

JDK 6 EDITION

LEARN JAVA™

GUI APPLICATIONS

FOR HIGH SCHOOL STUDENTS



PHILIP CONROD
LOU TYLEE

Learn Java Gui Applications For High School Students Jdk6 Edition

**Vivian Siahaan, Rismon Hasiholan
Sianipar**



Learn Java Gui Applications For High School Students Jdk6 Edition:

Learn Java Gui Applications for High School Students - Jdk6 Edition Philip Conrod,Lou Tylee,2011-09-01 LEARN JAVA GUI APPLICATIONS FOR HIGH SCHOOL STUDENTS is a self study or instructor led tutorial teaching the basics of building a Java application with a graphic user interface GUI LEARN JAVA GUI APPLICATIONS FOR HIGH SCHOOL STUDENTS has 9 lessons covering object oriented programming concepts using a integrated development environment to create and test Java projects building and distributing GUI applications understanding and using the Swing control library exception handling sequential file access graphics multimedia advanced topics such as printing and help system authoring The focus of LEARN JAVA GUI APPLICATIONS FOR HIGH SCHOOL STUDENTS is to use the existing objects and capabilities of the Java Swing library to build a wide variety of useful desktop applications Some of the applications built include Stopwatch Calendar Display Loan Repayment Calculator Flash Card Math Game Database Input Screen Statistics Calculator Tic Tac Toe Game Capital City Quiz Information Tracker with plotting Line Bar and Pie charts Telephone Directory and a video game LEARN JAVA GUI APPLICATIONS FOR HIGH SCHOOL STUDENTS is presented using a combination of over 1000 pages of course notes and over 100 practical Java GUI examples and applications To grasp the concepts presented in LEARN JAVA GUI APPLICATIONS FOR HIGH SCHOOL STUDENTS you should possess a working knowledge of Windows or other operating system and have had some exposure to Java programming concepts We offer a beginning Java programming tutorial called BEGINNING JAVA FOR HIGH SCHOOL STUDENTS that would help you gain this needed training This course requires Windows XP Vista or Windows 7 You also need the ability to view and print documents saved in Microsoft Word format and Java To complete this course you will need to have a copy of the free Java Development Kit JDK6 installed on your computer This tutorial also uses JCreator as the IDE Integrated Development Environment for building and testing Java applications JCreator 5 0 is also a free product available for download at the JCreator com Web Site Reviews of Previous Editions The Learn Java GUI Applications For High School Students topics are introduced progressively to ensure that students of different levels can progress at their own pace Many exercises and problems are weaved into the chapters to maintain student interest and build confidence Overall I appreciated your efforts to make the Java product user friendly Carly Orr Teacher Vancouver BC I really enjoy your teaching method in LEARN JAVA GUI APPLICATIONS CK Orlando Florida I recently bought LEARN JAVA GUI APPLICATIONS and am amazed at how simple you make learning Java I have been studying and teaching Java for three years and could not get anywhere I was about to give up when I found your product NN Pretoria South Africa Thank you so much for the tutorial LEARN JAVA GUI APPLICATIONS I think brilliant goes some way to describing it JS Sydney Australia *Computer Bible Games with Java for High School Students - Jdk6 Edition* Philip Conrod,Lou Tylee,2011-09 COMPUTER BIBLE GAMES WITH JAVA FOR HIGH SCHOOL STUDENTS is a self study or instructor led intermediate level programming tutorial that teaches Java GUI Graphic User Interface programming concepts

while providing detailed step by step instructions for building many fun games The tutorial is appropriate for both teens and adults The games built teach logical thinking skills To grasp the concepts presented in COMPUTER BIBLE GAMES WITH JAVA you should have experience with building Java projects and be acquainted with using the Swing control library Our tutorial LEARN JAVA GUI APPLICATIONS will help you gain this needed training COMPUTER BIBLE GAMES WITH JAVA FOR HIGH SCHOOL STUDENTS explains in simple easy to follow terms how to build a Java game project Students learn about project design the Java Swing controls many elements of the Java language and how to distribute finished projects Game skills learned include handling multiple players scoring graphics animation and sounds The game projects built include in increasing complexity Bible Safecracker Guess the combination to remove the ancient Bible from the safe Bible Tic Tac Toe Bible Trivia Game using a Tic Tac Toe Board Bible Match Game Match the Bible characters with this picture memory game Noah s Ark Race the turtles to Noah s Ark before the Great Flood starts Elijah and the Ravens Help Elijah catch the falling bread as he is fed by the ravens Daniel and the Lions Shoot Prayers at the lions to protect Daniel in the lion s Den This book also has an associated internet downloadable solutions file which contains all the Java source code graphics and sound files needed to complete the projects This 6th Edition course requires Windows XP Vista or Windows 7 You also need the ability to view and print documents saved in Microsoft Word format and Oracle r Java To complete this Java tutorial you will need to have a copy of the free Java Development Kit JDK 6 installed on your computer This tutorial also uses the JCreator r 5 0 as the IDE Integrated Development Environment for building and testing Java applicati

