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Top to Bottom by
Nat Pryce** ~~THE LEAN
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SUMMARY (BY ERIC
RIES)~~ ~~2 Second Lean
Audio Book by Paul~~

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~~A. Akers libGDX - It's
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Handling Mouse,
Keyboard and Touch
input in LibGDX \| "The
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Ries - BOOK~~

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Sandberg** Learn to~~

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games with Java and
Libgdx: Mario Kart
SNES part 1
KotlinConf 2018—
New Type Inference
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Language Features
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**Richard Whaling
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**'Sabotage' Their
Careers** How to

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Java #9 **Hadi Hariri —
The Silver Bullet**

Syndrome Walmyr
Carvalho: Designing

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Walking Frame
Animation Developing
a Geospatial
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Kotlin and Spring
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Deleuze @ Spring I/O
2016

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is an open source,
cross-platform

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development framework, which is designed mainly, but not exclusively, to create games using the Java programming language. Besides Java, LibGDX also makes heavy use of the C programming language for performance-critical tasks to

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Java, LibGDX also makes heavy use of the C programming language for performance-critical tasks to incorporate other C-based libraries and to enable cross-platform capabilities.

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"Learning libGDX Game Development" is a practical, hands-on guide that provides you with all the information you need to know about the libGDX framework as well as game development in general so you can start developing your own games for multiple platforms.

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language. Besides Java, LibGDX also makes heavy use of the C programming language for performance-critical tasks to incorporate other C-based libraries and to enable cross-platform capabilities.

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Book Description:

Learn to design and create video games using the Java programming language and the LibGDX software library. Working through the examples in this book, you will create 12 game prototypes in a variety of popular genres,

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from collection-based and shoot-em-up arcade games to side-scrolling platformers and sword-fighting adventure games.

Java Game
Development with
LibGDX, 2nd Edition
[PDF ...

LibGDX is a cross
platform Java based

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game development library that handles almost all facets of game development. These tutorials assume you have some prior experience with Java and Eclipse and each part assumes you have read the prior parts. If you prefer video format tutorials, we also have a LibGDX

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Video Tutorial series
here. The Tutorials:

LibGDX Tutorial
series – GameFromS
cratch.com

Write 2D or 3D
games, let libGDX
worry about low-level
details. Features.
Super Fast Heavy
emphasis on avoiding
garbage collection for

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Dalvik/JavaScript by careful API design and the use of custom collections.

Documentation. Learn libGDX inside out on the Wiki, study the Javadocs, or read a third-party tutorial. Learn from example code and demos.

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PDF Lean Libgdx source, cross-platform development framework, which is designed mainly, but not exclusively, to create games using the Java programming language. Besides Java, LibGDX also makes heavy use of the C programming language for

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performance-critical tasks to incorporate other C-based libraries and to enable cross-platform capabilities. Page 5/24

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cross platform Java based game development library that handles almost all facets of game development. These tutorials assume you have some prior experience with Java and Eclipse and each part assumes you have read the prior parts. If you prefer video format tutorials,

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mallaneka.com
LibGDX does market
itself as a user-
friendly engine, one
that first-time game
developers can jump
right into, so it's a bit
disappointing that it

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isn't a tad easier to
just jump right in.
Documentation.

Top 5 LibGDX
Tutorials (Free 2D &
3D Game Engine)
Libgdx is an open
source, cross-platform
development
framework, which is
designed mainly, but
not exclusively, to

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create games using the Java programming language. Besides Java, Libgdx also makes heavy use of the C programming language for performance-critical tasks, to incorporate other C-based libraries and to enable cross-platform capabilities.

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Learning Libgdx
Game Development -
Packt

Create Games Using
Java with the LibGDX
Game Development
Framework.

Bestseller Rating: 4.8
out of 5 4.8 (424
ratings) 2,774

students Created by
Tim Buchalka's Learn

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Programming
Academy, Goran
Lochert. Last updated
11/2020 English
English. Black Friday
Sale. Current price
\$39.99. Original Price
\$79.99. Discount 50%
off.

