
Functional Programming In Java Harnessing The Power Of 8 Lambda Expressions Ebook Venkat Subramaniam

The Definitive Guide to Grails 2

Change the way you approach your applications using functional programming in Go

Functional Programming in Java

Rediscovering JavaScript

Create Elegant, Expressive, and Performant Jvm and Android Applications

Functional JavaScript

Harnessing the Power of Java 8 Lambda Expressions

Functional Programming in Java

Programming Kotlin

Thinking in LINQ

C++17 STL Cookbook

The Cucumber Book

In-Depth Advice for Tuning and Programming Java 8, 11, and Beyond

Functional Thinking

Functional Web Development with React and Redux

A step-by-step guide to learning essential concepts in Java SE 10, 11, and 12

Professional F# 2.0

Web Development with ReasonML

Java Network Programming

Simple, Lean, and Powerful Web Applications

Harnessing the Power of Functional Programming in .NET Applications

Functional Programming in Java

Mastering JavaScript Functional Programming

Java Performance

Learning Functional Programming in Go

Programming Concurrency on the JVM

Behaviour-Driven Development for Testers and Developers

Learning React

Explore the concepts of functional programming, data streaming, and machine learning

Pragmatic Functional Programming
Learn Java 12 Programming
Java-Based Dynamic Scripting
Type-Safe, Functional Programming for JavaScript Developers
Software for a Concurrent World
Learning Network Programming with Java
Seven Concurrency Models in Seven Weeks
Learning Ratpack
Pragmatic Scala
Master ES6, ES7, and ES8

*Functional
Programming In Java
Harnessing The Power
Of 8 Lambda
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The Definitive Guide to Grails 2 O'Reilly
Media
Summary Manning's bestselling Java 8

book has been revised for Java 9! In Modern Java in Action, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of

innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book Modern Java in Action connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you

write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS

Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally

Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java *Change the way you approach your applications using functional programming in Go* McGraw Hill Professional Summary Functional Programming in Java teaches Java developers how to incorporate the most powerful benefits of functional programming into new and existing Java code. You'll learn to think functionally about coding tasks in Java and use FP to make your applications easier to understand, optimize, maintain, and scale. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Here's a bold

statement: learn functional programming and you'll be a better Java developer. Fortunately, you don't have to master every aspect of FP to get a big payoff. If you take in a few core principles, you'll see an immediate boost in the scalability, readability, and maintainability of your code. And did we mention that you'll have fewer bugs? Let's get started!

About the Book

Functional Programming in Java teaches you how to incorporate the powerful benefits of functional programming into new and existing Java code. This book uses easy-to-grasp examples, exercises, and illustrations to teach core FP principles such as referential transparency, immutability, persistence, and laziness. Along the way, you'll discover which of the new functionally

inspired features of Java 8 will help you most. What's Inside

Writing code that's easier to read and reason about

Safer concurrent and parallel programming

Handling errors without exceptions

Java 8 features like lambdas, method references, and functional interfaces

About the Reader

Written for Java developers with no previous FP experience.

About the Author

Pierre-Yves Saumont is a seasoned Java developer with three decades of experience designing and building enterprise software. He is an R&D engineer at Alcatel-Lucent Submarine Networks.

Table of Contents

What is functional programming?

Using functions in Java

Making Java more functional

Recursion, corecursion, and memoization

Data handling with lists

Dealing with optional

data Handling errors and exceptions
Advanced list handling Working with
laziness More data handling with trees
Solving real problems with advanced
trees Handling state mutation in a
functional way Functional input/output
Sharing mutable state with actors
Solving common problems functionally

Functional Programming in Java

"O'Reilly Media, Inc."

