

Java Programming Advance Guide

Advanced JAVA Programming Certification use for Android developers Algorithm For Absolute Beginners guide in this book contain about 1.Learn the basics of Java programming in a step-by-step manner 2.Simple, yet thorough steps that beginners can follow 3.Teaches you transferable skills, such as flow control and object-oriented programmingJava is one of the most popular and widely used programming languages available. Most of the modern applications built around the world, including server side and business logic components, are made from the Java programming language. Its portability and ease of use has ensured that it is a favourite among novices and seasoned developers alike.Introduction to Java For newcomers to Java we look at what the language has to offer, its origin and design goals, features and capabilities, as well as the various Java editions, before stepping into more in-depth topics.Key Topics1) Java Platform2) Java Virtual Machine3) How to install java4) First Java Program5) Concept of OOPs6) Data Abstraction7) Encapsulation8) Java Variables9) Class & Objects10) Java Arrays11) Array of Objects12) Array List in Java13) Java Strings14) String Length() Method15) String index Of() Method16) String char At() Method17) String compare To() Method18) String contains() Method19) String ends With()

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Method20) Java String replace()21) to Lowercase()
& to Uppercase()22) Convert a Java String to
Integer23) Hash Maps in Java24) Command-line25)
This Keyword

Advance Java ,Learn Advance Java Programming
Within a weekHarry Hariom Choudhary

This book is a complete programmer's guide to the X
library, which is the lowest level of programming
interface to X. It includes chapters on:

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this Definitive Java Guide, you're about to discover
how to program code in Java through learning the
core essentials that every Java programmer must
know. Here is a Preview of What You'll Learn:

Essentials of Java programming. Read then pick up
the language and start applying the concepts to
learn better Major facets of Java programming

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Several mechanics of Java programming: variables, control flow, strings, arrays - and why learning these core principles are important to Java programming success ... And much, much more! BOOK 2: Java: Tips and Tricks to Programming Code with Java Have you been coding for awhile now, but could still use some useful Java coding tips? Do you have some basic knowledge with Java and want to learn more? In this Definitive Java Intermediate Level Guide, you're about to discover... Building custom code that is going to assist you in a way that writing normal code would not Simplifying your code that helps you so that you can make your code easier to understand not only to you but to your user as well Using multiple environments that is going to be best for you because they are going to show you how your code is going to work with different applications Sharing documents with other people in live time so that what is changed by them is added to what you have - without having to worry about not being on the same page ... And much, much more! BOOK 3: Java: Best Practices to Programming Code with Java In this Definitive Java Guide on Best Practices, you will learn the right way to lay out your code, why it should be done that way and show you several examples. You are about to discover... The Essential Guidelines on how to Effectively Format your Java Code for Best Results! The Common Mistakes of Java Coding - and how to fix them! Practice Proper

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Naming Conventions for Coding Efficiency The right way for Java files, statements, variables, conditionals and numbers to be written! How and When to Use Java Comments How to Use White Space Correctly ... And much, much more! BOOK 4: Java: Advanced Guide to Programming Code with Java Are you struggling to understand some of the Advanced Java programming concepts? Look no further; in "Java: Advanced Guide to Programming Code with Java," you will learn all about: The Java Interface - Learn all about the Java Interface and how it works Java Packages - learn how to organize your code using packages Java Collections - Learn how to store dynamic data types better Java Inheritance - Learn about superclasses and abstract methods Java Packages - learn how to organize your code using packages ... And much, much more! Take action today and own this book for a limited time discount! Scroll to the top of the page and select the "Buy now" button.

JAVA is a powerful programming language, with a wide variety of uses! This book is aimed at beginners, and will take you through all of the basics of JAVA programming, and will help you to hit the ground running! You will learn the different functions and uses of JAVA, and this book will take you step by step through your very first JAVA program! This book will also explain some more advanced JAVA techniques that will keep you busy for a long time to

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come! Here Is What You'll Learn About...
JAVA Basics
JAVA Syntax
Uses Of JAVA
Why You Should Use JAVA
Troubleshooting
How To Create Your First Program
Much, Much More!

