Java Virtual Machine Java Series

Take advantage of 55% Book Stores Discount! Win the Royalty of Your Customers with This Manuscript Discover How to Take Advantage of the Tremendous Development Tools and Versatility of Java in 2021! Java is a widely-used programming language on the Web and in computing applications. It is a free download solution that allows users to access the latest versions and implement updates. This particular Programming Language is present in the majority of today's Web Applications and Computing Technologies. Java's scalable characteristics make it suitable for deployment in a wide range of applications, including apps for small electronic devices like cell phones and software solutions for large scale operations such as data centres. The growing preference for deploying Java is attributable to its robust functional features and sound security credentials. Java bears the Unique Distinction of Operating as a Modernized Programming Language but also as a Platform. This book includes: Why is Java crucial in 2021 ? ? Get to know the Richest Application Programming Interface ? Different Type Open Source Libraries ? Discover the 7 Best Development Tools of Java ? Get access to Extraordinary Documentation Support ? Identifiers ? What are the Variables ? ? Java Runtime Environment ? The book provides details of the different basic aspects of Java to guide you through the beginner's level of this Programming Language. This guide highlights the underlying concepts of Java, provides relevant examples, and incorporates exercises that will help you understand its fundamental parameters, structure, characteristics, and operations. Get Your Customer Addicted to Your Store!

Real-time programming is a critical component in the development of many consumer and industrial devices. The long-awaited Real-Time Java specification has arrived, delivering the powerful benefits of Java to the embedded software development community. The Real-Time Specification for Java, introduces the new specification in detail -- giving developers all the information and insight they need to start building powerful, Java-based software. The book is the definitive reference to the semantics, extensions, and modifications to the Java programming language that enable the Java platform to meet the requirements and constraints of real-time development. For all Java programmers, embedded systems programmers, and system architects.

This book is a collection of notes and sample codes written by the author while he was learning JVM himself. Topics include JVM (Java Virtual Machine) Architecture and Components; Oracle JVM implementation - HotSpot; Eclipse JVM implementation - Eclipse OpenJ9; java.lang.Runtime - The JVM Instance class; Loading Native Libraries; java.lang.System - Representing Operating System; java.lang.ClassLoader - Loading class files; java.lang.Class - Class reflections; Runtime data areas, heap memory and Garbage Collection; Stack, Frame and Stack overflow; Multi-threading impacts on CPU and I/O; CDS (Class Data Sharing); Micro Benchmark tests on different types of operations. Updated in 2020 (Version 5.11) with Eclipse OpenJ9. For latest updates and free sample chapters, visit http://www.herongyang.com/JVM.

On Unicodes characters

This insider guide gives the understanding needed to write more effective code for Java programs and get maximum performance from Java applications. Both a tutorial and reference, the book is easy to follow for Java programmers at all levels. Readers learn what's going on underneath their Java programs as they run, and gain valuable insights into garbage collection techniques, multithreading, compilers, bytecodes, the Java interpreter and more. The accompanying CD-ROM contains numerous code examples, as well as interactive illustrations

that provide valuable programming insights.

This IBM Redbooks publication gives a broad understanding of a new 32-bit Java Virtual Machine (JVM) in IBM i5/OS. With the arrival of this new JVM, IBM System i platform now comfortably supports Java and WebSphere applications on a wide array of different server models: from entry size boxes to the huge enterprise systems. This book provides in-depth information about setting Java and IBM WebSphere environments with new 32-bit JVM, tuning its performance, and monitoring or troubleshooting its runtime with the new set of tools. Information in this book helps system architects, Java application developers, and system administrators in their work with 32-bit JVM in i5/OS. Important: Despite the fact that this book targets i5/OS implementation, most information in this book applies to all IBM server platforms, where the new 32-bit JVM is supported.

Written by the inventors of the technology, The Java Virtual Machine Specification, Java SE 8 Edition is the definitive technical reference for the Java Virtual Machine. The book provides complete, accurate, and detailed coverage of the Java Virtual Machine. It fully describes the new features added in Java SE 8, including the invocation of default methods and the class file extensions for type annotations and method parameters. The book also clarifies the interpretation of class file attributes and the rules of bytecode verification.