A comprehensive guide to get started
with Java and gain insights into major
concepts such as object-oriented,
functional, and reactive programming
Key Features Strengthen your
knowledge of important programming
concepts and the latest features in Java
Explore core programming topics
including GUI programming,
concurrency, and error handling Learn

the idioms and best practices for writing
high-quality Java code Book Description
Java is one of the preferred languages
among developers, used in everything
right from smartphones, and game
consoles to even supercomputers, and
its new features simply add to the
richness of the language. This book on
Java programming begins by helping you
learn how to install the Java
Development Kit. You will then focus on
understanding object-oriented
programming (OOP), with exclusive
insights into concepts like abstraction,
encapsulation, inheritance, and
polymorphism, which will help you when
programming for real-world apps. Next,
you'll cover fundamental programming
structures of Java such as data
structures and algorithms that will serve

as the building blocks for your apps. You will also delve into core programming topics that will assist you with error handling, debugging, and testing your apps. As you progress, you'll move on to advanced topics such as Java libraries, database management, and network programming, which will hone your skills in building professional-grade apps. Further on, you'll understand how to create a graphic user interface using JavaFX and learn to build scalable apps by taking advantage of reactive and functional programming. By the end of this book, you'll not only be well versed with Java 10, 11, and 12, but also gain a perspective into the future of this language and software development in general. What you will learn Learn and apply object-oriented principles Gain

insights into data structures and understand how they are used in Java Explore multithreaded, asynchronous, functional, and reactive programming Add a user-friendly graphic interface to your application Find out what streams are and how they can help in data processing Discover the importance of microservices and use them to make your apps robust and scalable Explore Java design patterns and best practices to solve everyday problems Learn techniques and idioms for writing high-quality Java code Who this book is for Students, software developers, or anyone looking to learn new skills or even a language will find this book useful. Although this book is for beginners, professional programmers can benefit from it too. Previous

knowledge of Java or any programming language is not required.

[Rediscovering JavaScript](#) Simon and Schuster

Programmers don't just use Kotlin, they love it. Even Google has adopted it as a first-class language for Android development. With Kotlin, you can intermix imperative, functional, and object-oriented styles of programming and benefit from the approach that's most suitable for the problem at hand. Learn to use the many features of this highly concise, fluent, elegant, and expressive statically typed language with easy-to-understand examples. Learn to write easy-to-maintain, high-performing JVM and Android applications, create DSLs, program asynchrony, and much more. Kotlin is a

highly concise, elegant, fluent, and expressive statically typed multi-paradigm language. It is one of the few languages that compiles down to both Java bytecode and JavaScript. You can use it to build server-side, front-end, and Android applications. With Kotlin, you need less code to accomplish your tasks, while keeping the code type-safe and less prone to error. If you want to learn the essentials of Kotlin, from the fundamentals to more advanced concepts, you've picked the right book. Fire up your favorite IDE and practice hundreds of examples and exercises to sharpen your Kotlin skills. Learn to build standalone small programs to run as scripts, create type safe code, and then carry that knowledge forward to create fully object-oriented and functional style

code that's easier to extend. Learn how to program with elegance but without compromising efficiency or performance, and how to use metaprogramming to build highly expressive code and create internal DSLs that exploit the fluency of the language. Explore coroutines, program asynchrony, run automated tests, and intermix Kotlin with Java in your enterprise applications. This book will help you master one of the few languages that you can use for the entire full stack - from the server to mobile devices - to create performant, concise, and easy to maintain applications. What You Need: To try out the examples in the book you'll need a computer with Kotlin SDK, JDK, and a text editor or a Kotlin IDE installed in it. *Create Elegant, Expressive, and*

Performant Jvm and Android Applications
Packt Publishing Ltd

If you're familiar with functional programming basics and want to gain a much deeper understanding, this in-depth guide takes you beyond syntax and demonstrates how you need to think in a new way. Software architect Neal Ford shows intermediate to advanced developers how functional coding allows you to step back a level of abstraction so you can see your programming problem with greater clarity. Each chapter shows you various examples of functional thinking, using numerous code examples from Java 8 and other JVM languages that include functional capabilities. This book may bend your mind, but you'll come away with a much better grasp of functional programming concepts.

