

Scwcd Exam Study Kit Second Edition Java Web Component Development Certification

Summary OCP Java SE 7 Programmer II Certification Guide is a concise, focused study guide that prepares you to pass the OCP Java SE 7 Programmer II exam (1Z0-804) the first time you take it. The book systematically guides you through each exam objective, teaching and reinforcing the Java skills you need through examples, exercises, and cleverly constructed visual aids. In every chapter you'll find questions just like the ones you'll face in the real exam. Exam tips, diagrams, and review notes structure the learning process for easy retention. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The OCP Java 7 certification tells potential employers that you've mastered the language skills you need to design and build professional-quality Java software. Passing the OCP isn't just about knowing your Java, though. You have to also know what to expect on the exam and how to beat the built-in tricks and traps. OCP Java SE 7 Programmer II Certification Guide is a comprehensive, focused study guide that prepares you to pass the OCP exam the first time you take it. It systematically guides you through each exam objective, reinforcing the Java skills you need through examples, exercises, and cleverly constructed visual aids. In every chapter you'll find questions just like the ones you'll face on the real exam. Tips, diagrams, and review notes give structure to the learning process to improve your retention. Designed for readers with intermediate-level Java skills. What's Inside 100% coverage of the OCP Java SE 7 Programmer II exam (1Z0-804) Flowcharts, UML diagrams, and other visual aids Hands-on coding exercises Focuses on passing the exam, not the Java language itself About the Author Mala Gupta has been training programmers to pass Java certification exams since 2006. She holds the OCP Java SE 7 Programmer, SCWCD, and SCJP certifications and is the author of OCA Java SE 7 Programmer I Certification Guide (Manning 2013). Table of Contents Java class design Advanced class design Object-oriented design principles Generics and collections String processing Exceptions and assertions Java I/O fundamentals Java file I/O (NIO.2) Building database applications with JDBC Threads Concurrency Localization Bonus online chapter - Mock exam

In its first edition, the SCWCD Exam Study Kit was the most popular book used to pass this most desirable web development certification exam. The new edition will help you learn the concepts large and small that you need to know. It covers the newest version of the exam and not a single topic is missed.

Don't Let the Real Test Be Your First Test! Written by two of the lead developers of the Java SE Programmer Exam, OCP Java SE 6 Programmer Practice Exams is filled with more than 260 realistic practice questions to prepare you for this challenging exam. To help you understand this material, in-depth explanations of both the correct and incorrect answers are included for every question. This practical guide covers all official objectives for Exam 310-065 and is the perfect companion to SCJP Sun Certified Programmer for Java 6 Study Guide. Covers all OCP Java SE 6 Programmer exam topics, including: Declarations and Access

Control Object Orientation Assignments Operators Flow Control, Exceptions, and Assertions Strings, I/O, Formatting, and Parsing
Generics and Collections Inner Classes Threads Development

Become a machine learning pro! Google TensorFlow has become the darling of financial firms and research organizations, but the technology can be intimidating and the learning curve is steep. Luckily, TensorFlow For Dummies is here to offer you a friendly, easy-to-follow book on the subject. Inside, you'll find out how to write applications with TensorFlow, while also grasping the concepts underlying machine learning—all without ever losing your cool! Machine learning has become ubiquitous in modern society, and its applications include language translation, robotics, handwriting analysis, financial prediction, and image recognition. TensorFlow is Google's preeminent toolset for machine learning, and this hands-on guide makes it easy to understand, even for those without a background in artificial intelligence. Install TensorFlow on your computer Learn the fundamentals of statistical regression and neural networks Visualize the machine learning process with TensorBoard Perform image recognition with convolutional neural networks (CNNs) Analyze sequential data with recurrent neural networks (RNNs) Execute TensorFlow on mobile devices and the Google Cloud Platform (GCP) If you're a manager or software developer looking to use TensorFlow for machine learning, this is the book you'll want to have close by.