Coding and testing are often considered separate areas of expertise. In this comprehensive guide, author and Java expert Scott Oaks takes the approach that anyone who works with Java should be equally adept at understanding how code behaves in the JVM, as well as the tunings likely to help its performance. You'll gain in-depth knowledge of Java application performance, using the Java Virtual Machine (JVM) and the Java platform, including the language and API. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way Java 7 and 8 applications perform. Apply four principles for obtaining the best results from performance testing Use JDK tools to collect data on how a Java application is performing Understand the advantages and disadvantages of using a JIT compiler Tune JVM garbage collectors to affect programs as little as possible Use techniques to manage heap memory and JVM native memory Maximize Java threading and synchronization performance features Tackle performance issues in Java EE and Java SE APIs Improve Java-driven database application performance

Java® Performance Companion shows how to systematically and proactively improve Java performance with today's advanced multicore hardware and complex operating system environments. The authors, who are all leading Java performance and Java HotSpot VM experts, help you improve performance by using modern software engineering practices, avoiding common mistakes, and applying tips and tricks gleaned from years of real-world experience. Picking up where Charlie Hunt and Binu John's classic Java Performance left off, this book provides unprecedented detail on two powerful Java platform innovations: the Garbage First (G1) garbage collector and the HotSpot VM Serviceability Agent. Coverage includes Leveraging G1 to overcome limitations in parallel, serial, and CMS garbage collection Understanding each stage of G1 GC collections, both young and old Getting under the hood with G1 and efficiently fine-tuning it for your application Identifying potential optimizations, interpreting experimental results, and taking action Exploring the internals of the HotSpot VM Using HotSpot VM Serviceability Agent to analyze, triage, and resolve diverse HotSpot VM issues Troubleshooting out of memory errors, Java level deadlocks, and HotSpot VM crashes Extending the

Serviceability Agent, and using the Plugin for VisualVM Mastering useful HotSpot VM command line options not covered in Java™ Performance Java® Performance Companion can help you squeeze maximum performance and value from Java with JDK 8 or 9–for any application, in any environment. Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

Pro (IBM) WebSphere Application Server 7 Internals covers the internal architecture and implementation of the WebSphere Application Server (WAS) version 7 product set and how other IBM products extend it. It presents information to enable administrators, developers, and architects to learn about the aspects of WAS that apply to them: Administrators will come to understand how the WAS7 environment functions to best optimize it for their environment, and what to do when things go wrong. Developers will learn to extend the functionality in the base WAS product. Architects will see how the WAS product underpins the IBM offerings to fit in an enterprise.

The debut cookbook by the creator of the wildly popular blog Damn Delicious proves that quick and easy doesn't have to mean boring.Blogger Chungah Rhee has attracted millions of devoted fans with recipes that are undeniable 'keepers'-each one so simple, so easy, and so flavor-packed, that you reach for them busy night after busy night. In Damn Delicious, she shares exclusive new recipes as well as her most beloved dishes, all designed to bring fun and excitement into everyday cooking. From five-ingredient Mini Deep Dish Pizzas to no-fuss Sheet Pan Steak & Veggies and 20-minute Spaghetti Carbonara, the recipes will help even the most inexperienced cooks spend less time in the kitchen and more time around the table.Packed with quickie breakfasts, 30-minute skillet sprints, and speedy takeout copycats, this cookbook is guaranteed to inspire readers to whip up fast, healthy, homemade meals that are truly 'damn delicious!'

Java is an exciting new object-oriented technology. Hardware for supporting objects and other features of Java such as multithreading, dynamic linking and loading is the focus of this book. The impact of Java's features on micro-architectural resources and issues in the design of Java-specific architectures are interesting topics that require the immediate attention of the research community. While Java has become an important part of desktop applications, it is now being used widely in high-end server markets, and will soon be widespread in low-end embedded computing. Java Microarchitectures contains a collection of papers providing a snapshot of the state of the art in hardware support for Java. The book covers the behavior of Java applications, embedded processors for Java, memory system design, and high-performance single-chip architectures designed to execute Java applications efficiently.

In this text, Smith and Nair take a new approach by examining virtual machines as a unified discipline and pulling together cross-cutting technologies. Topics include instruction set emulation, dynamic program translation and

optimization, high level virtual machines (including Java and CLI), and system virtual machines for both single-user systems and servers.