Understand why many imperative languages are adding functional capabilities Compare functional and imperative solutions to common problems Examine ways to cede control of routine chores to the runtime Learn how memoization and laziness eliminate hand-crafted solutions Explore functional approaches to design patterns and code reuse View real-world examples of functional thinking with Java 8, and in functional architectures and web frameworks Learn the pros and cons of living in a paradigmatically richer world If you're new to functional programming, check out Josh Backfield's book *Becoming Functional*. *Functional JavaScript* John Wiley & Sons Coding and testing are generally considered separate areas of expertise.

In this practical book, Java expert Scott Oaks takes the approach that anyone who works with Java should be adept at understanding how code behaves in the Java Virtual Machine—including the tunings likely to help performance. This updated second edition helps you gain in-depth knowledge of Java application performance using both the JVM and the Java platform. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way the Java 8 and 11 LTS releases perform. While the emphasis is on production-supported releases and features, this book also features previews of exciting new technologies such as ahead-of-time compilation and experimental garbage collections. Understand how various Java

platforms and compilers affect performance Learn how Java garbage collection works Apply four principles to obtain best results from performance testing Use the JDK and other tools to learn how a Java application is performing Minimize the garbage collector's impact through tuning and programming practices Tackle performance issues in Java APIs Improve Java-driven database application performance

Harnessing the Power of Java 8 Lambda Expressions "O'Reilly Media, Inc."

Explore the functional programming paradigm and the different techniques for developing better algorithms, writing more concise code, and performing seamless testing Key Features Explore

this second edition updated to cover features like async functions and transducers, as well as functional reactive programming Enhance your functional programming (FP) skills to build web and server apps using JavaScript Use FP to enhance the modularity, reusability, and performance of apps Book Description Functional programming is a paradigm for developing software with better performance. It helps you write concise and testable code. To help you take your programming skills to the next level, this comprehensive book will assist you in harnessing the capabilities of functional programming with JavaScript and writing highly maintainable and testable web and server apps using functional JavaScript. This second edition is

updated and improved to cover features such as transducers, lenses, prisms and various other concepts to help you write efficient programs. By focusing on functional programming, you'll not only start to write but also to test pure functions, and reduce side effects. The book also specifically allows you to discover techniques for simplifying code and applying recursion for loopless coding. Gradually, you'll understand how to achieve immutability, implement design patterns, and work with data types for your application, before going on to learn functional reactive programming to handle complex events in your app. Finally, the book will take you through the design patterns that are relevant to functional programming. By the end of this book, you'll have

developed your JavaScript skills and have gained knowledge of the essential functional programming techniques to program effectively. What you will learn Simplify JavaScript coding using function composition, pipelining, chaining, and transducing Use declarative coding as opposed to imperative coding to write clean JavaScript code Create more reliable code with closures and immutable data Apply practical solutions to complex programming problems using recursion Improve your functional code using data types, type checking, and immutability Understand advanced functional programming concepts such as lenses and prisms for data access Who this book is for This book is for JavaScript developers who want to enhance their programming skills and

build efficient web applications. Frontend and backend developers who use various JavaScript frameworks and libraries like React, Angular, or Node.js will also find the book helpful. Working knowledge of ES2019 is required to grasp the concepts covered in the book easily.

Functional Programming in Java Packt Publishing Ltd

JavaScript is no longer to be feared or loathed - the world's most popular and ubiquitous language has evolved into a respectable language. Whether you're writing frontend applications or server side code, the phenomenal features from ES6 and beyond - like the rest operator, generators, destructuring, object literals, arrow functions, modern classes, promises, async, and metaprogramming capabilities - will get you excited and