Learn Java Gui Applications

Philip Conrod,Lou Tylee,2013-09 LEARN JAVA GUI APPLICATIONS A JFC SWING TUTORIAL is a self study or instructor led tutorial teaching the basics of building a Java application with a Swing graphic user interface GUI LEARN JAVA GUI APPLICATIONS has 9 lessons covering object oriented programming concepts using a integrated development environment to create and test Java projects building and distributing GUI applications understanding and using the Swing control library exception handling sequential file access graphics multimedia advanced topics such as printing and help system authoring The focus of LEARN JAVA GUI APPLICATIONS is to use the existing objects and capabilities of the Java Swing library to build a wide variety of useful desktop applications Some of the applications built include Stopwatch Calendar Display Loan Repayment Calculator Flash Card Math Game Database Input Screen Statistics Calculator Tic Tac Toe Game Capital City Quiz Information Tracker with plotting Line Bar and Pie charts Telephone Directory and a video game LEARN JAVA GUI APPLICATIONS is presented using a combination of over 1100 pages of FULL COLOR course notes and over 100 practical Java GUI examples and applications To grasp the concepts presented in LEARN JAVA GUI APPLICATIONS you should possess a working knowledge of Windows or other operating system and have had some exposure to Java programming concepts We offer two beginning Java programming tutorials JJAVA FOR KIDS and BEGINNING JAVA that would help you gain this needed training This course requires Windows XP Vista or Windows 7 To complete this course you will need to have

a copy of the free Java Development Kit JDK7 installed on your computer This tutorial also uses JCreator as the IDE Integrated Development Environment for building and testing Java applications JCreator 5 0 is available for download at the JCreator com Web Site The Java source code and all needed multimedia files are available for download from the publisher s website www KidwareSoftware com after book registration Teacher Reviews The Learn Java GUI Applications topics are introduced progressively to ensure that students of different levels can progress at their own pace Many exercises and problems are weaved into the chapters to maintain student interest and build confidence Overall I appreciated your efforts to make the Java product user friendly Carly Orr Teacher Vancouver BC Having used Kidware Software tutorials for the past decade I have to say that I could not have achieved the level of success which is now applied in the variety of many programming environments which are currently of considerable interest to kids I thank Kidware Software and its authors for continuing to stand for what is right in the teaching methodologies which work with kids even today s kids where competition for their attention is now so much an issue Alan Payne Computer Science Teacher T A Blakelock High School

Beginning Java for High School Students - Jdk6 Edition Philip Conrod,Lou Tylee,2010-10 BEGINNING JAVA FOR HIGH SCHOOL STUDENTS is a self study or instructor led tutorial consisting of 10 chapters explaining in simple easy to follow terms how to build a Java application Students learn about project design object oriented programming console applications graphics applications and many elements of the Java language Numerous examples are used to demonstrate every step in the building process The tutorial also includes several detailed computer projects for students to build and try These projects include a number guessing game a card game an allowance calculator a state capitals game Tic Tac Toe a simple drawing program and several non violent video games We have also included several college prep bonus projects including a loan calculator portfolio manager and a checkbook balancer to get you ready for college BEGINNING JAVA FOR HIGH SCHOOL STUDENTS is presented using a combination of over 450 pages of course notes and actual Java examples No programming experience is necessary but familiarity with doing common tasks using a computer operating system simple editing file maintenance understanding directory structures working on the Internet is expected This course requires XP Vista or Windows 7 To complete this Java tutorial you need to have a copy of the free Java Development Kit JDK6 installed on your computer This tutorial also uses the free version of JCreator as the IDE Integrated Development Environment for building and testing the Java applications