"The fascinating story of how Unix began and how it took over the world. Brian Kernighan was a member of the original group of Unix developers, the creator of several fundamental Unix programs, and the co-author of classic books like "The C Programming Language" and "The Unix Programming Environment."--

This IBM® Redbooks® publication provides information about the new Java virtual machine (JVM) server technology in IBM CICS® Transaction Server for z/OS® V4.2. We begin by outlining the many advantages of its multi-threaded operation over the pooled JVM function of earlier releases. The Open Services Gateway initiative (OSGi) is described and we highlight the benefits OSGi brings to both development and deployment. Details are then provided about how to configure and use the new JVM server environment. Examples are included of the deployment process, which takes a Java application from the workstation Eclipse integrated development environment (IDE) with the IBM CICS Explorer® software development kit (SDK) plug-in, through the various stages up to execution in a stand-alone CICS region and an IBM CICSPlex® environment. The book continues with a comparison between traditional CICS programming, and CICS programming from Java. As a result, the main functional areas of the Java class library for CICS (JCICS) application programming interface (API) are extensively reviewed. Further chapters are provided to demonstrate interaction with structured data such as copybooks, and how to access relational databases by using Java Database Connectivity (JDBC) and Structured Query Language for Java (SQLJ). Finally, we devote a chapter to the migration of applications from the pooled JVM model to the new JVM server run time.

The origin of this book goes back to the Dagstuhl seminar on Logic for System Engineering, organized during the first week of March 1997 by S. Jiihnichen, J. Loeckx, and M. Wirsing. During that seminar, after Egon Borger's talk on How to Use Abstract State Machines in Software Engineering, Wolfram Schulte, at the time a research assistant at the University of Ulm, Germany, questioned whether ASMs provide anything special as a scientifically well founded and rigorous yet simple and industrially viable framework for high level design and analysis of complex systems, and for natural refinements of models to executable code. Wolfram Schulte argued, referring to his work with K. Achatz on A Formal Object-Oriented Method Inspired by Fusion and Object-Z [1], that with current techniques of functional programming and of axiomatic specification, one can achieve the same result. An intensive and long debate arose from this discussion. At the end of the week, it led Egon Borger to propose a collaboration on a real-life specification project of Wolfram Schulte's choice, as a comparative field test of purely functional declarative methods and of their enhancement within an integrated abstract state-based operational (ASM) approach. After some hesitation, in May 1997 Wolfram Schulte accepted the

offer and chose as the theme a high-level specification of Java and of the Java Virtual Machine.

A compiler is a special program that processes statements in a particular programming language and turns them into machine code that the computer can understand. Compiling with C# and Java is an introduction to compiler construction using the Java Virtual Machine (JVM) and .NET Common Language Routine (CLR), both of which provide the interface between compiler, C# or Java code, and hardware. Loaded with exercises, examples and case studies, the text balances theory and practice to provide the reader with a solid working knowledge of the subject.

Discusses the origin and purpose of the Java language, platform independence, security, network mobility, and related issues, and provides detailed information and advice for programmers

This book constitutes the joint refereed proceedings of six international workshops held as part of OTM 2003 in Catania, Sicily, Italy, in November 2003. The 80 revised full workshop papers presented together with various abstracts and summaries were carefully reviewed and selected from a total of 170 submissions. In accordance with the workshops, the papers are organized in topical main sections on industrial issues, human computer interface for the semantic Web and Web applications, Java technologies for real-time and embedded systems, regulatory ontologies and the modelling of complaint regulations, metadata for security, and reliable and secure middleware.

The Java Native Interface (JNI) enables the integration of code written in the Java programming language with code written in other languages such as C and C++. It allows programmers to take full advantage of the Java platform without having to abandon their investment in legacy code. This book is the definitive resource and a comprehensive guide to working with the JNI. Entirely up-to-date, the book offers a tutorial, a detailed description of JNI features and programming techniques, JNI design justifications, and the official specification for all JNI types and functions. You will find coverage of important topics such as: Writing native methods Passing data types between the Java language and native programming languages Embedding a Java virtual machine implementation in native applications Leveraging legacy native libraries Improving the efficiency and reliability of your code An entire chapter is devoted to avoiding common traps and pitfalls. The book uses numerous examples to illustrate programming techniques that have proven to be effective. 0201325772B04062001

Explore the Java Virtual Machine with modern programming languages About This Book This guide provides in-depth coverage of the Java Virtual Machine and its features Filled with practical examples, this book will help you understand the core concepts of Java, Scala, Clojure, Kotlin, and Groovy Work with various programming paradigms and gain knowledge about imperative, object-oriented and functional programming Who This Book Is For This book is meant for programmers who are interested in the Java Virtual Machine (JVM) and want to learn more about the most popular programming languages that can be used for JVM development. Basic practical knowledge of a modern programming language that supports object-oriented programming (JavaScript, Python, C#, VB.NET, and C++) is assumed. What You Will Learn Gain practical information about the Java Virtual Machine Understand the popular JVM languages and the Java Class Library Get to know about various programming paradigms