The SCJA certification is for entry-level Java programmers interested in pursuing a career in application development or software project management

The implementation of stored procedures in MySQL 5.0 a huge milestone -- one that is expected to lead to widespread enterprise adoption of the already extremely popular MySQL database. If you are serious about building the web-based database applications of the future, you need to get up to speed quickly on how stored procedures work -- and how to build them the right way. This book, destined to be the bible of stored procedure development, is a resource that no real MySQL programmer can afford to do without. In the decade since MySQL burst on the scene, it has become the dominant open source database, with capabilities and performance rivaling those of commercial RDBMS offerings like Oracle and SQL Server. Along with Linux and PHP, MySQL is at the heart of millions of applications. And now, with support for stored procedures, functions, and triggers in MySQL 5.0, MySQL offers the programming power needed for true enterprise use. MySQL's new procedural language has a straightforward syntax, making it easy to write simple programs. But it's not so easy to write secure, easily maintained, high-performance, and bug-free programs. Few in the MySQL world have substantial experience yet with stored procedures, but Guy Harrison and Steven Feuerstein have decades of combined expertise. In MySQL Stored Procedure Programming, they put that hard-won experience to good use. Packed with code examples and covering everything from language basics to application building to advanced tuning and best practices, this highly readable book is the one-stop guide to MySQL development. It consists of four major sections: MySQL stored programming fundamentals -- tutorial, basic statements, SQL in stored programs, and error handling Building MySQL stored programs -- transaction handling, built-in functions, stored functions, and triggers MySQL stored programs in applications -- using stored programs with PHP, Java, Perl, Python, and .NET (C# and VB.NET) Optimizing MySQL stored programs -- security, basic

and advanced SQL tuning, optimizing stored program code, and programming best practices. A companion web site contains many thousands of lines of code, that you can put to use immediately. Guy Harrison is Chief Architect of Database Solutions at Quest Software and a frequent speaker and writer on MySQL topics. Steven Feuerstein is the author of Oracle PL/SQL Programming, the classic reference for Oracle stored programming for more than ten years. Both have decades of experience as database developers, and between them they have authored a dozen books.

The Best Fully Integrated Study System Available--Written by the Lead Developers of Exam 310-065 With hundreds of practice questions and hands-on exercises, SCJP Sun Certified Programmer for Java 6 Study Guide covers what you need to know--and shows you how to prepare--for this challenging exam. 100% complete coverage of all official objectives for exam 310-065 Exam Objective Highlights in every chapter point out certification objectives to ensure you're focused on passing the exam Exam Watch sections in every chapter highlight key exam topics covered Simulated exam questions match the format, tone, topics, and difficulty of the real exam Covers all SCJP exam topics, including: Declarations and Access Control · Object Orientation · Assignments · Operators · Flow Control, Exceptions, and Assertions · Strings, I/O, Formatting, and Parsing · Generics and Collections · Inner Classes · Threads · Development CD-ROM includes: Complete MasterExam practice testing engine, featuring: Two full practice exams; Detailed answers with explanations; Score Report performance assessment tool Electronic book for studying on the go Bonus coverage of the SCJD exam included! Bonus downloadable MasterExam practice test with free online registration.

Focusing 100% on the exam objectives, OCA: Oracle Certified Associate Java SE 8 Programmer I Study Guide is designed to make you fully prepared for this challenging exam. Between Java 7 and Java 8, Oracle has made the biggest changes to the language in a long time. In particular, developers will need to learn functional programming for the first time to pass the certification. This comprehensive study guide covers all of the key topic areas Java programmers will need to be familiar with, including: Java basics Operators, conditionals and loops String and StringBuilder, Array and ArrayList Methods and encapsulation Inheriting abstract classes and interfaces Exceptions Class design Object-Oriented design principles and design patterns Generics and collections Functional programming Advanced strings and localization Exceptions and assertions IO and NIO Threads Concurrency JDBC With this complete Study Guide, Java developers will gain the information, understanding, and practice they need to pass the OCAJP 8 exam.

