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latest android features like scrollable widgets enhanced ui tools and contact capabilities we break every aspect of the development process down into practical digestible pieces whether you re new to android development or already on your way beginning android application is the guide you need page 4 of cover

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beginning java 7 guides you through version 7 of the java language and a wide assortment of platform apis new java 7 language features that are discussed include switch on string and try with resources apis that are discussed include threading the collections framework the concurrency utilities swing java 2d networking jdbc sax dom stax xpath jax ws and saaj this book also presents an introduction to android app development so that you can apply some of its knowledge to the exciting world of android app development this book presents the following table of contents chapter 1 introduces you to java and begins to cover the java language by focusing on fundamental concepts such as comments identifiers variables expressions and statements chapter 2 continues to explore this language by presenting all of its features for working with classes and objects you learn about features related to class declaration and object creation encapsulation information hiding inheritance polymorphism interfaces and garbage collection chapter 3 focuses on the more advanced language features related to nested classes packages static imports exceptions assertions annotations generics and enums additional chapters introduce you to the few features not covered in chapters 1 through 3 chapter 4 largely moves away from covering language features although it does introduce class literals and strictfp while focusing on language oriented apis you learn about math strictmath package primitive type wrapper classes reference reflection string stringbuffer and stringbuilder threading bigdecimal and biginteger in this chapter chapter 5 begins to explore java s utility apis by focusing largely on the collections framework however it also discusses legacy collection oriented apis and how to create your own collections chapter 6 continues to focus on utility apis by presenting the concurrency utilities along with the objects and random classes chapter 7 moves you away from the command line

user interfaces that appear in previous chapters and toward graphical user interfaces you first learn about the abstract window toolkit foundation and then explore the java foundation classes in terms of swing and java 2d appendix c explores accessibility and drag and drop chapter 8 explores filesystem oriented i o in terms of the file randomaccessfile stream and writer reader classes chapter 9 introduces you to java s network apis e g sockets it also introduces you to the jdbc api for interacting with databases along with the java db database product chapter 10 dives into java s xml support by first presenting an introduction to xml including dtDs and schemas it next explores the sax dom stax xpath and xslt apis it even briefly touches on the validation api while exploring xpath you encounter namespace contexts extension functions and function resolvers and variables and variable resolvers chapter 11 introduces you to java s support for soap based and restful web services as well as providing you with the basics of these web service categories chapter 11 presents some advanced topics such as working with the saaj api to communicate with a soap based web service without having to rely on jax ws you will appreciate having learned about xml in chapter 10 before diving into this chapter chapter 12 helps you put to use some of the knowledge you ve gathered in previous chapters by showing you how to use java to write an android app s source code this chapter introduces you to android discusses its architecture shows you how to install necessary tools and develops a simple app appendix a presents the solutions to the programming exercises that appear near the end of chapters 1 through 12 appendix b introduces you to java s scripting api along with java 7 s support for dynamically typed languages appendix c introduces you to additional apis and architecture topics examples include accessibility classloaders console drag and drop java native interface and system tray appendix d presents a gallery of significant applications that demonstrate various aspects of java unfortunately there are limits to how much knowledge can be crammed into a print book for this reason appendixes a b c and d are not included in this book s pages instead these appendixes are freely distributed as pdf files appendixes a and b are bundled with the book s associated code file at the apress website apress.com 9781430239093 appendixes c and d are bundled with their respective code files at my tutortutor.ca website tutortutor.ca/cgi-bin/makepage.cgi/books/bj7

the economic analysis of the digital economy has been a rapidly developing research area for more than a decade through authoritative examination by leading scholars this handbook takes a closer look at particular industries business practices and policy issues associated with the digital industry

beginner friendly advice on how to start and run a local fm station there are approximately 2000 low power fm radio stations in the united states that number will grow as more licenses are issued in the coming years low power fm for dummies walks you through the key steps you need to take to establish manage and help run one of these hyper local broadcast operations you ll get easy to follow help on everything from making all your gear work to financing your operation managing your staff and complying with rules and regulations not sure where to begin no worries this book explains the process of getting a broadcast license and collecting all the necessary tools it also provides insight on starting with a station that streams online only already got started that s great too you ll learn to refine your approach to low power fm station management with the useful tips found within low power fm for dummies will also help you serve your community at a hyper local level with programming aimed directly at the people in your area manage the people technology processes and systems that underlie a well run low power fm station guide the operations of a new or established station as a volunteer board member or creator low power radio stations need well informed and effective operators technicians board members and volunteers to fulfil their potential low power fm for dummies can help you fill any of those roles and more in no time at all

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