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MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. MyProgrammingLab should only be purchased when required by an instructor. Java How to Program (Early Objects) , Tenth Edition is intended for use in the Java programming course. It also serves as a useful reference and self-study tutorial to Java programming. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Java How to Program (Early Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach( MyProgrammingLab for Java How to Program (Early Objects) is a total learning package.

MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams- resulting in better performance in the course-and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience- for you and your students. \* Personalize Learning with MyProgrammingLab: Through the power of practice and

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immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. \* Teach Programming with the Deitels' Signature Live Code Approach: Java language features are introduced with thousands of lines of code in hundreds of complete working programs. \* Introduce Objects Early: Presenting objects and classes early gets students "thinking about objects" immediately and mastering these concepts more thoroughly. \* Keep Your Course Current: This edition can be used with Java SE 7 or Java SE 8, and is up-to-date with the latest technologies and advancements. \* Facilitate Learning with Outstanding Applied Pedagogy: Making a Difference exercise sets, projects, and hundreds of valuable programming tips help students apply concepts. \* Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text. This book is Open Access under a CC BY licence. The LNCS 11427 and 11428 proceedings set constitutes the proceedings of the 25th International Conference on Tools and Algorithms for the Construction and Analysis of Systems, TACAS 2019, which took place in Prague, Czech Republic, in April 2019, held as part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2019. The total of 42 full and 8 short tool demo papers presented in these volumes was carefully reviewed and selected from 164 submissions. The papers are organized in topical sections as follows: Part I: SAT and SMT, SAT solving and theorem proving; verification and analysis; model checking; tool demo; and machine learning. Part II: concurrent and distributed systems; monitoring and runtime verification; hybrid and stochastic systems; synthesis; symbolic verification; and safety and fault-tolerant systems. This book constitutes the refereed proceedings of the 8th International Conference on Informatics in Schools: Situation,

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Evolution, and Perspectives, ISSEP 2015, held in Ljubljana, Slovenia, in September/October 2015. The 14 full papers presented together with 3 invited talks were carefully reviewed and selected from 36 submissions. The focus of the conference was on following topics: sustainable education in informatics for pupils of all ages; connecting informatics lessons to the students' everyday lives; teacher education in informatics; and research on informatics in schools (empirical/qualitative/quantitative/theory building/research methods/comparative studies/transferability of methods and results from other disciplines).

This book is Open Access under a CC BY licence. This book constitutes the proceedings of the 22nd International Conference on Fundamental Approaches to Software Engineering, FASE 2019, which took place in Prague, Czech Republic in April 2019, held as Part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2019. The 24 papers presented in this volume were carefully reviewed and selected from 94 submissions. The papers are organized in topical sections named: software verification; model-driven development and model transformation; software evolution and requirements engineering; specification, design, and implementation of particular classes of systems; and software testing.

In recent years, our world has experienced a profound shift and progression in available computing and knowledge sharing innovations. These emerging advancements have developed at a rapid pace, disseminating into and affecting numerous aspects of contemporary society. This has created a pivotal need for an innovative compendium encompassing the latest trends, concepts, and issues surrounding this relevant discipline area. During the past 15 years, the Encyclopedia of Information Science and Technology has become recognized as one of the landmark sources of the

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latest knowledge and discoveries in this discipline. The Encyclopedia of Information Science and Technology, Fourth Edition is a 10-volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives, applications, and techniques contributed by thousands of experts and researchers from around the globe. This authoritative encyclopedia is an all-encompassing, well-established reference source that is ideally designed to disseminate the most forward-thinking and diverse research findings. With critical perspectives on the impact of information science management and new technologies in modern settings, including but not limited to computer science, education, healthcare, government, engineering, business, and natural and physical sciences, it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an invaluable addition to every academic and corporate library.

This postproceedings volume of the 17th International Symposium on Logic-Based Program Synthesis and Transformation, LOPSTR 2007, examines program termination, program transformation, constraint solving and analysis as well as software engineering.