This certification is for Sun Certified Programmers for Java 2 Platform who are using servlet and JavaServer Pages APIs to develop Web applications using the Java 2 Platform, Enterprise Edition. This book focuses on exactly what readers need to get certified now--featuring test-taking strategies, timesaving study tips, and a special Cram Sheet that includes tips, acronyms, and memory joggers that are not available anywhere else.

This book is for designers, developers, and product managers who are charged with what sometimes seems like an impossible task: making sure products work the way your users expect them to. You'll find out how to design applications and websites that

people will not only use, but will absolutely love. The second edition brings the book up to date and expands it with three completely new chapters. Interaction design - the way the apps on our phones work, the way we enter a destination into our car's GPS - is becoming more and more important. Identify and fix bad software design by making usability the cornerstone of your design process. Lukas weaves together hands-on techniques and fundamental concepts. Each technique chapter explains a specific approach you can use to make your product more user friendly, such as storyboarding, usability tests, and paper prototyping. Idea chapters are concept-based: how to write usable text, how realistic your designs should look, when to use animations. This new edition is updated and expanded with new chapters covering requirements gathering, how the design of data structures influences the user interface, and how to do design work as a team. Through copious illustrations and supporting psychological research, expert developer and user interface designer Lukas Mathis gives you a deep dive into research, design, and implementation--the essential stages in designing usable interfaces for applications and websites. Lukas inspires you to look at design in a whole new way, explaining exactly what to look for - and what to avoid - in creating products that get people excited. Providing a unique approach to machine learning, this text contains fresh and intuitive, yet rigorous, descriptions of all fundamental concepts necessary to conduct research, build products, tinker, and play. By prioritizing geometric intuition, algorithmic thinking, and practical real world applications in disciplines including computer vision, natural language processing, economics, neuroscience, recommender systems, physics, and biology, this text provides readers with both a lucid understanding of foundational material as well as the practical tools needed to solve real-world problems. With in-depth Python and MATLAB/OCTAVE-based computational exercises and a complete treatment of cutting edge numerical optimization techniques, this is an essential resource for students and an ideal reference for researchers and practitioners working in machine learning, computer science, electrical engineering, signal processing, and numerical optimization.

Aimed at helping Java developers, Servlet/JSP developers, and J2EE developers pass the Sun Certified Web Component Developer Exam (SCWCD), this guide covers all the important aspects of the Servlet and JSP technology including Design Patterns and Filters. Also covered are the installation of Tomcat and the basics of XML, and Exam Quick Prep for refreshing important concepts at the last minute. The accompanying CD includes JWebPlus, the exam simulator from Enthware.com that contains three full size tests on the SCWCD pattern. More than 300 questions in the form of Quizlets, Review Questions, and JWebPlus are included.

Create and complete your first 2D arcade game in Unity. In this book you will learn to create an arcade classic brick breaker game from beginning to end. You will plan the game flow, add the graphics and create the game logic using the C# language, then build the UX to complete your game. By the time you have finished Make a 2D Arcade Game in a Weekend with Unity, you will have enough knowledge to tweak the game to create more levels or your own variant game rules, and you will have the confidence to go on and create your own 2D arcade games. You will also learn how to publish the game into mobile app stores. Unity is a powerful cross platform software tool that allows users to create 2D and 3D apps and games. Learning how to create an arcade

classic game is a great way to learn the foundations of game design. While you do need to have a basic understanding of Unity to complete this project, advanced game building or advanced Unity experience is not required. Takes you through building a classic Atari style brick breaker game Provides you the basic knowledge for building games Teaches you how to script and design UI elements of the game