eager to program with JavaScript. You've found the right book to get started quickly and dive deep into the essence of modern JavaScript. Learn practical tips to apply the elegant parts of the language and the gotchas to avoid. JavaScript is a black swan that no one, including the author of the language, thought would become a popular and ubiquitous language. Not long ago, it was the most hated and feared language you could use to program the web. JavaScript ES6 and beyond has gone through a significant makeover. Troublesome features have been replaced with better, elegant, more reliable alternatives. This book includes many practical examples and exercises to help you learn in depth. It will not bore you with idiosyncrasies and arcane

details intended for bad interview questions. Instead, it takes you into key features that you can readily use in your day-to-day projects. Whether you program the frontend or the server side, you can now write concise, elegant, and expressive JavaScript with newer features like default parameters, template literals, rest and spread operators, destructuring, arrow functions, and generators. Take it up a notch with features like infinite series, promises, async, and metaprogramming to create flexible, powerful, and extensible libraries. While the evolved features of the language will draw you in, the hundreds of examples in this book will pin the concepts down, for you to use on your projects. Take command of modern JavaScript and unlock your

potential to create powerful applications. What You Need: To try out the examples in the book you will need a computer with Node.js, a text editor, and a browser like Chrome installed in it. [Programming Kotlin](#) Packt Publishing Ltd Build robust, highly scalable reactive web applications with Ratpack, the lightweight JVM framework. With this practical guide, you'll discover how asynchronous applications differ from more traditional thread-per-request systems—and how you can reap the benefits of complex non-blocking through an API that makes the effort easy to understand and adopt. Author Dan Woods—a member of the Ratpack core team—provides a progressively in-depth tour of Ratpack and its capabilities, from basic concepts to tools

and strategies to help you construct fast, test-driven applications in a semantic and expressive way. Ideal for Java web developers familiar with Grails or Spring, this book is applicable to all versions of Ratpack 1.x. Configure your applications and servers to accommodate the cloud Use Ratpack testing structures on both new and legacy applications Add advanced capabilities, such as component binding, with modules Explore Ratpack's static content generation and serving mechanisms Provide a guaranteed execution order to asynchronous processing Model data and the data access layer to build high-performance, data-driven applications Work with reactive and functional programming strategies Use distribution techniques that support continuous

delivery and other deployment tactics Thinking in LINQ Pragmatic Bookshelf More than ever, learning to program concurrency is critical to creating faster, responsive applications. Speedy and affordable multicore hardware is driving the demand for high-performing applications, and you can leverage the Java platform to bring these applications to life. Concurrency on the Java platform has evolved, from the synchronization model of JDK to software transactional memory (STM) and actor-based concurrency. This book is the first to show you all these concurrency styles so you can compare and choose what works best for your applications. You'll learn the benefits of each of these models, when and how to use them, and what their limitations are. Through

hands-on exercises, you'll learn how to avoid shared mutable state and how to write good, elegant, explicit synchronization-free programs so you can create easy and safe concurrent applications. The techniques you learn in this book will take you from dreading concurrency to mastering and enjoying it. Best of all, you can work with Java or a JVM language of your choice - Clojure, JRuby, Groovy, or Scala - to reap the growing power of multicore hardware. If you are a Java programmer, you'd need JDK 1.5 or later and the Akka 1.0 library. In addition, if you program in Scala, Clojure, Groovy or JRuby you'd need the latest version of your preferred language. Groovy programmers will also need GPar.

[C++17 STL Cookbook Pragmatic](#)

Bookshelf

LINQ represents a paradigm shift for developers used to an imperative/object oriented programming style, because LINQ draws on functional programming principles. Thinking in LINQ addresses the differences between these two by providing a set of succinct recipes arranged in several groups, including: Basic and extended LINQ operators Text processing Loop refactoring Monitoring code health Reactive Extensions (Rx.NET) Building domain-specific languages Using the familiar "recipes" approach, Thinking in LINQ shows you how to approach building LINQ-based solutions, how such solutions are different from what you already know, and why they're better. The recipes cover a wide range of real-world

problems, from using LINQ to replace existing loops, to writing your own Swype-like keyboard entry routines, to finding duplicate files on your hard drive. The goal of these recipes is to get you "thinking in LINQ," so you can use the techniques in your own code to write more efficient and concise data-intensive applications.