Euro-ParConferenceSeries The European Conference on Parallel Computing (Euro-Par) is an international conference series dedicated to the promotion and advancement of all aspects of parallel and distributed computing. The major themes fall into the categories of hardware, software, algorithms, and applications. This year, new and interesting to picswereintroduced,likePeer-to-PeerComputing,DistributedMultimedia- stems, and Mobile and Ubiquitous Computing. For the ?rst time, we organized a Demo Session showing many challenging applications. The general objective of Euro-Par is to provide a forum promoting

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the development of parallel and distributed computing both as an industrial technique and an academic discipline, extending the frontiers of both the state of the art and the state of the practice. The industrial importance of parallel and distributed computing is supported this year by a special Industrial Session as well as a vendors' exhibition. This is particularly important as currently parallel and distributed computing is evolving into a globally important technology; the buzzword Grid Computing clearly expresses this move. In addition, the trend to a mobile world is clearly visible in this year's Euro-Par. The main audience for and participants at Euro-Par are researchers in academic departments, industrial organizations, and government laboratories. Euro-Par aims to become the primary choice of such professionals for the presentation of new results in their specific areas. Euro-Par has its own Internet domain with a permanent Web site where the history of the conference series is described:

<http://www.euro-par.org>. The Euro-Par conference series is sponsored by the Association for Computer Machinery (ACM) and the International Federation for Information Processing (IFIP).

Up-to-Date, Essential Java Programming Skills—Made Easy! Fully updated for Java Platform, Standard Edition 11 (Java SE 11), *Java: A Beginner's Guide*, Eighth Edition gets you started programming in Java right away. Best-selling programming author Herb Schildt begins with the basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. The book also covers some of Java's more advanced features, including multithreaded programming, generics, lambda expressions, modules, and Swing. As an added bonus, an introduction to JShell, Java's interactive programming tool, is included. Best of all, it's written in the clear, crisp, uncompromising style

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that has made Schildt the choice of millions worldwide. Designed for Easy Learning: •Key Skills and Concepts—Chapter-opening lists of specific skills covered in the chapter•Ask the Expert—Q&A sections filled with bonus information and helpful tips•Try This—Hands-on exercises that show you how to apply your skills•Self Tests—End-of-chapter quizzes to reinforce your skills•Annotated Syntax—Example code with commentary that describes the programming techniques being illustrated

Presents a collection of papers from the EMSOF 2002 conference.

Discover the power of Java™ for developing applications today when you trust the engaging, hands-on approach in Farrell's JAVA PROGRAMMING, 9E. Even if you're a first-time programmer, JAVA PROGRAMMING can show you how to immediately start developing useful programs, all while still mastering the basic principles of structured and object-oriented programming. Unique, reader-friendly explanations and meaningful programming exercises emphasize business applications and game creation while useful debugging exercises and contemporary case problems further expand your understanding. Quickly develop, practice and expand important Java skills with JAVA PROGRAMMING, 9E.

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Prepare for programming success by learning the fundamental principles of developing structured program logic with Farrell's PROGRAMMING LOGIC AND DESIGN: INTRODUCTORY, 9E. Widely used in foundational programming courses, this popular book takes a unique, language-independent approach to programming with a distinctive emphasis on modern conventions. Noted for its clear, concise writing style, the book eliminates highly

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technical jargon while introducing universal programming concepts and encouraging a strong programming style and logical thinking. Frequent side notes and Quick Reference boxes provide concise explanations of important programming concepts. Each chapter also begins with a list of objectives and provides a concise summary and a list of key terms. End-of-chapter practice offers multiple-choice review questions, programming and gaming exercises, debugging exercises, and a maintenance exercise that challenges you to improve the working logic presented.

The Definitive Java Programming Guide Fully updated for Java SE 8, Java: The Complete Reference, Ninth Edition explains how to develop, compile, debug, and run Java programs. Bestselling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles, as well as significant portions of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. New Java SE 8 features such as lambda expressions, the stream library, and the default interface method are discussed in detail. This Oracle Press resource also offers a solid introduction to JavaFX. Coverage includes:

- Data types, variables, arrays, and operators
- Control statements
- Classes, objects, and methods
- Method overloading and overriding
- Inheritance
- Interfaces and packages
- Exception handling
- Multithreaded programming
- Enumerations, autoboxing, and annotations
- The I/O classes
- Generics
- Lambda expressions
- String handling
- The Collections Framework
- Networking
- Event handling
- AWT and Swing
- The Concurrent API
- The Stream API
- Regular expressions
- JavaFX
- JavaBeans
- Applets and servlets
- Much, much more

This book contains selected Computer, Management, Information and Educational Engineering related papers from

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the 2014 International Conference on Management, Information and Educational Engineering (MIEE 2014) which was held in Xiamen, China on November 22-23, 2014. The conference aimed to provide a platform for researchers, engineers and academic

H.M. Deitel's name appears on the earlier editions.

