java, Volume II--Advanced Features Cay S. Horstmann, Gary Cornell, 2013-03-04 Fully updated to reflect Java SE 7 language changes Core Java Volume II Advanced Features Ninth Edition is the definitive guide to Java's most powerful features for enterprise and desktop application development Designed for serious programmers this reliable unbiased no nonsense tutorial illuminates advanced Java language and library features with thoroughly tested code examples As in previous editions all code is easy to understand and displays modern best practice solutions to the realworld challenges faced by professional developers Volume II quickly brings you up to speed on key Java SE 7 enhancements ranging from the new file I/O API to improved concurrency utilities All code examples are updated to reflect these enhancements Complete descriptions of new language and platform features are highlighted and integrated with insightful explanations of advanced Java programming techniques You'll learn all you need to build robust

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Pattern-oriented Software Architecture: Patterns for resource management Douglas C. Schmidt, Frank Buschmann, 1996 This fourth volume in the POSA series explores the concepts underlying patterns The goal is to bring together the POSA pattern theory in one volume allowing readers to deepen their understanding of what patterns are what they are not and how to use them successfully **Developing Java Software** Russel Winder, Graham Roberts, 2000-05-25 Beginning with basic ideas Winder progresses to the process of creating useful object oriented applications Along the way all the core features of Java are covered including the use of exceptions and multi threading **Visual Basic Developer's Guide to UML and Design Patterns** Yair Alan Griver, Michael Gellis, Matthew Arnheiter, 2000 This is the only UML book for Visual Basic developers that covers design patterns It gives readers design techniques that will make their code more modifiable and reusable in all kinds of applications **Proceedings of the 7th European Conference on Pattern Languages of Programs**, 2002 Alan O'Callaghan, 2003 **Java Report**, 2001 **An Introduction to Programming and Object-Oriented Design Using JAVA** Jaime Nino, Frederick A. Hosch, 2002 Covers I/O applets Java syntax design patterns and distinction between specification and implementation **Proceedings of the 6th European Conference on Pattern Languages of Programs**, 2001 Andreas Rüping, 2002 **Mobile Information Device Profile for Java 2 MicroEdition** C. Enrique Ortiz, Eric Gigu?re, 2001-12-03 Master the newest way of creating applications for wireless devices Mobile Information Device Profile for Java TM 2 Micro Edition Professional Developer's Guide As the first Java 2 Micro Edition J2ME profile the Mobile Information Device Profile MIDP brings the power of Java to handheld devices like cell phones interactive pagers and personal digital assistants PDAs With this practical hands on reference you'll learn how to create MIDP applications with real development scenarios covering user interfaces database networking XML security and more This timely book follows on the heels of Gigu?re's Java 2 Micro Edition to offer you the definitive guide to understanding and using the Mobile Information Device Profile This complete guide to MIDP programming covers such topics as The basics of J2ME How to build and run MIDP applications MIDP programming examples The MIDP user interface model Persisting data with MIDP Using HTTP as a way to exchange data with servers on the Internet The importance of security for wireless devices Writing MIDP applications that use XML Future directions of MIDP The companion Web site at www.wiley.com/combooks/ortiz updates the material in the book and provides additional examples and resources as well as current links to the various specifications and toolkits mentioned throughout the book Professional Developer's Guides The Professional Developer's Guide series provides the first

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