Looking to study up for the new J2EE 1.5 Sun Certified Web Component Developer (SCWCD) exam? This book will get you way up to speed on the technology you'll know it so well, in fact, that you can pass the brand new J2EE 1.5 exam. If that's what you want to do, that is. Maybe you don't care about the exam, but need to use servlets and JSPs in your next project. You're working on a deadline. You're over the legal limit for caffeine. You can't waste your time with a book that makes sense only AFTER you're an expert (or worse, one that puts you to sleep). Learn how to write servlets and JSPs, what makes a web container tick (and what ticks it off), how to use JSP's Expression Language (EL for short), and how to write deployment descriptors for your web applications. Master the c:out tag, and get a handle on exactly what's changed since the older J2EE 1.4 exam. You don't just pass the new J2EE 1.5 SCWCD exam, you'll understand this stuff and put it to work immediately. Head First Servlets and JSP doesn't just give you a bunch of facts to memorize; it drives knowledge straight into your brain. You'll interact with servlets and JSPs in ways that help you learn quickly and deeply. And when you're through with the book, you can take a brand-new mock exam, created specifically to simulate the real test-taking experience.

The official study guide for the entry-level Oracle Certified Associate exam for Java Programmers—fully updated for Java SE 8 Confidently prepare for the OCA Java SE 8 Programmer I exam with this thoroughly revised, up-to-date guide from Oracle Press. Featuring step-by-step exercises, comprehensive chapter self-tests, and two complete downloadable practice exams, this volume provides an integrated, easy-to-follow study system based on a proven methodology. OCA Java SE 8 Programmer I Study Guide (Exam 1Z0-808) offers the most complete and in-depth coverage of all of the exam objectives, and also serves as an essential on-the-job reference for Java developers. You'll have access to a total of more than 250 challenging practice questions that precisely mirror the content of the live exam—no other guide on the market provides the same level of accuracy and detail. Questions accurately simulate the type and style of questions found on the actual test Includes special “Exam Watch,” “Inside the Exam,” and “On the Job” sections Downloadable MAC and PC compatible test engine includes two complete practice exams A guide to JavaBeans provides more than two hundred questions and answers to help readers pass the Sun Certified Business Component Developer exam.

Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real

work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Get the book that shows you not only what to study, but how to study. The only classroom-based integrated study system for professional certification gives you complete coverage of all objectives for the Sun Certified Programmer for Java 5 exam, hundreds of practice exam questions, and hands-on exercises. The CD-ROM features full practice exam software plus an adaptive test engine.

A Complete, Integrated Study System for OCP Exam 1Z0-809 Study for the OCP Java SE 8 Programmer II exam using this effective exam preparation guide from Oracle Press. Written by a team of experts, including two developers of the original exam, OCP Java SE 8 Programmer II Exam Guide (Exam 1Z0-809) offers comprehensive coverage of every subject on the test and lays out essential Java programming skills. Throughout, step-by-step exercises; self-tests; and "Exam Watch," "Inside the Exam," and "On the Job" sections highlight salient points and aid in learning. In all, the book and accompanying digital content feature more than 350 practice questions that mirror those on the live test in tone, format, and content. Clearly explains every topic on Exam 1Z0-809, including:

- Declarations, access control, and enums
- Object orientation
- Assertions and exceptions
- Dates, times, locales, and resource bundles
- I/O and NIO
- Generics and collections
- Inner classes
- Lambda expressions and functional interfaces
- Streams
- Threads
- Concurrency
- JDBC

Electronic content includes:

- 170 practice exam questions
- Fully

customizable test engine•Secured book PDF For questions regarding content or to report errata, e-mail hep_customer-service@mheducation.com

This Guide is for Java programmers and developers who want to appear for SCWCD exam. It covers Web presentation tier of Java EE 5 platform and helps to: Prepare for SCWCD exam (CX-310-083) and upgrade exam (CX-310-084) Learn the exam objectives specified by Sun Microsystems Develop Java EE 5 compatible Web applications Design and develop thread-safe servlets Deploy secure Web applications Use EL and JSTL Unlock complexities of JavaServer Faces (JSF) The book includes a CD that contains JDK 6, Apache Ant 1.7 and Tomcat 5.5.26. These software are required for developing and running a Web application.