It is a pleasure to present the proceedings of the 22nd European Conference on Object-Oriented Programming (ECOOP 2008) held in Paphos, Cyprus. The conference continues to serve a broad object-oriented community with a technical program spanning theory and practice and a healthy mix of industrial and academic participants. This year a strong workshop and tutorial program complemented the main technical track. We had 13 workshops and 8 tutorials, as well as the co-located Dynamic Language Symposium (DLS). Finally, the program was rounded out with a keynote by Rachid Guerraoui and a banquet speech by James Noble. As in previous years, two Dahl-Nygaard awards were selected by AITO, and for the first time, the ECOOP Program Committee gave a best paper award. The proceedings include 27 papers selected from 138 submissions. The papers were reviewed in a single-blind process with three to five reviews per paper. Preliminary versions of the reviews were made available to the authors a week before the PC meeting to allow for short (500 words or less) author responses. The responses were discussed at the PC meeting and were instrumental in reaching decisions. The PC discussions followed Oscar Nierstrasz' Champion pattern. PC papers had five reviews and were held at a higher standard.

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Java Software Solutions is intended for use in the Java programming course. It is also suitable for readers interested in introductory Java programming. Java Software Solutions teaches a foundation of programming techniques to foster well-designed object-oriented software. Heralded for its integration of small and large realistic examples, this worldwide best-selling text emphasizes building solid problem-solving and design skills to write high-quality programs.

MyProgrammingLab for Java Software Solutions is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams--resulting in better performance in the course--and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience To provide a better teaching and learning experience, for both instructors and students, this program will: Personalize Learning: Through the power of practice and immediate personalized feedback,

MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Help Students Build Sound Program-Development Skills: A software methodology is introduced early and revisited throughout the text to ensure that students build sound program-development skills.

Enhance Learning with In-text Features: A variety of features in each chapter help motivate learning. Provide Opportunities to Practice Design Skills and Implement Java Programs: A wealth of end-of-chapter programming projects and chapter review features help reinforce key concepts. Support

Instructors and Students: Resources to support learning are

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available on the Companion website and Instructor Resource Center.

This book constitutes the refereed proceedings of the 9th International Conference on Parallel Computing Technologies, PaCT 2007, held in Pereslavl-Zalessky, Russia in September 2007 - in conjunction with the the Russian-Taiwan symposium on Methods and Tools of Parallel Programming of Multicomputers. The 37 revised full papers and 24 revised poster papers presented together with 2 invited paper were carefully reviewed and selected from 98 submissions. The papers are organized in topical sections on models and languages, applications, techniques for parallel programming supporting, cellular automata, as well as methods and tools of parallel programming of multicomputers. Chapter 1 of this book is now available online:

[bit.ly/2k3dSK6](http://bit.ly/2k3dSK6) Chapter 8 of this book is now available online:

[bit.ly/2jxrv4F](http://bit.ly/2jxrv4F) Getting started with Java programming language is a hands-on guide to begin developing programs using Java. This book is meant for students and professionals with little or no knowledge of Java. The examples that accompany this book are based on Java 8. You can download the examples (consisting of 30 sample projects) discussed in this book from the following Google Drive location: <https://drive.google.com/open?id=0B1lwsLB5TOglZXYxWW9JMndUX3M>. Chapter 1 – Hello World! Chapter 2 – Variables, data types and operators Chapter 3 – Control flow statements Chapter 4 – Objects, classes and methods Chapter 5 – Packages, access modifiers, static and this keywords Chapter 6 – Object-oriented programming concepts Chapter 7 – Abstract classes and interfaces Chapter 8 – Exception handling Chapter 9 – Arrays, immutability, recursive methods and wrapper classes

Revised edition of: Introduction to Java programming / Y.

Daniel Liang, Armstrong Atlantic State University. Tenth

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edition. Comprehensive version. 2015.

