

<b>Object Oriented Systems</b>	with
Java 2.0	

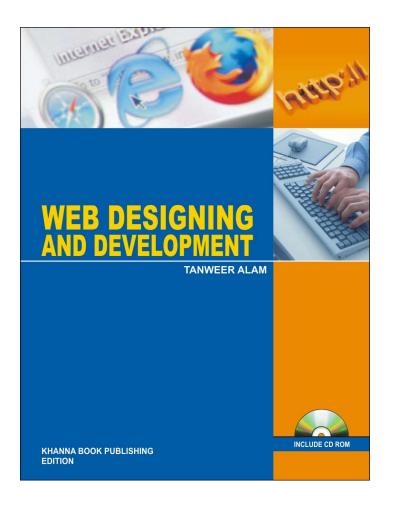
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# **Product Description**

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Development	
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Web Designing and

Development

# **Product Description**

This book deals with the fundamental of web programming. This book will be of great help to web developers who are not already familiar with web programming. This can upgrade their skills through this book and achieve great height in the world of web programming. The objective of this book is to promote that future by spreading the use of the websites as widely as possible. It is also integral to the internet applications and other e-business solutions that that are the foundation of corporate computing. this book is divided into a number of chapters. Each chapter is a self contained area. The chapters in this book are arranged in a sequence order. The programs presented in this book are just to understand the application. The objective of this book is the serve as a textbook in various course viz. B. Tech/MCA/BCA/M.Sc., etc.

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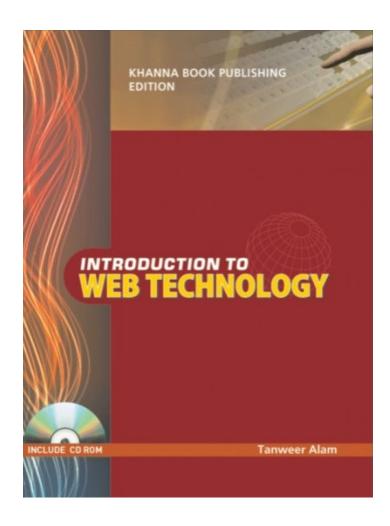
Chapter 1: Internet. Chapter 2: HTML. Chapter 3: XML. Chapter 4: Java Script. Chapter 5: Java. Chapter 6: Working with Database. Chapter 7: ASP.net. Chapter 8: Mini Website.

# Author

**Tanweer Alam** Tanweer Alam has an experience of more than seven years in the Teaching field. Currently, He is working at MCA Department, Meerut Institute of Engineering and Technology, Meerut. He has got his MCA Degree in 2003 from UP Technical University, Lucknow, UP. He has got his Master Degree in Mathematics in 2000 from CCS University, Meerut, UP. He has got his MPhil Degree in Computer science in 2007 from MKU, Madurai. He is also MTech in IT and currently, He is doing PhD in Computer Science & Engineering. He presents more than thirty research papers in various reputed national/international Conferences/Journal.



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Introduction to Web

# **Product Description**

The Internet provides new opportunities for any individual or organization in the world. It represents a low cost opportunity for business to promote their products and services world wide. The internet is a global data communications system. It is a hardware and software infrastructure that provides connectivity between computers. The web is one of the services communicated via the internet. web applications are using web technologies such as web browsers and web servers. Java allow you to play online games, chat with people around the world. It is also integral to the intranet applications and other e-business solutions that are the foundation of corporate computing. Web Technologies definitely has a future in teaching and research, as well as web development. The objective of this book is to promote that future by spreading the use of the web technologies as widely as possible.