Learn Java GUI Applications - 11th Edition Philip Conrod,Lou Tylee,2019-11-19 LEARN JAVA GUI APPLICATIONS is a self study and or instructor led tutorial teaching the basics of building a Java application with a swing graphic user interface GUI LEARN JAVA GUI APPLICATIONS has 9 lessons covering object oriented programming concepts using the NetBeans integrated development environment to create and test Java projects building and distributing GUI applications understanding and using the Swing control library exception handling sequential file access graphics multimedia advanced topics such as printing and help system authoring The focus of LEARN JAVA GUI APPLICATIONS is to use the

existing objects and capabilities of the Java Swing library to build a wide variety of useful desktop applications Some of the applications built include Stopwatch Calendar Display Loan Repayment Calculator Flash Card Math Game Database Input Screen Statistics Calculator Tic Tac Toe Game Capital City Quiz Information Tracker with plotting Blackjack Line Bar and Pie charts a version of the first video game ever Pong and a Telephone Directory LEARN JAVA GUI APPLICATIONS is presented using a combination of over 1 100 pages of color course notes and over 100 practical Java GUI examples and applications To grasp the concepts presented in LEARN JAVA GUI APPLICATIONS you should have had some exposure to Java programming concepts We offer two beginning Java programming tutorials BEGINNING JAVA and JAVA FOR KIDS that would help you gain this needed exposure This course requires Microsoft Windows MAC OS X or Linux To complete this tutorial you will need to download the Java Development Kit JDK11 Standard Edition SE from Oracle s website This tutorial also uses NetBeans 11 as the IDE Integrated Development Environment for building and testing Java applications which is available from Apache s website The Java source code and all needed multimedia files are available for download from the publisher s website KidwareSoftware com after book registration

Beginning Java Philip Conrod,Lou Tylee,2019-10-14 BEGINNING JAVA is a self study or instructor led programming tutorial consisting of 10 chapters explaining in simple easy to follow terms how to build a Java application Students learn about project design object oriented programming console applications graphics applications and many elements of the Java language Numerous examples are used to demonstrate every step in the building process The tutorial also includes several detailed computer projects for students to build and try These projects include a number guessing game a card game an allowance calculator a state capitals game Tic Tac Toe a simple drawing program and several non violent video games We have also included several college prep bonus projects including a loan calculator portfolio manager and a checkbook balancing application This step by step tutorial is appropriate for beginning high school students and adults BEGINNING JAVA is presented using a combination of over 400 pages of color illustrated course notes and actual Java examples No programming experience is necessary but familiarity with doing common tasks using a computer operating system simple editing file maintenance understanding directory structures working on the Internet is expected This course requires Microsoft Windows Linux or macOS To complete this Java tutorial you will need to have a copy of the Java Development Kit JDK11 installed on your computer JDK11 is available from Oracle s website This tutorial also uses NetBeans 11 as the IDE Integrated Development Environment for building and testing the Java applications NetBeans is available from Apache s website The Java source code and all needed multimedia files are available for download from the publisher s website [www KidwareSoftware com](http://www.KidwareSoftware.com) after book registration For more intermediate level topics like Debugging and JFC Swing Graphical User Interfaces GUI please refer to our Learn Java GUI Applications 11th Edition textbook tutorial

Java Homework Projects - 11th Edition Philip Conrod,Lou Tylee,2019-11-19 JAVA HOMEWORK PROJECTS teaches Java GUI Graphical User Interface Swing programming concepts and provides detailed step by step

instructions in building many fun and useful projects To grasp the concepts presented in JAVA HOMEWORK PROJECTS you should possess a working knowledge of programming with Java and be acquainted with using the Swing control library Our tutorial LEARN JAVA GUI APPLICATIONS can help you gain this needed exposure JAVA HOMEWORK PROJECTS explains in simple easy to follow terms how to build a Java GUI project Students learn about project design the Java Swing controls many elements of the Java language and how to distribute finished projects The projects built include Dual Mode Stopwatch Allows you to time tasks you may be doing Consumer Loan Assistant Helps you see just how much those credit cards will cost you Flash Card Math Quiz Lets you practice basic addition subtraction multiplication and division skills Multiple Choice Exam Quizzes a user on matching pairs of items like countries capitals and words meanings Blackjack Card Game Play the classic card game against the computer and learn why gambling is very risky Weight Monitor Track your weight each day and monitor your progress toward established goals Home Inventory Manager Helps you keep track of all your belongings even includes photographs Snowball Toss Game Lets you throw snowballs at another player or against the computer The tutorial includes over 850 pages of self study notes The Java source code and all needed multimedia files are available after book registration from the publisher s website KidwareSoftware.com JAVA HOMEWORK PROJECTS requires Microsoft Windows macOS or Ubuntu Linux You will also need to download the 11th Edition of the Java Development Kit JDK11 from Oracle s website This tutorial also uses the 11th Edition of the Apache NetBeans IDE Integrated Development Environment which is available from Apache s website for building and testing Java applications

