Learn JavaFX 8 shows you how to start developing rich-client desktop applications using your Java skills and provides comprehensive coverage of JavaFX 8's features. Each chapter starts with an introduction to the topic at hand, followed by a step-by-step discussion of the topic with small snippets of code. The book contains numerous figures aiding readers in visualizing the GUI that is built at every step in the discussion. The book starts with an introduction to JavaFX and its history. It lists the system requirements and the steps to start developing JavaFX applications. It shows you how to create a Hello World application in JavaFX, explaining every line of code in the process. Later in the book, author Kishori Sharan discusses advanced topics such as 2D and 3D graphics, charts, FXML, advanced controls, and printing. Some of the advanced controls such as TableView, TableView and WebView are covered at length in separate chapters. This book provides complete and comprehensive coverage of JavaFX 8 features; uses an incremental approach to teach JavaFX, assuming no prior GUI knowledge; includes code snippets, complete programs, and pictures; covers MVC patterns using JavaFX; and covers
advanced topics such as FXML, effects, transformations, charts, images, canvas, audio and video, DnD, and more. So, after reading and using this book, you'll come away with a comprehensive introduction to the JavaFX APIs as found in the new Java 8 platform.

Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

A Java GUI Programmers Primer provides an introduction to the design and development of Java artifacts that have a graphical user interface. Written for students and professionals, this book will provide students with initial knowledge of, and skills for, the effective use of the interface components supplied with release 1.1 of the Java language and its Abstract Windowing Toolkit (AWT). Emphasizing that the design process must commence with usability considerations and that the software architecture must reflect this overriding concern, author Fintan Culwin includes the following important features: * UML design notation is consistently used and emphasized. * Consistent use of release 1.1 of Java and its AWT. * Interface usability modeled using State Transition Diagrams (STDs). * Software design by consistent use of class and instance diagrams. * An example of every 1.1 AWT component included. * Includes a case study illustrating different use interface styles. * Internalization and localization techniques are covered. * A web site to support the book is at http://www.scism.sbu.ac.uk/jf

The text is for instructors who want to use MATLAB to teach introductory programming concepts. Since many students struggle with applying the concepts that underlie good programming practice, Learning to Program with MATLAB: Building GUI Tools was designed upon the observation that student learning is enhanced if the students themselves build the GUI (graphical user interface) tool, construct the computational model, implement the visualization of results, and design the GUI. This text teaches the core concepts of computer programming—arrays, loops, functions, and basic data structures—using MATLAB. The chapter sequence covers text-based programs, then programs that produce graphics, building up to an emphasis on GUI tools. This progression unleashes the real power of MATLAB—creating visual expressions of the underlying mathematics of a problem or design.
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 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), 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), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

The proceedings of the June 1999 conference contains brief outlines of the keynotes, tutorials and workshops, along with the 35 technical papers presented. Numerous papers discuss components, frameworks, complete architectures, and modeling. Two key aspects of the Unified Modeling Language receive s"
"This book is the best way for beginning developers to learn wxWidgets programming in C++. It is a must-have for programmers thinking of using wxWidgets and those already using it." – Mitch Kapor, founder of Lotus Software and the Open Source Applications Foundation

Build advanced cross-platform applications that support native look-and-feel on Windows, Linux, Unix, Mac OS X, and even Pocket PC Master wxWidgets from start to finish—even if you’ve never built GUI applications before Leverage advanced wxWidgets capabilities: networking, multithreading, streaming, and more Foreword by Mitch Kapor, founder, Lotus Development and Open Source Application Foundation

wxWidgets is an easy-to-use, open source C++ API for writing GUI applications that run on Windows, Linux, Unix, Mac OS X, and even Pocket PC—supporting each platform’s native look and feel with virtually no additional coding. Now, its creator and two leading developers teach you all you need to know to write robust cross-platform software with wxWidgets. This book covers everything from dialog boxes to drag-and-drop, from networking to multithreading. It includes all the tools and code you need to get great results, fast. From AMD to AOL, Lockheed Martin to Xerox, world-class developers are using wxWidgets to save money, increase efficiency, and reach new markets. With this book, you can, too. wxWidgets quickstart: event/input handling, window layouts, drawing, printing, dialogs, and more Working with window classes, from simple to advanced Memory management, debugging, error checking, internationalization, and other advanced topics

