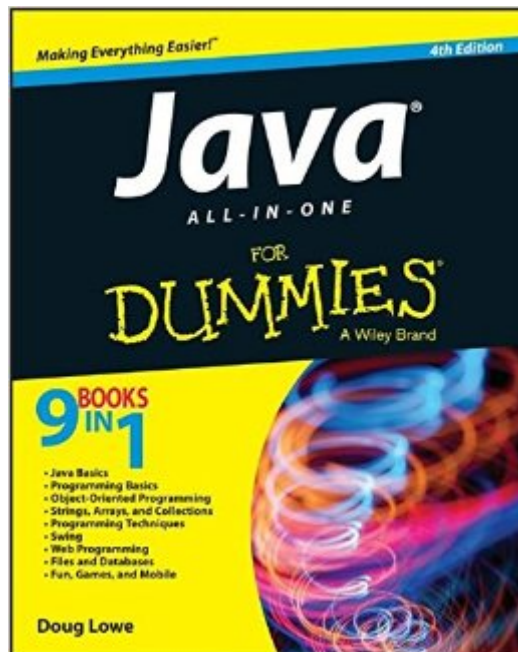


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# Java All-in-One For Dummies



## Synopsis

Everything you need to get going with Java! Java All-in-One For Dummies, 4th Edition has what you need to get up and running quickly with Java. Covering the enhanced mobile development and syntax features as well as programming improvements, this guide makes it easy to find what you want and put it to use. Focuses on the vital information that enables you to get up and running quickly with Java Covers the enhanced multimedia features as well as programming enhancements, Java and XML, Swing, server-side Java, Eclipse, and more Minibooks cover Java basics; programming basics; strings, arrays, and collections; programming techniques; Swing; Web programming; files and databases; and a "fun and games" category Java All-in-One For Dummies, 4th Edition focuses on the practical information you need to become productive with Java right away.

## Book Information

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## Customer Reviews

I am not the target audience of this book but I was sent the book to review for Wiley. The intro asks if you really need a six-pound book on Swing. That is one of the books I've written, where I basically did a brain dump on all there was to Swing at the time. What this 900-plus page book provides instead is a quick introduction on a variety of topics to help you get started with many of the different Java technologies that are out there. There are nine mini-books built into this single book. In the early days of Java books, where books over 1,000 pages were common, the mini-books would be called sections, especially since there is a single author for the whole book, not separate ones for

each minibook. The nine sections mentioned on the cover are as follows: \* Java Basics\* Programming Basics\* Object-Oriented Programming,\* Strings, Arrays, and Collections\* Programming Techniques\* Swing\* Web Programming\* Files and Databases\* Fun, Games, and Mobile! I view the target audience of the book as someone familiar with the basics of programming, just not in Java. It does cover Java 8, which is great, though perhaps there could have been more Java 8 specific discussions. The place where Java 8 is most evident is the Date and Time chapter. The lambda/closure discussion is pretty much limited to a ten page chapter though, and a handful of pages elsewhere. The first three minibooks make up a decent introductory text to Java programming. Depending upon your level of familiarity with programming, some of it may be review. The next two minibooks are what I view as the core material of the book.

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