Learn Java in One Week: Rismon Hasiholan Sianipar,Vivian Siahaan,2019-11-17 This book is the ultimate beginners crash course to Java GUI programming as it will help you learn enough about the language in as little as 1 week Complex concepts in developing MS Access and SQLite driven projects are broken down into easy steps to ensure that you can easily master the Java language even if you have never coded before The best way to learn Java is by doing it The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch two access database management systems using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will create School database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting

and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter five you will create Crime database and its six tables In chapter six you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter seven you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter eight you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter nine you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter ten you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description

The Fast Way to Learn Java GUI with PostgreSQL and SQLite Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-15 This step by step guide to explore database programming using Java is ideal for people with little or no programming experience The goal of this concise book is not just to teach you Java but to help you think like a programmer Each brief chapter covers the material for one week of a college course to help you practice what you ve learned As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQLite using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql

stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will create a PostgreSQL database named School and its tables In chapter four you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter five you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter six you will study how to query the six tables In chapter seven you will be shown how to create SQLite database and tables with Java In chapter eight you will be taught how to extract image features utilizing BufferedImage class in Java GUI Digital image techniques to extract image features used in this chapter are grascaling sharpening inverting blurring dilation erosion closing opening vertical prewitt horizontal prewitt Laplacian horizontal sobel and vertical sobel For readers you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching In chapter nine you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter ten you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter eleven you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter twelve you will add two tables Victim and Case_File The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The Case_File has seven columns case_file_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java PostgreSL SQLite programmer

Building Three Java GUI Applications Using MySQL, MariaDB, and PostgreSQL

Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-09 In this book you will create three Java GUI applications using MySQL

MariaDB and PostgreSQL In this book you will learn how to build from scratch a database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to utilize three different databases in Java In chapter one you will create School database and its six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter five you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter six you will create Bank database and its tables In chapter seven you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter eight you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter nine you will create a Client_Data table which has the following seven fields client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In chapter ten you will be taught how to create Crime database and its tables In chapter eleven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter twelve you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter thirteen you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter fourteen you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address

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Mastering Java Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-10-06 The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use SQLite in Java In chapter one you will learn How to create SQLite database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six tables In chapter four you will study how to query the six tables In chapter five you will create Bank database and its four tables In chapter six you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter seven you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter eight you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter nine you will create a Client_Data table which has the following seven fields client_data_id primary key account_id primary_key birth_date address