This accessible and engaging textbook/guide provides a concise introduction to data structures and associated algorithms. Emphasis is placed on the fundamentals of data structures, enabling the reader to quickly learn the key concepts, and providing a strong foundation for later studies of more complex topics. The coverage includes discussions on stacks, queues, lists, (using both arrays and links), sorting, and elementary binary trees, heaps, and hashing. This content is also a natural continuation from the material provided in the separate Springer title *Guide to Java* by the same authors.

Topics and features:

- reviews the preliminary concepts, and introduces stacks and queues using arrays, along with a discussion of array-based lists;
- examines linked lists, the implementation of stacks and queues using references, binary trees, a range of varied sorting techniques, heaps, and hashing;
- presents both primitive and generic data types in each chapter, and makes use of contour diagrams to illustrate object-oriented concepts;
- includes chapter summaries, and asks the reader questions to help them interact with the material;
- contains numerous examples and illustrations, and one or more complete program in every chapter;
- provides

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exercises at the end of each chapter, as well as solutions to selected exercises, and a glossary of important terms. This clearly-written work is an ideal classroom text for a second semester course in programming using the Java programming language, in preparation for a subsequent advanced course in data structures and algorithms. The book is also eminently suitable as a self-study guide in either academe or industry.

This volume presents selected papers from prominent researchers participating in the 11th International Conference on Future Information Technology and the 10th International Conference on Multimedia and Ubiquitous Engineering, Beijing, China, April 20-22, 2016. These large international conferences provided an opportunity for academic and industry professionals to discuss recent progress in the fields of multimedia technology and ubiquitous engineering including new models and systems and novel applications associated with the utilization and acceptance of ubiquitous computing devices and systems. The contributions contained in this book also provide more information about digital and multimedia convergence, intelligent applications, embedded systems, mobile and wireless communications, bio-inspired computing, grid and cloud computing, the semantic web, user experience and HCI, security and trust computing. This book describes the state of the art in multimedia and ubiquitous engineering, and future IT models and their applications.

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Java programming concepts? Are you desperate to further your knowledge and make something out of your programming experience? Look no further; in "Java: Advanced Guide to Programming Code with Java", you will learn all about: In this Definitive Java Advanced Level Guide, you're about to discover... The Java Interface – Learn all about the Java Interface and how it works Java Packages – learn how to organize your code using packages Java Collections – Learn how to store dynamic data types better Java Inheritance – Learn about superclasses and abstract methods Access Modifiers – Learn how to structure your programs properly with the correct scoping Polymorphism – The number one Java concept you need to master if you are to truly understand Java programming Variable Scopes – know how and when to use variables properly Java Packages – learn how to organize your code using packages The J2EE environment – a basic overview of the J2EE environment ... And much, much more! Other Benefits of owning this book: Gain more advanced knowledge about the capabilities of the Java programming language Learn the advanced essentials of Java in order to gain the confidence to tackle more complex topics Gain the critical steps in your path towards Java programming mastery By the end of this book you will have a better grasp of advanced Java programming and will have learnt how to write your code more efficiently and for better effectiveness! Take action today to advance your programming career! Scroll to the top of the page and select the "Buy now" button. Covers advanced features of Perl, how the Perl

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interpreter works, and presents areas of modern computing technology such as networking, user interfaces, persistence, and code generation. Effective Java Programming is geared towards seasoned developers and novices alike. This guide explores slightly more advanced Java techniques, while being presented in our popular, easy to understand format. The topics in this book will prove invaluable to anyone currently using Java, no matter your skill level. With numerous examples and step by step descriptions, you will be able to master this wonderful language in no time. With each concept, we provide one or more example to illustrate the topic in a way that makes it easy to understand. We break examples down into their basic workings, and provide the output for you to compare to your own results. Each topic is broken down into small manageable sections where each concept is explained in detail. We look at the different variations and types available, what the various return values mean and even how to avoid common errors. This book serves as a teaching guide and also a reference manual to accompany you through this wonderful world of programming. We aim to keep the core of the examples similar, so the only variable is the topic under discussion. This makes for easier learning and effortless referencing. Learn Java the Easy Way, Get Your Copy Today! Essential Skills--Made Easy!===== Learn the all basics and advanced features of Java programming in no time from Bestselling Java Programming Author Harry H Chaudhary. Java, A Beginner's Guide, 6th Edition 2014, starts with the