such as imperative, object-oriented, and functional Work with common JVM tools such as Eclipse IDE, Gradle, and Maven Explore frameworks such as SparkJava, Vert.x, Akka and JavaFX Boost your knowledge about dialects of other well-known programming languages that run on the JVM, including JavaScript, Python, and Ruby In Detail Anyone who knows software development knows about the Java Virtual Machine. The Java Virtual Machine is responsible for interpreting Java byte code and translating it into actions. In the beginning, Java was the only programming language used for the JVM. But increasing complexity of the language and the remarkable performance of the JVM created an opening for a new generation of programming languages. If you want to build a strong foundation with the Java Virtual Machine and get started with popular modern programming languages, then this book is for you. The book will begin with a general introduction of the JVM and its features, which are common to the JVM languages, helping you get abreast with its concepts. It will then dive into explaining languages such as Java, Scala, Clojure, Kotlin, and Groovy and will show how to work with each language, their features, use cases, and pros and cons. By writing example projects in those languages and focusing on each language's strong points, it will help you find the programming language that is most appropriate for your particular needs. By the end of the book, you will have written multiple programs that run on the Java Virtual Machine and know about the differences between the various languages. Style and approach This practical, example-filled guide will help you get started with the JVM and some of its most popular languages.

The ONLY complete, up-to-date guide to all aspects of Java performance • •The first one-stop guide to identifying, isolating, and fixing Java performance issues on multicore and multiprocessor processor platforms - from two of Sun's leading Java performance experts. •Includes crucial new insights into microbenchmarking found nowhere else. •Contains up-to-the-minute coverage of Java optimization, including migration of older applications. Given Java's ubiquity and indispensability, Java software performance is of crucial importance to millions of developers worldwide. The emergence of multi-core systems and the evolution of the Java platform give developers many new opportunities to optimize performance. Now, three of Sun's leading Java performance experts have written the first start-to-finish guide to optimizing Java performance in today's multi-core systems. Java Performance gives developers, designers, and architects all the information they need to leverage Java's performance and scalability abilities on any modern multicore or multiprocessor system. This book's end-to-end coverage addresses all these topics: monitoring and profiling; the effective use of garbage collection and other language features; adaptive and platform-specific tuning; techniques for maximizing scalability; and much more. The authors' extensive benchmarking coverage includes an indispensable introduction to effective microbenchmarks - including guidance on avoiding the common microbenchmarking mistakes that mislead developers into writing badlyperforming software. The book also contains a complete section on Java performance enhancement, including opportunities and challenges associated with migrating software from Java 1.4.2 and Java 5 - issues that more and more Java developers are now facing.

UNDERSTANDING JAVA VIRTUAL MACHINE helps readers in gaining in-depth knowledge of underlying Java virtual machine architecture. Chapters in this book are outcome of author's understanding, developed while coding Java Virtual Machine. Initial

chapters give the background of platform dependency and how platform independence can be achieved. It explains the building blocks of the Java Virtual Machine like heap, stacks and other storage areas. In subsequent chapters, it continues with algorithms that Java Virtual Machine performs. This book uses 'C' programming language for explaining the algorithms. Audience having background of 'C' or other language will have an advantage in understanding Java Virtual Machine algorithms. Final chapters help target audience in understanding the implementation of java native interface, multi-threading and garbage collection in Java Virtual Machine.

Performance tuning is an experimental science, but that doesn’t mean engineers should resort to guesswork and folklore to get the job done. Yet that’s often the case. With this practical book, intermediate to advanced Java technologists working with complex technology stacks will learn how to tune Java applications for performance using a quantitative, verifiable approach. Most resources on performance tend to discuss the theory and internals of Java virtual machines, but this book focuses on the practicalities of performance tuning by examining a wide range of aspects. There are no simple recipes, tips and tricks, or algorithms to learn. Performance tuning is a process of defining and determining desired outcomes. And it requires diligence. Learn how Java principles and technology make the best use of modern hardware and operating systems Explore several performance tests and common anti-patterns that can vex your team Understand the pitfalls of measuring Java performance numbers and the drawbacks of microbenchmarking Dive into JVM garbage collection logging, monitoring, tuning, and tools Explore JIT compilation and Java language performance techniques Learn performance aspects of the Java Collections API and get an overview of Java concurrency

The Java Virtual Machine (JVM) is the underlying technology behind Java's most distinctive features including size, security and cross-platform delivery. This guide shows programmers how to write programs for the Java Virtual Machine.