Learn Java Creating
Android Games Using
the LibGDX library ...

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*** This Is The Only LibGDX Course That Teaches How To Make Complete Games From Scratch On Udemy!!! *** The course is completely project based, and we are going to create full featured games from scratch using LibGDX framework. We will start with simple things so you will be

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comfortable if you are using LibGdx for the first time.

The Complete
LibGDX Game
Course Using Java |
Udemy

A simple game I am building in libGDX, inspired by procedurally generated games like

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Minecraft and puzzle games like Chip's Challenge. - BenMcLean/badchallenge

GitHub - BenMcLean/badchallenge: A simple game I am ...
LibGDX is a multiplatform game development framework, and is one of the most popular

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frameworks for building games, providing a comprehensive set of development capabilities and features to use and incorporate into games.

Learning LibGDX
Game Development -
Second Edition: Nair

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...

I've read that Libgdx allows you to interface directly with their classes and is more developer centric, while Unity is geared towards a person that is less skilled at coding. Barrier to entry is much lower with Unity because it has an editor, but I wouldn't say it's

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geared towards people less skilled at programming. Unity have been moving toward C# only for awhile now, so it has gotten away from Boo and UnityScript (both have now been removed from the engine).

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desktop : gamedev
zfedoran's procedural
sprite generator
ported to libGDX for
use in Java-based
games. - BenMcLean/
pixel-sprite-generator-
libgdx

GitHub - BenMcLean/
pixel-sprite-generator-
libgdx: zfedoran ...

It seems libgdx barely

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goes over 30k
actually. But still
seems amazing. This
is on the same level
as Qt for me, almost
perfect, except I'm not
really worried about
performance on it.
libgdx can build for
everything pretty
much. XNA +
MonoGame---
MonoGame's
performance seems

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only slightly lower than libgdx, can build to most platforms. However I don't know much about XNA and I heard it won't be receiving future updates, but is quite stable?

Develop lean iOS and Android apps using

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industry standard techniques and lean development practices. About This Book Build ready-to-deploy apps with less iterations and shorter development times Adopt the lean startup methodologies to develop iOS and Android apps that shine in the App Store This hands-on guide

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puts continuous innovation into practice to develop successful mobile apps Who This Book Is For This book is for developers, CTOs, and architects working for a startup or another kind of lean startup environment, such as start-up within a cooperation. It is is

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ideal for any iOS and Android developer who wants to build successful mobile apps by adopting the lean startup methodology. What You Will Learn Apply the lean startup methodology to real Android and iOS development Define what your hypotheses are by creating an

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Minimal Viable Product Validate your idea against the Business Model Canvas Gather feedback through statistics and by getting user comments, learn from it, and adapt your app accordingly Develop skills and devise strategies to build versatile and flexible

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apps that meet
changing business
requirements
Investigate the
possibilities when you
need to pivot your
start-up idea whether
in a startup or an
established business.
Create a successful
app and get tips on
how to
boostconversion and
how to optimize the

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on boardingprocess.
In Detail Lean is the ultimate methodology for creating a startup that succeeds.

Sounds great from a theoretical point of view, but what does that mean for you as an a technical co-founder or mobile developer? By applying the Lean Start-up methodology

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to your mobile App development, it will become so much easier to build apps that take Google Play or the App Store by storm. This book shows you how to bring together smarter business processes with technical know-how. It makes no sense to develop a brilliant app for six

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months or longer only to find out later that nobody is interested in it. Build a Minimum Viable Product (MVP) first. Validate your hypotheses early and often. Discover effective product development strategies that let you put Facebook's famous axiom "move fast and break things"

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into practice. A great app without visibility and marketing clout is nothing, so use this book to market your app, making use of effective metrics that help you track and iterate all aspects of project performance. Style and approach
This book takes a hands-on approach to developing apps

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through the Lean Start-up Methodology. Following a 50% business and 50% tech approach, this book is filled with practical examples and real-world experiments.