mother_name telephone and photo_path Learn Java the Easy Way Bryson Payne, 2017-10-17 Java is the world's most popular programming language but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real functioning apps right away. You'll start by familiarizing yourself with JShell Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then you'll create a guessing game, a secret message encoder, and a multitouch bubble drawing app for both desktop and mobile devices using Eclipse, an industry standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to perform calculations, manipulate text strings, and generate random colors. Use conditions, loops, and methods to make your programs responsive and concise. Create functions to reuse code and save time. Build graphical user interface (GUI) elements including buttons, menus, pop-ups, and sliders. Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes. If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time. *Programming Games with Java - 11th Edition* Philip Conrod, Lou Tylee, 2019-11-25 PROGRAMMING GAMES WITH JAVA explains in simple, easy-to-follow terms how to build a 2D Java GUI game project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. Game skills learned include handling multiple players, scoring, graphics, animation, and sounds. The game projects built include: increasing complexity Safecracker, Decipher a secret combination using clues from the computer, Tic Tac Toe, The classic game Match Game, Find matching pairs of hidden photos, use your own photos, Pizza Delivery, A business simulation where you manage a small pizza shop for a night, Moon Landing, Land a module on the surface of the moon. This course requires Microsoft Windows 10 or macOS or Ubuntu Linux. To complete this Java tutorial, you will need to have the Java Development Kit (JDK) 11th Standard Edition from Oracle installed on your computer. This tutorial uses the free NetBeans 11 IDE Integrated Development Environment for building and testing Java applications but can be adapted to other IDEs. The Java source code and all needed multimedia files are available for download from the publisher's website, KidwareSoftware.com, after book registration. Programming Home Projects with Java Philip Conrod, Lou Tylee, 2013-02 PROGRAMMING HOME PROJECTS WITH JAVA teaches Java GUI Graphical User Interface programming concepts and provides detailed step-by-step instructions in building many fun and useful projects. To grasp the concepts presented in PROGRAMMING HOME PROJECTS WITH JAVA, you should possess a working knowledge of programming with Java and be acquainted with using the Swing control library. Our tutorial LEARN JAVA GUI APPLICATIONS can help you gain this needed exposure. PROGRAMMING HOME PROJECTS WITH JAVA explains in simple, easy-to-follow terms how to build a Java GUI project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. The projects built include: Dual Mode Stopwatch, Allows you to time tasks you may be doing, Consumer Loan Assistant, Helps you see just how much those credit cards will cost you.

Flash Card Math Quiz Lets you practice basic addition subtraction multiplication and division skills Multiple Choice Exam Quizzes a user on matching pairs of items like countries capitals and words meanings Blackjack Card Game Play the classic card game against the computer and learn why gambling is very risky Weight Monitor Track your weight each day and monitor your progress toward established goals Home Inventory Manager Helps you keep track of all your belongings even includes photographs Snowball Toss Game Lets you throw snowballs at another player or against the computer The tutorial includes over 850 pages of FULL COLOR self study notes The Java source code and all needed multimedia files are available for download from the publisher s website www.KidwareSoftware.com after book registration PROGRAMMING HOME PROJECTS WITH JAVA requires a Microsoft Windows XP SP2 Vista or the Windows 7 operating system You also need the Java Development Kit a free download This tutorial also uses JCreator r 5 0 as the IDE Integrated Development Environment for building and testing Java applications Programming Home Projects with Java guides students through building some fun practical applications while learning programming concepts and design flow Students can extend and customize the project to make it their own and share with friends a great learning motivator Carly Orr Computer Science Teacher Vancouver B

Database and Image Processing Using Java GUI and Microsoft Access Vivian Siahaan, 2019-11-01 The book details how programmers and database professionals can develop Access based Java GUI applications that involves database and image processing This book will help you quickly write efficient high quality access database driven code with Java It s an ideal way to begin whether you re new to programming or a professional developer versed in other languages The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch two access database management systems using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will create School database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter five you will be taught how to create Crime database and its tables In chapter six you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter seven you will be taught to create Java GUI to view edit insert and delete Suspect table data This

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Step By Step Java GUI With JDBC & MySQL : Practical approach to build database desktop application with project based examples Hamzan Wadi, This book comes as an answer for students lecturers or the general public who want to learn Java GUI programming starting from scratch This book is suitable for beginner learners who want to learn Java GUI programming from the basic to the database level This book is also present for JAVA learners who want to increase their level of making GUI based database applications for small medium or corporate businesses level The discussion in this book is not wordy and not theoretical Each discussion in this book is presented in a concise and clear brief and directly to the example that implements the discussion Beginner learners who want to learn through this book should not be afraid of losing understanding of the programming concepts because this book in detail discusses the concepts of Java programming from the basic to the advanced level By applying the concept of learning by doing this book will guide you step by step to start Java GUI programming from the basics until you are able to create database applications using JDBC and MySQL Here are the material that you will learn in this book CHAPTER 1 This chapter will give you brief and clear introduction about how to create desktop application using Java GUI starting from how to setup your environments create your first project understand various control for your form and understand how to interact with your form using event handling CHAPTER 2 This chapter will discuss clearly about the concept and the implementatiton of data types and variables in Java GUI CHAPTER 3 This chapter will discuss in detail about how to make decisions or deal with a condition in the program This chapter is the first step to deeper understanding of logics in programming This chapter specifically discusses relational operators and logical operators if statements if else statements and switch case statements and how to implement all of these conditional statements using Java GUI CHAPTER 4 This chapter will discuss in detail the looping statements in Java including for