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basics; I promise this book will make you 100% expert level champion of java. Must read full book description before buying Fully Updated with Java 7, And new features , Including Live software development. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Second Part- Of book covers Software Development Using Java, Java Beans, Tour of Swing, Servlets and live project. Third part- Of book covers .SCJP/SCJD (OCJP-OCJD) - Bonus and (Java Coding Standards) & (Coding Clarity and Maintainability) & (Core Java Database Issues). Get started programming championship in Java right away with help from this fast-paced tutorial. Fourth Part- Collection of 1000+ Java Interview Questions / Answers will teach you how to crack Java Interview. Learning a new language is no easy task especially when it's an oop's 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

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matters? This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book.

Inside Contents (Chapters): 1(Overview of Java) 2(Java Language) 3(Control Statements)4(Scanner class, Arrays & Command Line Args)5(Class & Objects in Java)6(Inheritance in Java)7(Object oriented programming)8(Packages in Java)9(Interface in Java)10(String and StringBuffer)11(Exception Handling)12(Multi-Threaded Programming)13(Modifiers/Visibility modes)14(Wrapper Class)15(Input/Output in Java)16(Applet Fundamentals)17(Abstract Windows Toolkit)(AWT)18(Introducton To AWT Events)19(Painting in AWT)20(java.lang.Object Class)21(Collection Framework) PART - II (Software Development) 22(Overview Java Beans)23(Introducing Swing)24(Exploring Swing)25(Exploring Servlets)26 (Applying Java- Live project) PART - III (Advance Coding Standards for Java) 27(Java Coding Standards)28(Clarity and Maintainability)29(Core Java Database Issues) PART - IV (1000+ Interview Questions

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Learn the all basics and advanced features of Java programming in no time from Bestselling Java Programming Author Harry H Chaudhary. Core Java Professional : Learn Java Step By Step With Fun. The Definitive Java Programming Guide 2014, starts with the basics; I promise this book will make you 100% expert level champion of java. Must read full book description before buying Fully Updated with Java 7, And new features , Including Live software development. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Second Part- Of book covers Software Development Using Java, Java Beans, Tour of Swing, Servlets and live project. Third part- Of book covers .SCJP/SCJD (OCJP-OCJD) - Bonus and (Java Coding Standards) & (Coding Clarity and Maintainability) & (Core Java Database Issues). Get started programming championship in Java right away with help from this fast-paced tutorial. Fourth Part- Collection of 1000+ Java Interview Questions / Answers will teach you how to crack Java Interview. Learning a new language is no easy task especially when it"s an oop"s 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

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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? This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book.

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fantastic team on the design and implementation of the
concurrency features added to the Java platform in Java 5.0
and Java 6. Now this same team provides the best
explanation yet of these new features, and of concurrency in
general. Concurrency is no longer a subject for advanced
users only. Every Java developer should read this
book."--Martin BuchholzJDK Concurrency Czar, Sun
Microsystems"For the past 30 years, computer performance
has been driven by Moore's Law; from now on, it will be
driven by Amdahl's Law. Writing code that effectively exploits
multiple processors can be very challenging. Java
Concurrency in Practice provides you with the concepts and
techniques needed to write safe and scalable Java programs
for today's--and tomorrow's--systems."--Doron
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need if you're writing--or designing, or debugging, or
maintaining, or contemplating--multithreaded Java programs.
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sure why, you owe it to yourself and your users to read this
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Enterprise Java"Brian addresses the fundamental issues and complexities of concurrency with uncommon clarity. This book is a must-read for anyone who uses threads and cares about performance."--Kirk PepperdineCTO,

JavaPerformanceTuning.com"This book covers a very deep and subtle topic in a very clear and concise way, making it the perfect Java Concurrency reference manual. Each page is filled with the problems (and solutions!) that programmers struggle with every day. Effectively exploiting concurrency is becoming more and more important now that Moore's Law is delivering more cores but not faster cores, and this book will show you how to do it."--Dr. Cliff ClickSenior Software Engineer, Azul Systems