A complete update to the definitive, bestselling guide to the #1 certification for Java programmers Written and revised by the co-developers of the original SCJP exam and now published in the Oracle Press brand Includes two complete practice exams—250+ practice exam questions in book and via electronic content Replaces SCJP Sun Certified Programmer for Java Study Guide—150,000 copies sold

This book is strongly recommended for those who have a passion for web development and who are looking for a framework that can provide a reusable, maintainable, and modular way to create applications and increase their productivity.

Includes, beginning Sept. 15, 1954 (and on the 15th of each month, Sept.-May) a special section: School library journal, ISSN 0000-0035, (called Junior libraries, 1954-May 1961). Also issued separately.

Summary This book is a comprehensive guide to the 1Z0-803 exam. You'll explore a wide range of important Java topics as you systematically learn how to pass the certification exam. Each chapter starts with a list of the exam objectives covered in that chapter. You'll find sample questions and exercises designed to reinforce key concepts and to prepare you for what you'll see in the real exam, along with numerous tips, notes, and visual aids throughout the book. About This Book To earn the OCA Java SE 7 Programmer Certification, you need to know your Java inside and out, and to pass the exam it's good to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 7 Programmer I Certification Guide is a comprehensive guide to the 1Z0-803 exam. You'll explore important Java topics as you systematically learn what is required. Each chapter starts with a list of exam objectives, followed by sample questions and exercises designed to reinforce key concepts. It provides multiple ways to digest important techniques and concepts, including analogies, diagrams, flowcharts, and lots of well-commented code. Written for developers with a working knowledge of Java who want to earn the OCA Java SE 7 Programmer I Certification. Purchase of the print book includes a free eBook in PDF,

Kindle, and ePub formats from Manning Publications. What's Inside Covers all exam topics Hands-on coding exercises How to avoid built-in traps and pitfalls About the Author Mala Gupta has been training programmers to pass Java certification exams since 2006. She holds OCA Java SE7 Programmer I, SCWCD, and SCJP certifications. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation String, StringBuilder, Arrays, and ArrayList Flow control Working with inheritance Exception handling Full mock exam Summary OCA Java SE 8 Programmer I Certification Guide prepares you for the 1Z0-808 with complete coverage of the exam. You'll explore important Java topics as you systematically learn what's required to successfully pass the test. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book To earn the OCA Java SE 8 Programmer I Certification, you have to know your Java inside and out, and to pass the exam you need to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 8 Programmer I Certification Guide prepares Java developers for the 1Z0-808 with thorough coverage of Java topics typically found on the exam. Each chapter starts with a list of exam objectives mapped to section numbers, followed by sample questions and exercises that reinforce key concepts. You'll learn techniques and concepts in multiple ways, including memorable analogies, diagrams, flowcharts, and lots of well-commented code. You'll also get the scoop on common exam mistakes and ways to avoid traps and pitfalls. What's Inside Covers all exam topics Hands-on coding exercises Flowcharts, UML diagrams, and other visual aids How to avoid built-in traps and pitfalls Complete coverage of the OCA Java SE 8 Programmer I exam (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. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation Selected classes from the Java API and arrays Flow control Working with inheritance Exception handling Full mock exam Covering Eclipse's new capability for building graphical user interfaces with version 3.0, the Standard Widget Toolkit (SWT) and JFace, this guide demonstrates how these award-winning tools have received broad support for creating desktop applications. Theory and practical examples reveal how to build GUIs that combine the look and feel of native interfaces with the platform independence of Java. This guide also shows how SWT makes use of the widgets provided by the operating system and describes how these components can be associated with events, containers, and graphics. With this knowledge, programmers can build fully featured user interfaces that communicate directly with the underlying platform. JFace's ability to simplify and organize the process of GUI design is then demonstrated, enabling developers to modify and adapt components, and separate their information from their appearance. Annotation The authoritative solution to passing the 310-080 exam! Alain Trottier is a well respected authority in the Java community. Training Guides are the most effective self-study guides in the marketplace, featuring exam tips, study strategies,