Includes extensive code samples for Windows, Linux (GTK+), and Mac OS X

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 Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Authors' fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Authors' approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Tenth Edition ideal for a full course on data structures. BRIEF CONTENTS-

1. Introduction to Computers, Programs, and Java
2. Elementary Programming
3. Selections
4. Loops
5. Methods
6. Single-Dimensional Arrays
7. Multidimensional Arrays
8. Objects and Classes
9. Strings and Text-I/O
10. Thinking in Objects
11. Inheritance and Polymorphism
12. GUI Basics
13. Exception Handling
14. Abstract Classes and Interfaces
15. Graphics
16. Event-Driven Programming
17. Creating Graphical User Interfaces
18. Applets and Multimedia
19. Binary I/O
20. Recursion

APPENDIXES
A. Java Keywords
B. The ASCII Character Set
C. Operator Precedence Chart
D. Java Modifiers
E. Special Floating-Point Values
F. Number Systems

This book provides students with the modern skills and concepts needed to be able to use the computer expressively in scientific work. The author takes an integrated approach by covering programming, important methods and techniques of scientific computation (graphics, the organization of data, data acquisition, numerical methods, etc.) and the organization of software. Balancing the best of the teach-a-package and teach-a-language approaches, the book teaches general-purpose language skills and concepts, and also takes advantage of existing package-like software so that realistic computations can be performed.

Author Craig Lent's 1st edition of Learning to Program with MATLAB: Building GUI Tools teaches the core concepts of computer programming, such as arrays, loops, function, basic data structures, etc., using MATLAB. The text has a focus on the fundamentals of programming and builds up to an emphasis on GUI tools, covering text-based programs first, then programs that produce graphics. This creates a visual expression of the underlying mathematics of a problem or design.

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).
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 weaveed 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.

Using the graphics examples is optional in this textbook. Turtle graphics can be used in Chapters 1-5 to introduce the fundamentals of programming and Tkinter can be used for developing comprehensive graphical user interfaces and for learning object-oriented programming. Students learn fundamental programming concepts like selection statements, loops, and functions, before moving into defining classes. Students learn basic logic and programming concepts before moving into object-oriented programming, and GUI programming.

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer, web servers, and mobile devices. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished
the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans—an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java

Students learn basic logic and programming concepts before moving into object-oriented programming, and GUI programming. Using the graphics examples is optional in this textbook. Turtle graphics can be used in Chapters 1-5 to introduce the fundamentals of programming and Tkinter can be used for developing comprehensive graphical user interfaces and for learning object-oriented programming. The compactly written text leverages highly focused chapters, diving deep into the most significant topics to give students an in-depth (rather than superficial) understanding of the language. Using real-world examples and data, the author illustrates practical usage of Python in a way to which students can relate. The text itself is readable, organized, and informative, discussing main points of each topic first and then addressing the peripheral details. Students learn good programming habits the first time—bringing them in line with the best modern programming practices.

Programming Graphical User Interfaces with R introduces each of the major R packages for GUI programming: RGtk2, qbase, Tcl/Tk, and gWidgets. With examples woven through the text as well as stand-alone demonstrations of simple yet reasonably complete applications, the book features topics especially relevant to statisticians who aim to provide a practical interface to functionality implemented in R. The book offers: A how-to guide for developing GUIs within R The fundamentals for users with limited knowledge of programming within R and other languages GUI design for specific functions or as learning tools The accompanying package, ProgGUIinR, includes the complete code for all examples as well as functions for browsing the examples from the respective chapters. Accessible to seasoned, novice, and occasional R users, this book shows that for many purposes, adding a graphical interface to one’s work is not terribly sophisticated or time consuming.

Rather than taking the more traditional "procedural" approach, the authors take an object-oriented approach from the start to teach introductory programming concepts. Focusing on effective use of objects, they concentrate on building programs from an object library, reusing the objects, and developing classes and methods.
Welcome to college via the Internet. Because of the tremendous growth of education on the Internet, students can now experience the college dream through cyberspace and put together all or part of their college education in many fields with few or even no visits to any campus. The academic resources of the world are delivered to their front door through modem or network.

