

Interview Questions With JAVA/J2EE

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Product Description

A total of six hundred relevant Interview Question have been included which augurs well for you in your pre-interview preparation. The "Project Management" Chapter discusses organizational behavior in its various facets such as motivation, leadership, ego less programming and stress. The "The software Development process" chapter makes you enact the roles of the various people involved in the SDLC such as the system analyst, the system designer..

Besides, it has many a multiple choice problems which you would very well enjoy trying your hand at. One hundred "Bonus Interview Question on C#, Net" have been included and the various similarities and difference between C# and Java have been taken into account. The appendix contains the essence of the JAVA API package which includes fifty-nine libraries in all. The acronyms and the glossary sections are for your ready reference. They have been so designed as to enable you to understand much of the computer jargon associated not only with the Java environment, but in general also, in a big way. The accompanying CD-ROM includes some nerve raking software,



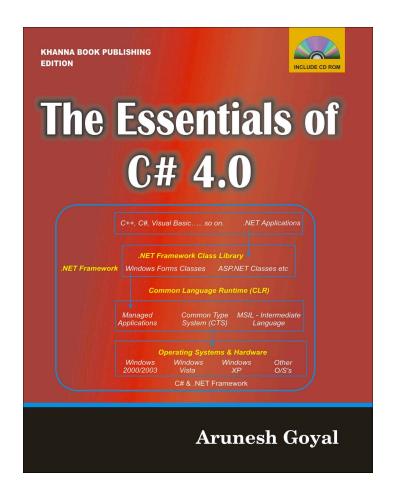


Table of Contents

Chapter 1: Core Java & OOP Chapter 2: Applets. Chapter 3: Networking. Chapter 4: Threading. Chapter 5: Databases & JDBC. Chapter 6: Servlets & JSP. Chapter 7: EJB. Chapter 8: Struts. Chapter 9: Web Services & Xml. Chapter 10: Internationalization. Chapter 11: JNI. Chapter 12: Architecture (Including Design Patterns). Chapter 13: UML. Chapter 14: Project Management. Chapter 15: The Software Development Process. Chapter 16: Bonus Interview Questions On C#, Net. Appendix: The Java API Package. Acronyms Glossary About the CD-Rom

Author





The Essentials of C# 4.0

Author: Arunesh Goyal

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Product Description

There are 10 case students in all pertaining to wide ranging topics. These will help you to see the practical side of applying C# in the real world and understand the theoretical subject matter of the text much better. Besides, there are more than 100 solved examples to help you out. The appendix carries a set of 35 typical problems which you will do will to your hand at in your one interest besides taking up the practical sessions affixed at the end of each chapter, In all these amount to 150 practical problems and exercises. we are confident that if you can solve all these problems on your one, you will be on your way to mastering C#. The glossary and the index section are for your ready reference. The glossary, in particular, has been designed so that you are able to understand much of the computer jargon associated with C# and the .NET environment in a big way.



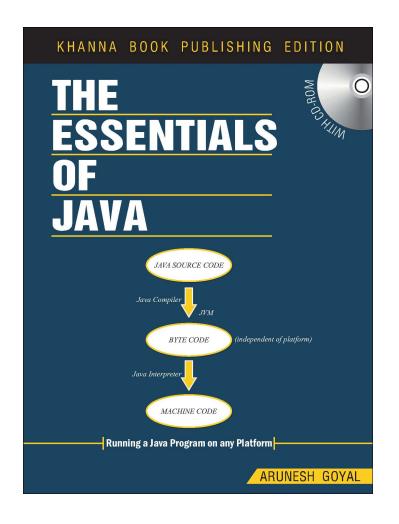
Table of Contents

Chapter 1: Getting Started with C#. Chapter 2: Classes, Objects and Methods. Chapter 3: Operator Overloading.