Based on the 9th IEEE International Workshop on Program Comprehension (IWPC 2001), this volume covers such topics as: software quality analysis; architecture recovery; reverse engineering; tools and environments; program comprehension studies; metrics and slicing; and clustering techniques.

This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises.

From cloud computing to data analytics, society stores vast supplies of information through wireless networks and mobile computing. As organizations are becoming increasingly more wireless, ensuring the security and seamless function of electronic gadgets while creating a strong network is imperative. Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics highlights the challenges associated with creating a strong

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network architecture in a perpetually online society. Readers will learn various methods in building a seamless mobile computing option and the most effective means of analyzing big data. This book is an important resource for information technology professionals, software developers, data analysts, graduate-level students, researchers, computer engineers, and IT specialists seeking modern information on emerging methods in data mining, information technology, and wireless networks.

The 17th International Workshop on Languages and Compilers for High Performance Computing was hosted by Purdue University in September 2004 on Purdue campus in West Lafayette, Indiana, USA.

For courses in Java programming Java Software Solutions establishes a strong foundation of programming techniques to foster well-designed object-oriented software. Heralded for its integration of small and large real-world examples, the worldwide best-selling text emphasises problem-solving and design skills and introduces students to the process of constructing high-quality software systems. The 9th Edition features a sweeping overhaul of Graphics Track coverage, to fully embrace the JavaFX API. This fresh approach enriches programmers' understandings of core object-oriented principles. The text uses a natural progression of concepts, focusing on the use of objects before teaching how to write them--equipping students with the knowledge and skill they need to design true object-oriented solutions.

This book constitutes the thoroughly refereed post-proceedings of the Second International Haifa Verification Conference, HVC 2006, held in Haifa, Israel, in October 2006. The 15 revised full papers presented together with 2 invited lectures are organized in three topical tracks on hardware verification technologies and

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methodologies, software testing, and tools for hardware verification and software testing.

Brief Java: Early Objects, 9th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. Enhanced eText

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and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

The Ninth International Workshop on Persistent Object Systems (POS 9) took place at the SAS Radisson Hotel in Lillehammer, Norway, from 6th to 8th September 2000. Previous workshops in the series have been held in Scotland (1 and 2), Australia (3), the USA (4), Italy (5), France (6), and the USA (7 and 8). In keeping with those workshops, POS 9 was short but intensive, fitting 28 papers and panel sessions, a boat 1 excursion, and some memorable meals into two and a half days. The participants' concentration was no doubt helped by the Northern European weather that prevailed for most of the workshop. Continuing a trend experienced over the previous few workshops, POS 9 had difficulty attracting a high number of papers. Of course it is hard to tell whether this is a problem with the field of persistent systems itself, or merely a consequence of the increasing number of workshops, conferences, and journals competing for submissions. In his Epilogue to the proceedings, Ron Morrison makes some interesting suggestions for possible improvements to future POS workshops. Out of a total of 26 submitted papers, 19 were accepted for presentation at the 2 workshop. Breaking down by region, 6 1/2 came from the USA, 1 from Africa, 3 1/2 from Australia, and 8 from Europe. In a new development for POS, an equal number of papers came from England and from Scotland.

This book constitutes the thoroughly refereed post-proceedings of the 9th International Workshop on

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Declarative Agent Languages and Technologies, DALT 2011, held in Taipei, Taiwan, in May 2011. The volume contains 6 revised selected presented at DALT 2011, 7 best papers from the DALT series over the years, explaining how the research developed and how it influenced and impacted the community, the state-of-the-art and subsequent work, and two invited papers from the DALT Spring School, which took place in April 2011. The XP conference series established in 2000 was the first conference dedicated to agile processes in software engineering. The idea of the conference is to offer a unique setting for advancing the state of the art in the research and practice of agile processes. This year's conference was the ninth consecutive edition of this international event. The conference has grown to be the largest conference on agile software development outside North America. The XP conference enjoys being one of those conferences that truly brings practitioners and academics together. About 70% of XP participants come from industry and the number of academics has grown steadily over the years. XP is more of an experience rather than a regular conference. It offers several different ways to interact and strives to create a truly collaborative environment where new ideas and exciting findings can be presented and shared. For example, this year's open space session, which was "a conference within a conference", was larger than ever before. Agile software development is a unique phenomenon from several perspectives.