"I have a strong interest in concurrency, and have probably written more thread deadlocks and made more synchronization mistakes than most programmers. Brian's book is the most readable on the topic of threading and concurrency in Java, and deals with this difficult subject with a wonderful hands-on approach. This is a book I am recommending to all my readers of The Java Specialists' Newsletter, because it is interesting, useful, and relevant to the problems facing Java developers today."--Dr. Heinz Kabutz

The Java Specialists' 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

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need to build robust production software with Streams, files, and regular expressionsXMLNetworkingDatabase programming facilitiesJNDI/LDAP directory integrationInternationalizationAdvanced Swing techniquesJavaBeans componentsWeb servicesAdvanced platform security featuresAnnotationsDistributed objectsNative methods, and more For detailed coverage of fundamental Java SE 7 features, including objects, classes, inheritance, interfaces, reflection, events, exceptions, graphics, Swing, generics, collections, concurrency, and debugging,

Tour of AWT along with video demonstrations and most commonly asked objective type questions along with answers. Supports easy learning. Chapters-1. AWT2.Event Handling3.Networking4.Database5.Servlet

Advanced .NET Remoting is the first book that really offers in-depth coverage of the .NET Remoting Framework. The first part of the book covers everything a developer needs to know to use to the Framework and its capabilities in real world applications (Server Activated Objects vs. Client Activated Objects, formatters, channels, lifetime issues, security, configuration files, etc.) and the second part shows how the Framework really uses message sinks and sink providers, and gives in-depth advise on why and how to implement message and channel sinks.

Objective of our book To Getting the student to be well trained in Advanced Java Programming skills for an easy entry in the IT Industry. Advanced java is the next level of java programming. It is two tier architecture i.e client and server. advance java programming covers the swings, awt, socket thread concept as well as collection object and classess. Advance java is used for web based application and enterprise application. This book specially designed for Java learners.

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and how it works Java Packages - learn how to organize your code using packages Java Collections - Learn how to store dynamic data types better Java Inheritance - Learn about superclasses and abstract methods Java Packages - learn how to organize your code using packages ... And much, much more! Take action today and own this book for a limited time discount! Scroll to the top of the page and select the "Buy now" button.

Advanced Java is the next advanced level concept of Java programming. ... The advanced java programming covers the Swings, Socket Programming, AWT, Thread Concepts as well as the Collection objects and classes. "Advanced Java" is nothing but specialization in domains such as web, networking, data base handling In this section you will find the Java topics that should be part of Advanced Java study course. We have extensive collection of Advance Java online course materials. The links to these Advance Java Tutorials are provided for easy reference. You can easily locate the topics of your interest by just clicking on the link provided. This Advanced Java book increases the advance java skills and helps the programmers to better utilize the advance features of Java technology. After learning our Advance Java Tutorials you will be able to apply the advance concepts to develop the applications. To complete the Advance Java successfully, you should be familiar and have programming experience in basic Java programming. You must have good exposure to the object-oriented programming (OOP) concepts of Java language. Core java is used for developing general java application where as Advanced java Program is used for developing the web based application and enterprise application. Core java is having the concept of Java Fundamentals, Applet, Swings, JDBC, JavaBeans. technology without this no one can jump on any advance java technology. SO BUY THIS BOOK NOW AND BECOME

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Essential Java Skills--Made Easy! Learn the all basics and advanced features of Java programming in no time from Bestseller Java Programming Author Harry. (More than 1,97,00 Books Sold !). This Java Guide, starts with the basics and Leads to Advance features of Java in detail with thousands of Java Codes and new features of Java 8 like Lambdas. Java 8 Functional interface, || Stream and Time API in Java 8. , I promise this book will make you expert level champion of java. Anyone can learn java through this book at expert level. The main objective of this java book is not to give you just Java Programming Knowledge, I have followed a pattern of improving the question solution of thousands of Codes with clear theory explanations with different Java complexities for each java topic problem, and you will find multiple solutions for complex java problems. Engineering Students and fresh developers can also use this book. This book covers common core syllabus for all Computer Science Professional Degrees If you are really serious then go ahead and make your day with this ultimate java book. What Special - In this book I covered and explained several topics of latest Java 8 Features in detail for Developers & Fresher's, Topics Like- Lambdas. || Java 8 Functional interface, || Stream and Time API in Java 8. This Java book doesn't require previous programming experience. However, if you come from a C or C++ programming background, then you will be able to learn faster. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Learning a new language is no easy task especially when it's an oop's programming language like Java. You might think the problem is your brain. It seems to have a mind of its own,