review exercises, case studies, practice exams, ExamGear testing software, and more Each Training Guide is subjected to rigorous technical review by a team of industry experts, ensuring content is superior in both coverage and technical accuracy. This certification is for Sun Certified Programmers for Java 2 Platform who are using servlet and JavaServer Pages (JSP) APIs to develop Web applications using the Java 2 Platform, Enterprise Edition (J2EE). The certification consists of one exam and requires Sun Certified Programmer for Java 2 Platform status. Readers preparing for this exam find the Training Guide series to be the most successful self-study tool in the market. This book is their one-stop shop because of its teaching methodology, the accompanying ExamGear testing software, and superior Web site support at www.quepublishing.com/certification. Alain Trottier is a Sun Certified Java Programmer and a Microsoft Certified Solution Developer. He is the lead technologist at Strategic Business Resources and an adjunct Professor at Vanguard University. He has been using, reading, and writing computer language documentation for over a decade. He has co-authored or contributed to Sun Certification Training Guide (310-025, 310-027): Java 2 Programmer and Developer Exams (Que, 078972765X, 06/02) and Java 2 Core Language Little Black Book (Coriolis, 158880271X, 03/02).

Last Updated: 3rd Dec 2019 - Build 1.13 IMPORTANT: 1. Paperback version is printed in black and white (not in color). 2. Due to a typesetting error, a few figures were omitted from the paperback version of build 1.10. This error was fixed in Build 1.11. We sincerely apologize for this mistake. If you purchased the paperback version between Nov. 7 and Nov. 26th and received a copy of this specific build number with missing figures, please contact us at support@enthuware.com. We will provide you free 1 month access to Enthuware mock exams as compensation. The figures are present in the Kindle version (which is freely available for customers of the paperback version) and are also given on the errata page: enthuware.com/resources/ocp-java-11-1z0-815-fundamentals-book-errata 3. Unlike the previous version of the exam, the official Exam objectives released for this exam are too vague. Some candidates have reported getting questions on topics that are too advanced or are not mentioned in the objectives. Your feedback on such topics will help improve the content. 4. This book DOES NOT include mock exams. It is meant to complement Enthuware Mock Exams and should be used as a study guide before or while attempting the mock Exams. OCP Oracle Certified Professional Java SE 11 Programmer Part 1 Exam Fundamentals is a comprehensive study guide for those taking the Oracle Certified Professional Java SE 11 Programmer I Exam (Exam Code 1Z0-815). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to take the exam confidently. Written by an expert with more than 20 years of industry experience, the book also helps you ace technical interviews by making you aware of things that technical managers focus on. The Java 11 exam requires you to learn new features of the language including modules, generics, and functional programming. This book covers all such topics thoroughly. The book also includes coding exercises that will get you moving on "write a lot of code" front. The book makes it easy to get your doubts cleared by including links to existing discussion on a particular topic. If the existing discussion doesn't address your doubt, you can see more clarification from the Author. The fastest way to get certified for the exams CX-310-252A and CX-310-027. This volume contains tips, tricks, and hints on all the

content included in these tests.

Study guide and reference for candidates sitting the Sun Certified Web Component Developer for J2EE 1.4 exam (310-081). This book is a study guide for any candidate preparing for the Java EE Web Component Developer exam (Oracle Exam 1Z0-899). It contains the theory behind how the Web container works, and important notes, hints and tips on the types of 'trick' questions to look for in the exam. By combining logical and easy-to-follow discussions with clear visual aids and diagrams, you will wonder by the end of the book why servlets, JSPs and tag libraries seemed so complicated before! By combining the theory taught in this book with practical experience, you will not only succeed in passing the exam, but will do so confident that you are able to solve problems and draw-up solutions 'on the job'. Reference Material Have you ever found that you couldn't quite remember the names of the XML elements or attributes in the Deployment Descriptor or Tag Library Descriptor? Or perhaps you've had problems recalling custom tag life cycles? Not a problem! Helpful visual diagrams show 'at a glance' the important schemas, without having to resort to knowing the XML Schema or DTD languages, as used in the specifications. Who is this book suitable for? This guide assumes very basic prior knowledge of the Web container and the Extensible Mark-up Language (XML) core syntax. Servlets, JSPs and associated frameworks and Web application deployment are all presented beginning with the basic theory to ensure complete and thorough understanding. In addition, particular attention is devoted to the subjects of the Expression Language, custom tag libraries, annotations and asynchronous requests which are new or updated in the latest version of the exam. Key Features 1. Complete coverage of all objectives including annotations, modular deployment and AJAX support. 2. Authored by a Java developer who has helped thousands to pass the exam. 3. Theory introduced in an easy-to-follow, step-by-step manner. 4. Content split into manageable chapter sizes with clear objectives. 5. API details presented in condensed bulleted lists to make memorising easy. 6. Text reinforced with over 80 diagrams and figures to summarise key or difficult ideas. 7. 350 exam-style end of chapter questions with detailed answers. 8. One free online mock exam.