The Cucumber Book "O'Reilly Media, Inc."

Provides a guide to using Scala and Clojure to solve in-depth programming problems.

In-Depth Advice for Tuning and Programming Java 8, 11, and Beyond
Pragmatic Bookshelf

Harness the power of Scala to program Spark and analyze tonnes of data in the blink of an eye! About This Book Learn

Scala's sophisticated type system that combines Functional Programming and object-oriented concepts Work on a wide array of applications, from simple batch jobs to stream processing and machine learning Explore the most common as well as some complex use-cases to perform large-scale data analysis with Spark Who This Book Is For Anyone who wishes to learn how to perform data analysis by harnessing the power of Spark will find this book extremely useful. No knowledge of Spark or Scala is assumed, although prior programming experience (especially with other JVM languages) will be useful to pick up concepts quicker. What You Will Learn Understand object-oriented & functional programming concepts of Scala In-depth understanding of Scala collection APIs

Work with RDD and DataFrame to learn Spark's core abstractions Analysing structured and unstructured data using SparkSQL and GraphX Scalable and fault-tolerant streaming application development using Spark structured streaming Learn machine-learning best practices for classification, regression, dimensionality reduction, and recommendation system to build predictive models with widely used algorithms in Spark MLlib & ML Build clustering models to cluster a vast amount of data Understand tuning, debugging, and monitoring Spark applications Deploy Spark applications on real clusters in Standalone, Mesos, and YARN In Detail Scala has been observing wide adoption over the past few years, especially in the field of data

science and analytics. Spark, built on Scala, has gained a lot of recognition and is being used widely in productions. Thus, if you want to leverage the power of Scala and Spark to make sense of big data, this book is for you. The first part introduces you to Scala, helping you understand the object-oriented and functional programming concepts needed for Spark application development. It then moves on to Spark to cover the basic abstractions using RDD and DataFrame. This will help you develop scalable and fault-tolerant streaming applications by analyzing structured and unstructured data using SparkSQL, GraphX, and Spark structured streaming. Finally, the book moves on to some advanced topics, such as monitoring, configuration, debugging,

testing, and deployment. You will also learn how to develop Spark applications using SparkR and PySpark APIs, interactive data analytics using Zeppelin, and in-memory data processing with Alluxio. By the end of this book, you will have a thorough understanding of Spark, and you will be able to perform full-stack data analytics with a feel that no amount of data is too big. Style and approach Filled with practical examples and use cases, this book will not only help you get up and running with Spark, but will also take you farther down the road to becoming a data scientist.

Functional Thinking "O'Reilly Media, Inc."

Offers information on how to exploit the parallel architectures in a computer's GPU to improve code performance,

scalability, and resilience.

Functional Web Development with React and Redux Pragmatic Bookshelf ReasonML is a new, type-safe, functional language that compiles to efficient, readable JavaScript. ReasonML interoperates with existing JavaScript libraries and works especially well with React, one of the most popular front-end frameworks. Learn how to take advantage of the power of a functional language while keeping the flexibility of the whole JavaScript ecosystem. Move beyond theory and get things done faster and more reliably with ReasonML today. ReasonML is a new syntax for OCaml, a battle-tested programming language used in industry for over 20 years. Designed to be familiar to JavaScript programmers, ReasonML code

compiles to highly readable JavaScript. With ReasonML, you get OCaml's powerful functional programming features: a strong static type system with an excellent type inference engine, pattern matching, and features for functional programming with immutable variables. ReasonML also allows flexibility with opt-in side effects, mutation, and object-oriented programming. ReasonML hits the sweet spot between the pure theoretical world and the laissez-faire approach of JavaScript. Start using ReasonML's powerful type system as you learn the essentials of the language: variables and arithmetic operations. Gain expressive power as you write functions with named parameters and currying. Define your own data types, and integrate all these

