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If you ’ ve spent time growing and developing a Minecraft Java world, you ’ ll be pleased to hear that it can be converted to the Windows 10 Bedrock format, which is required for Minecraft with RTX.. In this guide, we ’ ll walk you through the steps, but please be aware that this process is neither perfect nor foolproof, so please ensure you make backups of all worlds and files before proceeding.

This concise guide presents Java stripped down to its bare essentials, possibly the only book on Java that you can actually fit in your pocket. If you've ever been stuck while writing code because you can't remember how something works, "Java Pocket Guide, Fourth Edition" is an indispensable aid. This latest edition focuses on Java 9, including sections on modular source code and the new Money and Currency API. Practical help for practicing developers.

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You ’ ll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It ’ s an ideal companion, whether you ’ re in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

How many times have you reached an impasse while writing code because you couldn't remember how something in Java worked? This new pocket guide is designed to keep you moving. Concise, convenient and easy to use, the Java Pocket Guide gives you Java stripped down to its bare essentials -- in fact, it's the only book on Java that you can actually fit in your pocket. Written by Robert and Patricia Liguori, senior software and lead information engineers for Java-based air traffic management and simulation environments, Java Pocket Guide contains everything you really need to know about Java, particularly everything you need to remember. The book pays special attention to the new areas in Java 5 and 6, such as generics and annotations. Why do you need the Java Pocket Guide? It's the only CliffsNotes-style guide to Java available Lets you find important things quickly without consulting 1000-page tutorials Includes many command-line options Organized for quick and easy use on the job If you're looking to learn some aspect of Java, this is not your book. Java Pocket Guide is for the experienced Java programmers among you who need quick reminders to jog your memory on how something in the language works. Simply put, this pocket guide offers practical help for practicing developers.

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to the standard features of the Java programming language and its platform. You ’ ll find helpful programming examples, tables, figures, and lists, as well as supplemental information about topics including the Java Scripting API, third-party tools, and the basics of the Unified Modeling Language (UML). Updated for new features through Java SE 7, this little book is an ideal companion, whether you ’ re in the office, in the lab, or on the road. Quickly find Java language details, such as naming conventions, fundamental types, and object-oriented programming elements Get details on the Java SE 7 platform, including development basics, memory management, concurrency, and generics Browse through basic information on NIO 2.0, the G1 Garbage Collector, and Project Coin (JSR-334) features Get supplemental references to development, CM, and test tools; libraries; IDEs; and Java-related scripting languages Find information to help you prepare for the Oracle Certified Associate Java SE 7 Programmer I exam

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You ’ ll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It ’ s an ideal companion, whether you ’ re in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

"A quick reference for simplified Enterprise Java development"--Cover.

JUnit, created by Kent Beck and Erich Gamma, is an open source framework for test-driven development in any Java-based code. JUnit automates unit testing and reduces the effort required to frequently test code while developing it. While there are lots of bits of documentation all over the place, there isn't a go-to-manual that serves as a quick reference for JUnit. This Pocket Guide meets the need, bringing together all the bits of hard to remember information, syntax, and rules for working with JUnit, as well as delivering the insight and sage advice that can only come from a technology's creator. Any programmer who has written, or is writing, Java Code will find this book valuable. Specifically it will appeal to programmers and developers of any level that use JUnit to do their unit testing in test-driven development under agile methodologies such as Extreme Programming (XP) [another Beck creation].

Any time you need quick answers for developing or debugging Java programs, this pocket guide is the ideal reference to standard features of the Java programming language and its platform. You ’ ll find helpful programming examples, tables, figures, and lists fast—including Java 9 features such as modular source code and the new JShell interactive command-line REPL. It ’ s a handy companion, whether you ’ re in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Use new features in Java 9, including modular source code and JShell Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

A guide to the syntax and semantics of regular expressions for Perl 5.8, Ruby, Java, PHP, C#, .NET, Python, JavaScript, and PCRE.

How many times have you reached an impasse while writing code because you couldn't remember how something in Java worked? This new pocket guide is designed to keep you moving. Concise, convenient and easy to use, the Java Pocket Guide gives you Java stripped down to its bare essentials -- in fact, it's the only book on Java that you can actually fit in your pocket.

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