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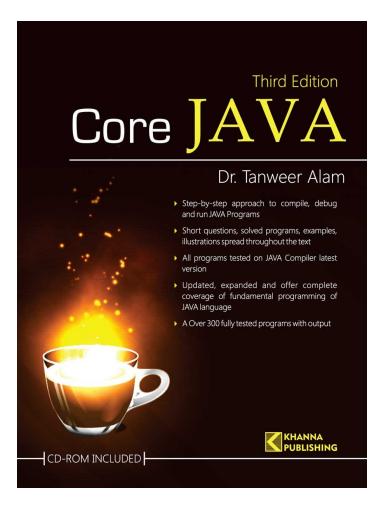
Chapter 1: Web Development. Chapter 2: HTML. Chapter 3: XML. Chapter 4: Java Script. Chapter 5: Java:
Getting Start. Chapter 6: Java Language Basics. Chapter 7: Object Orientation. Chapter 8: Applet Programming.
Chapter 9: Abstract Window Toolkit. Chapter 10: Graphics Programming. Chapter 11: Java Beans. Chapter 12:
Swing Programming. Chapter 13: Java Servlets. Chapter 14: Java Server Pages. Chapter 15: Working with
Database. Chapter 16: Developing Java Beans in JSP Page. Chapter 17: Introduction to Struts Frameworks.

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# **Core JAVA**

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# **Product Description**

This book will be of great help to programmers who are already familiar with programming in C,C++ or VB. They can upgrade their skills through this book and achieve great height in the world of computer programming. Java definitely has a future in research and teaching, as well as system development. The objects of this book is to promote that future by spreading the use of the language as widely as possible. Java is a technology that allows software designed. Java allows you to play online games, chat with people around the world. It is also integral. to the intranet applications and other e-business solutions that are the foundation of corporate computing. The book is self contained. The chapters in this book are arranges in a sequence order. The programs presented in this book are to understand the application.



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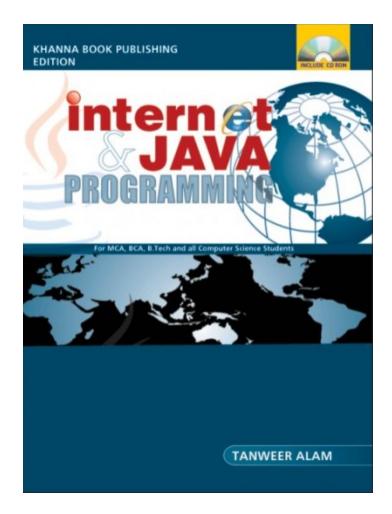
Chapter 1: Introduction to Java. Chapter 2: Java Fundamentals. Chapter 3: Control Flow. Chapter 4: Object
Oriented Programming. Chapter 5: Packages and Interfaces. Chapter 6: Exception Handling. Chapter 7:
Multithreading. Chapter 8: File Handling. Chapter 9: String Handling. Chapter 10: Applet Programming. Chapter 11: Socket Programming. Chapter 12: Abstract Window Toolkit. Chapter 13: Event Handling. Chapter 14:
Graphics Programming. Chapter 15: Swing in Java. Chapter 16: JDBC. Chapter 17: Core Java Lab Manual.

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- Chapter 2: Java: Getting Start.
- Chapter 3: Java Language Basics.
- Chapter 4: Control Flow.
- Chapter 5: Arrays.
- Chapter 6: Object Orientation: An Introduction.
- **Chapter 7:** Introducing Classes.
- Chapter 8: Inheritance.
- Chapter 9: Packages.
- Chapter 10: String Handling.
- Chapter 11: Exception Handling in Java.
- Chapter 12: Applet Programming.
- Chapter 13: File Handling.
- Chapter 14: Multithreading.
- Chapter 15: Multimedia in Applet.
- Chapter 16: Socket Programming.
- Chapter 17: Abstract Window Toolkit.
- Chapter 18: Event Handling.
- Chapter 19: Graphics Programming.
- Chapter 20: Swing Programming.
- Chapter 21: JDBC.
- Chapter 22: Java Beans.
- Chapter 23: Remote Method Invocation.
- Chapter 24: Java Servlet.
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