capabilities into a simple web page. Take advantage of ReasonML's functional data structures with map and reduce functions. Discover new ways to write algorithms with ReasonML's recursion support. Interoperate with existing JavaScript libraries with bindings, and write reactive web applications using ReasonML in tandem with React. Reinforce concepts with examples that range from short, tightly focused functions to complete programs, and practice your new skills with exercises in each chapter. With ReasonML, harness the awesome power of a functional language while retaining the best features of JavaScript to produce concise, fast, type-safe programs. What You Need: You'll need to have node.js (version 10.0 or above) and npm

(version 5.6 or above). Once you install the bs-platform package and fire up a text editor, you're ready to go. (There are plugins for many popular editors that will make editing easier.)

A step-by-step guide to learning essential concepts in Java SE 10, 11, and 12
 Functional Programming in Java
 Harnessing the Power Of Java 8
 Lambda Expressions
 Function literals, Monads, Lazy evaluation, Currying, and more
 About This Book
 Write concise and maintainable code with streams and high-order functions
 Understand the benefits of currying your Golang functions
 Learn the most effective design patterns for functional programming and learn when to apply each of them
 Build distributed

MapReduce solutions using Go
 Who This Book Is For
 This book is for Golang developers comfortable with OOP and interested in learning how to apply the functional paradigm to create robust and testable apps.
 Prior programming experience with Go would be helpful, but not mandatory.
 What You Will Learn
 Learn how to compose reliable applications using high-order functions
 Explore techniques to eliminate side-effects using FP techniques such as currying
 Use first-class functions to implement pure functions
 Understand how to implement a lambda expression in Go
 Compose a working application using the decorator pattern
 Create faster programs using lazy evaluation
 Use Go concurrency constructs to compose a functionality pipeline
 Understand

category theory and what it has to do with FP In Detail Functional programming is a popular programming paradigm that is used to simplify many tasks and will help you write flexible and succinct code. It allows you to decompose your programs into smaller, highly reusable components, without applying conceptual restraints on how the software should be modularized. This book bridges the language gap for Golang developers by showing you how to create and consume functional constructs in Golang. The book is divided into four modules. The first module explains the functional style of programming; pure functional programming (FP), manipulating collections, and using high-order functions. In the second module, you will

learn design patterns that you can use to build FP-style applications. In the next module, you will learn FP techniques that you can use to improve your API signatures, to increase performance, and to build better Cloud-native applications. The last module delves into the underpinnings of FP with an introduction to category theory for software developers to give you a real understanding of what pure functional programming is all about, along with applicable code examples. By the end of the book, you will be adept at building applications the functional way. Style and approach This book takes a pragmatic approach and shows you techniques to write better functional constructs in Golang. We'll also show you how use these concepts to build

robust and testable apps.

Professional F# 2.0 Pragmatic Bookshelf Functional Programming in C#, Second Edition teaches you to apply functional thinking to real-world problems using the C# language. Functional Programming in C#, Second Edition is fully revised to cover new functional-inspired features in the most recent releases of C#, including tuples, async streams, pattern matching, and records. Each chapter is packed with awesome perspectives and epiphany moments. Functional Programming in C#, Second Edition teaches you to apply functional thinking to real-world problems using the C# language. You'll discover the principles and language features of functional programming, explore C#'s functional language features, and learn how to use

them to write code that is concise, elegant, and robust. Through numerous real-world examples, you'll also learn the power of function composition, data flow programming, immutable data structures, and monadic composition with LINQ. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Web Development with ReasonML

Pragmatic Bookshelf

Scala is now an established programming language developed by Martin Oderskey and his team at the EPFL. The name Scala is derived from Sca(lable) La(nguage). Scala is a multi-paradigm language, incorporating object oriented approaches with functional programming. Although some familiarity with standard computing concepts is

assumed (such as the idea of compiling a program and executing this compiled from etc.) and with basic procedural language concepts (such as variables and allocation of values to these variables) the early chapters of the book do not assume any familiarity with object orientation nor with functional programming. These chapters also step through other concepts with which the reader may not be familiar (such as list processing). From this background, the book provides a practical introduction to both object and functional approaches using Scala. These concepts are introduced through practical experience taking the reader beyond the level of the language syntax to the philosophy and practice of object oriented development and functional programming. Students

and those actively involved in the software industry will find this comprehensive introduction to Scala invaluable.