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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. This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1. (Overview of Java) 2.(Java Language) 3.(Control Statements)4.(Scanner class, Arrays & Command Line Args)5.(Class & Objects in Java)6.(Inheritance in Java)7.(Object oriented programming)8.(Packages in Java)9.(Interface in Java)10.(String and StringBuffer)11.(Exception Handling)12.(Multi-Threaded Programming)13.(Modifiers/Visibility modes)14.(Wrapper Class)15.(Input/Output in Java)16.(Applet Fundamentals)17.(Abstract Windows Toolkit)(AWT)18.(Introducton To AWT Events)19.(Painting in AWT)20.(java.lang.Object Class)21.(Collection Framework) PART - II (Java 8 Features for Developers) 22. Java 8 Features for Developers - Lambdas. 23. Java 8 Functional interface,Stream & Time API.24. Key Features that Make Java More Secure than Other Languages. Java, Head First Java, Effective Java, Core Java, Java A Beginner's Guide Advance Java, Java Programming, This book brings for you all of knowledge you need to start game programming from beginning by JAVA language. Just 4 LESSONS, you can analysis easily a game include: - actor,

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action, game scenarios - resources(image, sound, animation...). - handle thread and data synchronization There are many examples & case studies for practice of programming. Let's enjoy!

----- A little
in this book: LESSON 1: Introduction - The World Of Bouncing Balls 1. Getting Started with One Bouncing Ball 2. Bouncing Ball in Object-Oriented Design 3. Collision Detection and Response 4. Timing Control 5. Control Panel 6. Many Balls of Different Sizes LESSON 2: Java Game Programming. 2D Graphics, Java2D and Images 1. Revisit java.awt.Graphics for Custom Drawing 1.1 Template for Custom Drawing 2. Java 2D API & Graphics2D 2.1 java.awt.Graphics2D 2.2 Affine Transform (java.awt.geom.AffineTransform) 2.3 Geometric Primitives and Shapes 2.4 Point2D (Advanced) 2.5 Interface java.awt.Shape 2.6 Stroke, Paint and Composite Attributes 3. Working with Bitmap Images 3.1 Loading Images 3.2 drawImage() 3.3 Image Affine Transforms 3.4 Image Filtering Operations 3.5 Animating Image Frames 4. High Performance Graphics 4.1 Full-Screen Display Mode (JDK 1.4) 4.2 Rendering to the Display & Double Buffering 4.3 Splash Screen LESSON 3: Playing Sound 1. Sampled Audio 1.1 javax.sound.Clip 1.2 Playing Sound Effects for Java Games 1.3 (Optional) javax.sound.SourceDataLine 2. MIDI Synthesized Sound 3. MP3 & Java Media Framework (JMF) LESSON 4: Game Engine & FrameWork 1. Custom Drawing 2. Init and Shutdown 3. Starting the Game Play 4. Controlling the Refresh 5. Game Thread 6. Game States 7. The Complete Java Game Framework 8. Case Study 1: The Snake Game (Part I) - Game Actor Design - Enum Snake.Direction - Collision Detection & Response 9. Snake Game - Part II 9.1 Control Panel 9.2 Menubar 9.3 Playing Sound Effect 10. Two Snakes

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- 6.(Inheritance in Java)
- 7.(Object oriented programming)
- 8.(Packages in Java)
- 9.(Interface in Java)
- 10.(String and StringBuffer)
- 11.(Exception Handling)
- 12.(Multi-Threaded Programming)
- 13.(Modifiers/Visibility modes)
- 14.(Wrapper Class)
- 15.(Input/Output in Java)
- 16.(Applet Fundamentals)
- 17.(Abstract Windows Toolkit)(AWT)
- 18.(Introduction To AWT Events)
- 19.(Painting in AWT)
- 20.(java.lang.Object Class)
- 21.(Collection Framework)

PART - II (Java 8 Features for Developers)

22. Java 8 Features for Developers – Lambdas.
23. Java 8 Functional interface,Stream & Time API.
24. Key Features that Make Java More Secure than Other Languages.

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