Explains how to leverage Java's architecture and mechanisms to design enterprise applications and considers code modularity, nonduplication, network efficiency, maintainability, and reusability.

The First Maker-Friendly Guide to Electric Motors! Makers can do amazing things with motors. Yes, they're more complicated than some other circuit elements, but with this book, you can completely master them. Once you do, incredible new projects become possible. Unlike other books, Motors for Makers is 100% focused on what you can do. Not theory. Making. First, Matthew Scarpino explains how electric motors work and what you need to know about each major type: stepper, servo, induction, and linear motors. Next, he presents detailed instructions and working code for interfacing with and controlling servomotors with Arduino Mega, Raspberry Pi, and BeagleBone Black. All source code and design files are available for you to download from motorsformakers.com. From start to finish, you'll learn through practical examples, crystal-clear explanations, and photos. If you've ever dreamed of what you could do with electric motors, stop dreaming...and start making! Understand why electric motors are so versatile and how they work Choose the right motor for any project Build the circuits needed to control each type of motor

Program motor control with Arduino Mega, Raspberry Pi, or BeagleBone Black Use gearmotors to get the right amount of torque Use linear motors to improve speed and precision Design a fully functional electronic speed control (ESC) circuit Design your own quadcopter Discover how electric motors work in modern electric vehicles--with a fascinating inside look at Tesla's patents for motor design and control!

Aimed at helping Java developers, Servlet/JSP developers, and J2EE developers pass the Sun Certified Web Component Developer Exam (SCWCD 310-081), this study guide covers all aspects of the Servlet and JSP technology that Sun has determined necessary. This new edition adds aspects of servlet/JSP development, such as the Expression language, and updated materials of servlets with a particular focus on using filters to make request processing more efficient. Covering the reliance on the JSP Standard Template Library (JSTL) and its core, this guide allows JSP developers will be able to simplify their development process and remove Java-based scriptlets and expressions from their code. All applications in this book are designed to run on Apache's latest development server, Tomcat 5.0, and instructions on how to install this new edition and execute servlets and JSPs are included.

Up-to-date coverage of every topic on the Java 8 SE Programmer I exam Prepare for the OCA Java SE 8 Programmer I exam using this effective self-study system from Oracle Press. Written by developers of the original Sun Certified Java Programmer exam, OCA Java SE 8 Programmer I Exam Guide (Exam 1Z0-808) includes two complete, accurate practice exams. In all, you will get more than 200 practice questions that mirror those on the actual test in content, tone, and format. Beyond fully preparing you for the challenging exam, the book also serves as an ideal on-the-job reference. Clearly explains every topic on Exam 1Z0-808, including: • Declarations • Access control • Object orientation • Assignments • Operators • Flow control • Exceptions • Strings • Arrays • ArrayLists Electronic content includes: • 200+ practice exam questions • Fully customizable test engine • Secured book PDF

Written to address the needs of a wide spectrum of developers, ranging from client-side HTML and JavaScript developers to enterprise-class Java or Rails engineers, this book provides a very hands-on approach towards building applications that solve real-world problems.

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