This book constitutes the refereed proceedings of the 9th IFIP WG 11.11 International Conference on Trust

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Management, IFIPTM 2015, held in Hamburg, Germany, in May 2015. The 10 revised full papers and 5 short papers presented were carefully reviewed and selected from 28 submissions. In addition, the book contains one invited paper and 5 papers from a special session on trusted cloud ecosystems. The papers cover a wide range of topics including trust and reputation and models thereof, the relationship between trust and security, socio-technical aspects of trust, reputation and privacy, trust in the cloud and behavioural models of trust.

This book represents the combined peer-reviewed proceedings of the ninth International Symposium on Intelligent Distributed Computing – IDC'2015, of the Workshop on Cyber Security and Resilience of Large-Scale Systems – WSRL'2015, and of the International Workshop on Future Internet and Smart Networks – FI&SN'2015. All the events were held in Guimarães, Portugal during October 7th-9th, 2015. The 46 contributions published in this book address many topics related to theory and applications of intelligent distributed computing, including: Intelligent Distributed Agent-Based Systems, Ambient Intelligence and Social Networks, Computational Sustainability, Intelligent Distributed Knowledge Representation and Processing, Smart Networks, Networked Intelligence and Intelligent Distributed Applications, amongst others.

For courses in introductory Computer Science courses using Java, and other introductory programming courses in Computer Science, Computer Engineering, CIS, MIS, IT, and Business. A Concise, Accessible Introduction to Java Programming Ideal for a wide range of introductory

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computer science applications, Java: An Introduction to Problem Solving and Programming, 8th Edition introduces readers to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces and inheritance, and exception handling. A concise, accessible introduction to Java, the text covers key Java language features in a manner that resonates with introductory programmers. Objects are covered early and thoroughly in the text. The author's tried-and-true pedagogy incorporates numerous case studies, programming examples, and programming tips, while flexibility charts and optional graphics sections allow readers to review chapters and sections based on their needs. This 8th Edition incorporates new examples, updated material, and revisions. Also available with MyLab Programming MyLab(tm) Programming is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab(tm) Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab Programming , ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the

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The RV series of workshops brings together researchers from academia and industry that are interested in runtime verification. The goal of the RV workshops is to study the ability to apply lightweight formal verification during the execution of programs. This approach complements the offline use of formal methods, which often use large resources. Runtime verification methods and tools include the instrumentation of code with pieces of software that can help to test and monitor it online and detect, and sometimes prevent, potential faults. RV 2009 was held during June 26–28 in Grenoble, adjacent to CAV 2009. The program included 11 accepted papers. Two invited talks were given by Amir Pnueli, on “Compositional Approach to Monitoring Linear Temporal Logic Properties” and Sriram Rajamani on “Verification, Testing and Statistics.” The program also included three tutorials. We would like to thank the members of the Program Committee and ad-

tional referees for the reviewing and participation in the discussions.

For courses in introductory Computer Science courses using Java, and other introductory programming courses in Computer Science, Computer Engineering, CIS, MIS, IT, and Business. Ideal for a wide range of introductory computer science courses, Java: An Introduction to Problem Solving and Programming, 8th Edition introduces students to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces and inheritance, and exception handling. A concise, accessible introduction to Java, the text covers key Java language features in a manner that resonates with introductory programmers. Objects are covered early and thoroughly in the text. The author's tried-and-true pedagogy incorporates numerous case studies, programming examples, and programming tips, while flexibility charts and optional graphics sections allow instructors to order chapters and sections based on their course needs. This 8th Edition incorporates new examples, updated material, and revisions.

For courses in Java programming The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further

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study. Java How to Program, Early Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. This book is designed to help those at the beginner level of java learner to understand Java in programmatic view. To enhance their basic knowledge of java language, this book comes with a lot of samples of simple java programs to guide readers in programming java in GUI environment. Hence, readers just not to learn how to program the JAVA based on proven samples of codes, instead more on to look and feel their program via GUI appearance that they had been produced. Simple word, this Java Look and Feel book is a guide to develop JAVA program in GUI environment plus with their function and operation in making them as a complete GUI application based on JAVA language.

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