Printed in full color. Android is booming like never before, with millions of devices

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shipping every day. It's never been a better time to learn how to create your own 3D games and live wallpaper for Android. You'll find out all about shaders and the OpenGL pipeline, and discover the power of OpenGL ES 2.0, which is much more feature-rich than its predecessor. If you

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can program in Java and you have a creative vision that you'd like to share with the world, then this is the book for you. This book will teach you everything you need to know to create compelling graphics on Android. You'll learn the basics of OpenGL by building a simple

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game of air hockey, and along the way, you'll see how to initialize OpenGL and program the graphics pipeline using shaders. Each lesson builds upon the one before it, as you add colors, shading, 3D projections, touch interaction, and more. Then, you'll find out how to turn your idea

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into a live wallpaper that can run on the home screen. You'll learn about more advanced effects involving particles, lighting models, and the depth buffer. You'll understand what to look for when debugging your program, and what to watch out for when deploying to the

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market. OpenGL can be somewhat of a dark art to the uninitiated. As you read this book, you'll learn each new concept from first principles. You won't just learn about a feature; you'll also understand how it works, and why it works the way it does. Everything you learn

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is forward-compatible with the just-released OpenGL ES 3, and you can even apply these techniques to other platforms, such as iOS or HTML5 WebGL.

Beginning AngularJS is your step-by-step guide to learning the powerful AngularJS JavaScript framework.

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AngularJS is one of the most respected and innovative frameworks for building properly structured, easy-to-develop web applications. This book will teach you the absolute essentials, from downloading and installing AngularJS, to using modules,

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controllers,
expressions, filters,
and directives. Unlike
many other books,
you don't need
experience with
AngularJS or deep
JavaScript knowledge
to get started here.
This book will begin
by teaching you the
JavaScript you need
to know, and then
you'll get into the

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basics of AngularJS. You'll learn powerful AngularJS techniques through clear instructions. With what you learn you'll be able to properly structure your code into manageable modules, understand the MVC design patterns, create expressive and adaptive HTML forms,

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communicate with servers and use other AngularJS services, use the powerful built-in directives, and learn how to create your own. This might all seem unknown now, but with this book you'll understand it all. AngularJS is a powerful framework, and one which may

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require you to think a little differently. This book will help you avoid the common pitfalls and get you up to speed, and building solid AngularJS applications, quickly and painlessly.

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New World of
Cryptocurrencies!
When you get your

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Beginners, you'll
learn about the profit
potential of today's
newest financial
markets. This book
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like blockchains,
Bitcoin mining, and
cryptocurrency wallets
in simple, easy-to-
understand language.
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mechanics of cryptocurrencies like Ethereum, Bitcoin, and Litecoin – and how to realize big returns from this emerging investment opportunity. Inside this comprehensive guide, you'll discover a wealth of knowledge about cryptocurrencies: The Top 10

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Changed Finance The
Basics of Ethereum
Smart Contracts What
Cryptocurrency
Investors Must Know
about DAO and DAPP
Market Capitalization
and How to Invest in

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memory pools, candidate blocks, and the other fundamentals of cryptocurrency infrastructures, you can make smart and profitable investment decisions. Don't pass up this investment opportunity because you lack the relevant knowledge. Study up on cryptocurrencies

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If you are a jMonkey
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developer or a Java developer who is interested to delve further into the game making process to expand your skillset and create more technical games, then this book is perfect for you.

Learn how to build an exciting 3D game with LibGDX from scratch

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About This Book
Implement an exhaustive list of features that LibGDX unleashes to build your 3D game. Write, test, and debug your application on your desktop and deploy them on multiple platforms. Gain a clear understanding of the physics behind LibGDX and libraries

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like OpenGL and WebGL that make up LibGDX. Who This Book Is For If you are a game developer or enthusiasts who want to build 3D games with LibGDX, then this book is for you. A basic knowledge of LibGDX and Java programming is appreciated. What You Will Learn Learn

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the potential of LibGDX in game development Understand the LibGDX architecture and explore platform limitation and variations Explore the various approaches for game development using LibGDX Learn about the common mistakes and possible solutions