Chapter 4: Indexers and Properties. Chapter 5: Inheritance / Polymorphism. Chapter 6: Interfaces, Structures and Enumerations. Chapter 7: Exception Handling. Chapter 8: I/O Strings and Formatting. Appendix Glossary

Author





The Essentials of Java

Author: Arunesh Goyal

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Product Description

There are eight case studies in all pertaining to wide ranging topics. There will help you to see the practical side of applying Java in the real world and understand the theoretical subject matter of the text much better. Besides, there are one hundred eleven odd solved examples to help you out. There is a specially designed set of one hundred solved Java Interview questions with augurs well for you in your interview preparations. Besides, there is " A full practical session" towards the end. Which you will do well to try your hand at in your own interest besides taking up the practical sessions affixed at the end of each chapter. In all, these amount to one hundred thirty odd practical problems and exercises. The appendix contained the essence of the JAVA API package which includes fifty-nine libraries in all. The acronyms, the glossary and the index section are for your ready reference. The acronyms and the glossary, in particular, have been designed so that you are able to understand much of the computer jargon associated with Java in a big way. The "Winding It Up" session at the end of each chapter is a novel way not only to elucidate a potential problem area but also extent. These will prove to be of vital help to each of you in your own way. To cap it up, the accompanying CD boasts of many useful items such as JRE, JDK, struts etc.

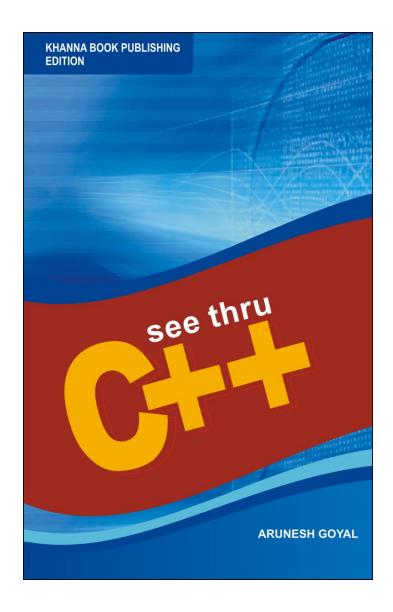


Table of Contents

Chapter 1: Getting Started with Java. Chapter 2: Classes, Objects and Methods. Chapter 3: Inheritance. Chapter 4: Packages and Interfaces. Chapter 5: Exception Handling. Chapter 6: Input / Output. Chapter 7: String Handling. Chapter 8: Type Wrappers Auto boxing, Enumerations and Annotations: Java. Interview Questions (solved) A Full Practical Session Appendix: The JAVA API Package ACRONYMS GLOSSARY INDEX

Author





See Thru C++

Author: Arunesh Goyal

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Product Description

One of the major features is that the book teaches C++ without any repetition of topics already learned in C. An all out effort has made to keep it, simple, short & interesting; The sample examples and practical sessions have been suitably designed to corroborate the corresponding theory. Both the theoretical and practical aspects of programming have been kept in mind. Wherever required, the book explains with the help of diagrams, flowcharts, tables etc. the relevant topics. concepts of classes, objects, exception handling, templates, and virtual functions are discussed in a manner that students of all streams can easily understand such complex topics. C++ streams and class libraries are introduced in an easy-to understand language. Implementation of inheritance, encapsulation, operator overloading and dynamic or run-time binding is explained using simple examples. A large number of explanatory diagrams are also a salient feature of the book. Several interesting appendices including "ANSI C++: New feature", "event driven processing", "Typical problems" and "case students" have been included. The also carries a Bibliography (both C & C++) for interested readers. A stand out and a novel feature of the book is its, winding it Up! section at the end of every chapter that not only sums it up but also arouses the readers' interest in the subject matter introduced therein. The book contains a rich repertoire of the object-oriented computer jargon in its glossary section.

Table of Contents

Chapter 1: From C To C++: An Overview. Chapter 2: Tokens, Expressions and Control Structures. Chapter 3: Functions in C++. Chapter 4: OPP: An analysis. Chapter 5: The C++ Journey: Beginnings. Chapter 6: Classes and Objects. Chapter 7: Constructors and Destructors. Chapter 8: Inheritance: The Concept of Classes Extension. Chapter 9: Pointers, References and dynamic Allocation. Chapter 10: Operator Overloading. Chapter 11: Virtual Functions and Polymorphism. Chapter 12: Templates. Chapter 13: Console I/O Operations. Chapter 14: Dealing with Files. Chapter 15: Exception Handling. Chapter 16: The Standard Template Library. Chapter 17: Working with the String Class.



Author