This hands-on book is for students with some experience in non-graphical Java programming and gives them everything needed to build their own interactive GUIs using Java Swing. The author takes a step-by-step approach, beginning with the basic features of the Swing library and introducing increasingly complex features, all the while demonstrating how to incorporate them into engaging and efficient programs.

Combining the Deitel™ signature Live-Code™ Approach with a new Application-Driven™ methodology, this text uses a step-by-step tutorial approach to begin teaching students the basics of programming, builds upon previously learned concepts, and introduces new programming features in each successive tutorial. KEY TOPICS This comprehensive introduction to Visual Basic .NET covers GUI design, controls, methods, functions, data types, control structures, procedures, arrays, object-oriented programming, strings and characters, sequential files, and more. It also includes higher-end topics such as database programming, multimedia and graphics, and Web applications development. For individuals beginning their mastery of Visual Basic Programming.

Principles of Accounting leads the market with balanced, flexible content supported by an array of truly integrated print and technology supplements. Whether an instructor wants to present a user or procedural orientation, incorporate new instructional strategies, develop students' core skills and competencies, or integrate technology into the classroom, the 2002e edition provides a total solution. Because most students taking the introductory accounting course are business majors, the new edition focuses on the business relevance of accounting, emphasizing decision making and analysis. The integrated text and technology program allows students and instructors to take advantage of opportunities created by new instructional technologies. New co-author Susan Crosson, coordinator of the accounting department at Santa Fe Community College and chair of the Two-Year College Section of the American Accounting Association, enhances the text with her expertise in managerial accounting and instructional technology.

This volume of proceedings reports on innovations, trends, and research in computer uses in education across a broad range of disciplines. Papers, as well as summaries of presentations, classroom demonstrations, panel discussions, projects, and other sessions, are provided in chronological order. Topics covered include using technology to create written or multimedia products in the classroom; empowering and motivating teachers to use technology; integrating technology into the curriculum; the effects of technology on classroom techniques; assessing computer knowledge or literacy levels; alternative assessment; hypermedia and the Internet; technology planning; distance learning; gender and minority issues in computer science, and others. The conference committees are listed along with the National Educational Computing Conference (NECC) Board of Directors and
Most programmers' fear of user interface (UI) programming comes from their fear of doing UI design. They think that UI design is like graphic design—the mysterious process by which creative, latte-drinking, all-black-wearing people produce cool-looking, artistic pieces. Most programmers see themselves as analytic, logical thinkers instead—strong at reasoning, weak on artistic judgment, and incapable of doing UI design. In this brilliantly readable book, author Joel Spolsky proposes simple, logical rules that can be applied without any artistic talent to improve any user interface, from traditional GUI applications to websites to consumer electronics. Spolsky's primary axiom, the importance of bringing the program model in line with the user model, is both rational and simple. In a fun and entertaining way, Spolsky makes user interface design easy for programmers to grasp. After reading User Interface Design for Programmers, you'll know how to design interfaces with the user in mind. You'll learn the important principles that underlie all good UI design, and you'll learn how to perform usability testing that works.

This work covers the principles of programming and core Java features. New sections include Class inheritance, FileDialog, new naming conventions for AWT objects, and new coverage of scrollbars. Programming concepts are presented as objective, source code, sample run and example review.

This CD-ROM accompanies the text 'Java: a framework for programming and problem solving', located at N 005.2762 LAM. It contains source code.

Emphasizing problem-solving skills throughout, this fifth edition of Chapman's highly successful book teaches MATLAB as a technical programming language, showing students how to write clean, efficient, and well-documented programs, while introducing them to many of the practical functions of MATLAB. The first eight chapters are designed to serve as the text for an Introduction to Programming / Problem Solving course for first-year engineering students. The remaining chapters, which cover advanced topics such as I/O, object-oriented programming, and Graphical User Interfaces, may be covered in a longer course or used as a reference by engineering students or practicing engineers who use MATLAB. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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