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of development
Discover the 3D
workflow with Blender
and how it works with
LibGDX Implement
3D models along with
textures and
animations into your
games Familiarize
yourself with
Scene2D and its
potential to boost your
game's design In
Detail LibGDX is a

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hugely popular open source, cross-platform, Java-based game development framework built for the demands of cross-platform game development. This book will teach readers how the LibGDX framework uses its 3D rendering API with the OpenGL wrapper, in

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combination with Bullet Physics, 3D Particles, and Shaders to develop and deploy a game application to different platforms You will start off with the basic IntelliJ environment, workflow and set up a LibGDX project with necessary APIs for 3D development. You will then go through

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LibGDX's 3D rendering API main features and talk about the camera used for 3D. Our next step is to put everything together to build a basic 3D game with Shapes, including basic gameplay mechanics and basic UI. Next you will go through modeling, rigging, and

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animation in Blender. We will then talk about refining mechanics, new input implementations, implementing enemy 3D models, mechanics, and gameplay balancing. The later part of this title will help you to manage secondary resources like audio, music and add 3D

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particles in the game to make the game more realistic. You will finally test and deploy the app on a multitude of different platforms, ready to start developing your own titles how you want! Style and approach A step by step guide on building a 3D game with LibGDX and

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implementing an exhaustive list of features that you would wish to incorporate into your 3D game

The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the

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complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just

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the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPU's cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadtrees and other

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spatial partitions
optimize your engine,
and how other classic
design patterns can
be used in games.

Beginning Android 4
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offers everything you
need to join the ranks
of successful Android
game developers.
You'll start with game
design fundamentals

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and programming basics, and then progress toward creating your own basic game engine and playable game that works on Android 4.0 and earlier devices. This will give you everything you need to branch out and write your own Android games. The potential user base

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and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android 4 Games Development will help you kick-start

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your project. The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics: The fundamentals of Android game development targeting Android 1.5-4.0+ devices The Android platform basics to

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apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform

Create iOS and Android apps with Flutter using just one codebase. App development on

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multiple platforms has historically been difficult and complex. This book breaks down complex concepts and tasks into easily digestible segments with examples, pictures, and hands-on labs with starters and solutions. In doing so, you'll develop a basic understanding of the

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Dart programming language; the entire Flutter development toolchain; the differences between stateful and stateless widgets; and a working knowledge of the architecture of apps. All the most important parts of app development with Flutter are covered in this book. Work with

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themes and styles. Develop custom widgets. Teach your app to respond to gestures like taps, swipes, and pinches. Design, create and control the layout of your app. Create tools to handle form data entry from users. And ultimately create killer multiscreen apps with navigation, menus,

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and tabs. Flutter is Google's new framework for creating mobile apps that run on iOS and Android phones both. You had to be a super-developer to write apps for iOS or Android alone. But writing for both? Forget about it! You had to be familiar with Swift, Java/Kotlin,

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Xcode, Eclipse, and a bunch of other technologies simultaneously.

Beginning App Development with Flutter simplifies the entire process. What You'll Learn Get the most out of great Flutter widgets Create custom widgets, both stateless and stateful Exercise expert

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control over your Flutter layouts Make your app respond to gestures like swiping, pinching and tapping Initiate async Ajax calls to RESTful APIs — including Google Firebase! Who This Book Is For Developers who have coded in Java, C#, C++, or any similar language. It

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brings app development within the reach of younger developers, so STEM groups are likely to pick up the technology.

Managers, product owners, and business analysts need to understand Flutter's capabilities.

This comprehensive
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resource, shows you everything you need to develop, compile, debug, and run Java programs. This expert guide has been updated for Java Platform Standard Edition 6 (Java SE 6) and offers complete coverage of the Java language, its syntax, keywords, and fundamental

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programming principles. Also find information on Java's key API libraries, learn to create applets and servlets, and use JavaBeans. The author has even included expanded coverage of Swing--the toolkit that defines the look and feel of the modern Java GUI.

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