statement while statement do while statement break statement and continue statement All of these looping statements will be implemented using Java GUI CHAPTER 5 This chapter will discuss how to use methods to group codes based on their functionality This discussion will also be the first step for programmers to learn how to create efficient program code This chapter will discuss in detail the basics of methods methods with return values how to pass parameters to methods how to overload your methods and how to make recursive methods CHAPTER 6 This chapter will discuss in detail how to create and use arrays read and write file operations and how to display data stored in arrays or files in graphical form CHAPTER 7 This chapter will discuss in detail the basics of MySQL how to access databases using JDBC and MySQL and how to perform CRUD operations using JDBC and MySQL CHAPTER 8 In this chapter we will discuss more about Java GUI programming This chapter will discuss in detail about how to make a program that consists of multi forms how to create MDI application and how to create report using iReport with data stored in a database

Step by Step Java GUI with JDBC and MySQL : Practical Approach to Build Database Desktop Application with Project Based Examples Hamzan Wadi,2020-02-10
This book comes as an answer for students lecturers or the general public who want to learn Java GUI programming starting from scratch This book is suitable for beginner learners who want to learn Java GUI programming from the basic to the database level This book is also present for JAVA learners who want to increase their level of making GUI based database applications for small medium or corporate businesses level The discussion in this book is not wordy and not theoretical Each discussion in this book is presented in a concise and clear brief and directly to the example that implements the discussion Beginner learners who want to learn through this book should not be afraid of losing understanding of the programming concepts because this book in detail discusses the concepts of Java programming from the basic to the advanced level By applying the concept of learning by doing this book will guide you step by step to start Java GUI programming from the basics until you are able to create database applications using JDBC and MySQL Here are the material that you will learn in this book CHAPTER 1 This chapter will give you brief and clear introduction about how to create desktop application using Java GUI starting from how to setup your environments create your first project understand various control for your form and understand how to interact with your form using event handling CHAPTER 2 This chapter will discuss clearly about the concept and the implementatiton of data types and variables in Java GUI CHAPTER 3 This chapter will discuss in detail about how to make decisions or deal with a condition in the program This chapter is the first step to deeper understanding of logics in programming This chapter specifically discusses relational operators and logical operators if statements if else statements and switch case statements and how to implement all of these conditional statements using Java GUI CHAPTER 4 This chapter will discuss in detail the looping statements in Java including for statement while statement do while statement break statement and continue statement All of these looping statements will be implemented using Java GUI CHAPTER 5 This chapter will discuss how to use methods to group codes based on their functionality This discussion will also be the first step

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Access Database with JDBC Vivian Siahaan, 2019-10-12 This is a Java GUI crash course This book will help you quickly write efficient high quality access database driven code with Java It s an ideal way to begin whether you re new to programming or a professional developer versed in other languages The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch two access database management systems using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will create School database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter five you will be taught how to create Crime database and its tables In chapter six you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter seven you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter eighth you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter nine you will add two tables Police and Investigator These two tables will later be joined to Suspect table through another table Case_File which will be built in the seventh chapter The Police has six columns police_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key

investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter ten you will add two tables Victim and Case_File The Case_File table will connect four other tables Suspect Police Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The Case_File has seven columns case_file_id primary key suspect_id foreign key police_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables

Java Homework Projects Philip Conrod, Lou Tylee, 2017-04-08 AVA HOMEWORK PROJECTS teaches Java GUI Graphical User Interface Swing programming concepts and provides detailed step by step instructions in building many fun and useful projects Students learn about project design the Java Swing controls many elements of the Java language and how to distribute finished projects

Building Three Desktop Applications with SQLite and Java GUI Vivian Siahaan, Rismon Hasiholan Sianipar, The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use SQLite in Java In chapter one you will learn How to create SQLite database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six tables In chapter four you will study how to query the six tables In chapter five you will create Bank database and its four tables In chapter six you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter seven you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter eight you will create an Account table This account table has the following ten fields

account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter nine you will create a Client_Data table which has the following seven fields client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In chapter ten you will create Crime database and its six tables In chapter eleven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter twelve you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter thirteen you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter fourteen you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter fifteen you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables

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