Java Network Programming Springer
Beginning Java 8 Language Features covers essential and advanced features of the Java programming language such as the new lambda expressions (closures), inner classes, threads, I/O, Collections, garbage collection, streams, and more. Author Kishori Sharan provides over 60 diagrams and 290 complete programs to help you visualize and better understand the topics covered in this book. The book starts with a series of chapters on the essential language features provided by Java, including annotations, inner classes, reflection, and generics. These topics are

then complemented by details of how to use lambda expressions, allowing you to build powerful and efficient Java programs. The chapter on threads follows this up and discusses everything from the very basic concepts of a thread to the most advanced topics such as synchronizers, the fork/join framework, and atomic variables. This book contains unmatched coverage of Java I/O, including NIO 2.0, the Path API, the FileVisitor API, the watch service and asynchronous file I/O. With this in-depth knowledge, your data- and file-management programs will be able to take advantage of every feature of Java's powerful I/O framework. Finally, you'll learn how to use the Stream API, a new, exciting addition to Java 8, to perform aggregate operations on collections of

data elements using functional-style programming. You'll examine the details of stream processing such as creating streams from different data sources, learning the difference between sequential and parallel streams, applying the filter-map-reduce pattern, and dealing with optional values.

Simple, Lean, and Powerful Web Applications "O'Reilly Media, Inc."

Over 90 recipes that leverage the powerful features of the Standard Library in C++17 About This Book Learn the latest features of C++ and how to write better code by using the Standard Library (STL). Reduce the development time for your applications. Understand the scope and power of STL features to deal with real-world problems. Compose your own algorithms without forfeiting

the simplicity and elegance of the STL way. Who This Book Is For This book is for intermediate-to-advanced C++ programmers who want to get the most out of the Standard Template Library of the newest version of C++: C++ 17. What You Will Learn Learn about the new core language features and the problems they were intended to solve Understand the inner workings and requirements of iterators by implementing them Explore algorithms, functional programming style, and lambda expressions Leverage the rich, portable, fast, and well-tested set of well-designed algorithms provided in the STL Work with strings the STL way instead of handcrafting C-style code Understand standard support classes for concurrency and synchronization, and

how to put them to work Use the filesystem library addition available with the C++17 STL In Detail C++ has come a long way and is in use in every area of the industry. Fast, efficient, and flexible, it is used to solve many problems. The upcoming version of C++ will see programmers change the way they code. If you want to grasp the practical usefulness of the C++17 STL in order to write smarter, fully portable code, then this book is for you. Beginning with new language features, this book will help you understand the language's mechanics and library features, and offers insight into how they work. Unlike other books, ours takes an implementation-specific, problem-solution approach that will help you quickly overcome hurdles. You will learn

the core STL concepts, such as containers, algorithms, utility classes, lambda expressions, iterators, and more, while working on practical real-world recipes. These recipes will help you get the most from the STL and show you how to program in a better way. By the end of the book, you will be up to date

with the latest C++17 features and save time and effort while solving tasks elegantly using the STL. Style and approach This recipe-based guide will show you how to make the best use of C++ together with the STL to squeeze more out of the standard language

Best Sellers - Books :

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- [What To Expect When You're Expecting](#)
- [House Of Flame And Shadow \(crescent City, 3\) By Sarah J. Maas](#)
- [The Wonderful Things You Will Be](#)

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