## Teach Yourself Java



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出版者:Osborne/McGraw-Hill

出版时间:1998-10

装帧:Paperback

isbn:9780078825705

Follow the "Teach Yourself" path to marketable programming skills. This is the single easiest way to master Java programming. Java is hot - and "Teach Yourself Java" makes it easy to master Java and create real-world applications and applets in no time. Written by Java expert Joseph O'Neil and edited by "Teach Yourself series" editor Herb Schildt, this book provides a proven methodology designed to help you build skills immediately. Osborne's "Teach Yourself series" gives programmers of every skill level a structured, lesson-oriented approach that builds skills progressively. For each concept, you begin with a summary and then get hands-on practice with increasingly challenging, real-life exercises. Next, you test your knowledge using the valuable Skills Checks and move ahead to learn about the next concept. A cumulative skills review at the end chapter serves as your own private 'final exam'. Highlighted keywords throughout give you the added benefit of having a Java reference tool at your fingertips. What's the single easiest way to learn today's hottest programming languages? 'Teach yourself'. Created by Osborne's number one programming author Herb Schildt, the "Teach Yourself series" offers a unique methodology that allows you to learn at your own pace, and in your own way. Begin working your own "Teach Yourself" program today! Inside, you'll teach yourself how to: understand the fundamentals of object-oriented programming; master the features of the Java

language; understand the packages in the Java Developer Kit (jkd); build your own classes, interfaces, and packages; use streams for input and output; design multi-threaded programs; construct client/server software; apply the delegation event model; and, create user interfaces with the awt and Swing classes.
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