Java, undoubtedly, has its roots in embedded systems and the Web. Nevertheless, it is a fully functional high-level programming language that can provide users with a wide range of functionality and versatility. This thoroughly cross-reviewed state-of-the-art survey is devoted to the study of the syntax and semantics of Java from a formal-methods point of view. It consists of the following chapters by leading researchers: Formal Grammar for Java; Describing the Semantics of Java and Proving Type Soundness; Proving Java Type Soundness; Machine-Checking the Java Specification: Proving Type-Safety; An Event-Based Structural Operational Semantics of Multi-Threaded Java Dynamic Denotational Semantics of Java; A Programmer's Reduction Semantics for Classes and Mixins; A Formal Specification of Java Virtual Machine Instructions for Objects, Methods and Subroutines; The Operational Semantics of a Java Secure Processor; A Programmer Friendly Modular Definition of the Semantics of Java.

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
Written by the inventors of the technology, The Java Language Specification, Java SE 8 Edition is the definitive technical reference for the Java programming language. The book provides complete, accurate, and detailed coverage of the Java programming language. It fully describes the new features added in Java SE 8, including lambda expressions, method references, default methods, type annotations, and repeating annotations. The book also includes many explanatory notes and carefully distinguishes the formal rules of the language from the practical behavior of compilers.
Describes how to use Scala to create applications for the Java VM.
Scala is a modern programming language for the Java Virtual Machine (JVM) that combines the best features of object-oriented and functional programming languages. Using Scala, you can write programs more concisely than in Java, as well as leverage the full power of concurrency. Since Scala runs on the JVM, it can access any Java library and is interoperable with Java frameworks. Scala for the Impatient concisely shows developers what Scala can do and how to do it. In this book, Cay Horstmann, the principal author of the international best-selling Core Java™, offers a rapid, code-based introduction that's completely practical. Horstmann introduces Scala concepts and techniques in "blog-sized" chunks that you can quickly master and apply. Hands-on activities guide you through well-defined stages of competency, from basic to expert. Coverage includes Getting started quickly with Scala's interpreter, syntax, tools, and unique idioms Mastering core language features: functions, arrays, maps, tuples, packages, imports, exception handling, and more Becoming familiar with object-oriented programming in Scala: classes, inheritance, and traits Using Scala for real-world programming tasks: working with files, regular expressions, and XML Working with higher-order functions and the powerful Scala collections library Leveraging Scala's powerful pattern matching and case classes Creating concurrent programs with Scala actors Implementing domain-specific languages Understanding the Scala type system Applying advanced "power tools" such as annotations, implicits, and delimited continuations Scala is rapidly reaching a tipping point that will reshape the experience of programming. This book will help object-oriented programmers build on their existing skills, allowing them to immediately construct useful applications as they gradually master advanced programming techniques.
Written by the inventors of the technology, The Java® Virtual Machine Specification, Java SE 8 Edition is the definitive technical reference for the Java Virtual Machine. The book provides complete, accurate, and detailed coverage of the Java Virtual Machine. It fully describes the new features added in Java SE 8, including the invocation of default methods and the class file extensions for type annotations and method parameters. The book also clarifies the interpretation of class file attributes and the rules of bytecode verification.
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What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the

programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

Have you ever thought about learning how to make your computer do what you want it to do? Do you want to learn to program but just don't know where to start? Have all other learning resources got you confused with over explanations, rather than walking you in the right direction? Don't worry, you have to look no further. Written by not just an ...

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.
If you're a Java programmer working in an Oracle environment, you're probably familiar with JDBC as a means of accessing data within an Oracle database. SQLJ takes you further, allowing you to access a database using embedded SQL statements.Java Programming with Oracle SQLJshows you how to get the most out of SQLJ. Layered on top of JDBC, SQLJ greatly simplifies database programming. Rather than make several calls to the JDBC API just to execute a simple SQL statement, SQLJ executes that statement simply by embedding it within the Java code. In this book, Jason Price explains SQLJ programming from a task-oriented point of view. You'll learn how to: Embed queries and other SQL statements within Java programs Deploy SQLJ code not only on client machines, but also to JServer--Oracle's Java engine built into the database Use advanced techniques for working with collections, streams, large objects, and database objects, all without leaving the comfort of the SQLJ environment Tune SQLJ programs for maximum performance Throughout the book, the exposition of SQLJ and SQLJ programming techniques reflects the author's many years of professional experience as a programmer and consultant. Examples are first-rate, enabling you to learn SQLJ in no time. If you're writing Java code to access an Oracle database, you can't afford not to know about SQLJ.
Software -- Programming Languages.