

1. Record Nr.	UNINA9910150241103321
Autore	Bell Doug <1944->
Titolo	Java for students / / Douglas Bell, Mike Parr
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ISBN	1-282-64548-X 9786612645488 0-273-73123-8
Edizione	[Sixth edition.]
Descrizione fisica	1 online resource (534 pages) : color illustrations
Disciplina	005.13/3
Soggetti	Java (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover -- Java for Students -- Contents -- Detailed contents -- Introduction -- Guided tour -- The background to Java -- The history of Java -- The main features of Java -- What is a program? -- Programming principles -- Programming pitfalls -- Summary -- Exercises -- Answers to self-test questions -- First programs -- Introduction -- Integrated development environments -- Files and folders -- Creating a Java program -- The libraries -- Demystifying the program -- Objects, methods: an introduction -- Classes: an analogy -- Using a text field -- Programming principles -- Programming pitfalls -- Grammar spot -- New language elements -- Summary -- Exercises -- Answers to self-test questions -- Using graphics methods -- Introduction -- Events -- The button-click event -- The graphics coordinate system -- Explanation of the program -- Methods for drawing -- Drawing with colours -- Creating a new program -- The sequence concept -- Adding meaning with comments -- Programming principles -- Programming pitfalls -- Grammar spot -- New language elements -- Summary -- Exercises -- Answers to self-test questions -- Variables and calculations -- Introduction -- The nature of int -- The nature of double -- Declaring variables -- The assignment statement -- Calculations and operators -- The arithmetic operators -- The % operator -- Joining strings with the + operator -- Converting

between strings and numbers -- Message dialogs and input dialogs --
Formatting text in dialogs with \n -- Converting between numbers --
Constants: using final -- The role of expressions -- Programming
principles -- Programming pitfalls -- Grammar spot -- New language
elements -- Summary -- Exercises -- Answers to self-test questions
-- Methods and parameters -- Introduction -- Writing your own
methods -- A first method -- Calling a method -- Passing parameters.
Formal and actual parameters -- A triangle method -- Local variables
-- Name clashes -- Event-handling methods and main -- return and
results -- Building on methods: drawHouse -- Building on methods:
areaHouse -- this and objects -- Overloading -- Programming
principles -- Programming pitfalls -- Grammar spot -- New language
elements -- Summary -- Exercises -- Answers to self-test questions
-- Using objects -- Introduction -- Instance variables -- Instantiation:
using constructors with new -- The Random class -- The main method
and new -- The Swing toolkit -- Events -- Creating a JButton --
Guidelines for using objects -- The JLabel class -- The JTextField class
-- The JPanel class -- The Timer class -- The JSlider class -- The
ImageIcon class - moving an image -- Programming principles --
Programming pitfalls -- Grammar spot -- New language elements --
Summary -- Exercises -- Answers to self-test questions -- Selection
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Boolean variables -- Comparing strings -- Programming principles --
Programming pitfalls -- Grammar spot -- New language elements --
Summary -- Exercises -- Answers to self-test questions -- Repetition
-- Introduction -- while -- for -- And, or, not -- do...while -- Nested
loops -- Combining control structures -- Programming principles --
Programming pitfalls -- Grammar spot -- New language elements --
Summary -- Exercises -- Answers to self-test questions -- Writing
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private variables -- public methods -- The get and set methods --
Constructors -- Multiple constructors -- private methods -- Scope
rules -- Operations on objects -- Object destruction -- static methods
-- static variables -- Programming principles -- Programming pitfalls.
Grammar spot -- New language elements -- Summary -- Exercises --
Answers to self-test questions -- Inheritance -- Introduction -- Using
inheritance -- protected -- Scope rules -- Additional items --
Overriding -- Class diagrams -- Inheritance at work -- super --
Constructors -- final -- Abstract classes -- Programming principles --
Programming pitfalls -- New language elements -- Summary --
Exercises -- Answers to self-test questions -- Calculations --
Introduction -- Library mathematical functions and constants --
Formatting numbers -- Case study - money -- Case study - iteration
-- Graphs -- Exceptions -- Programming principles -- Programming
pitfalls -- Summary -- Exercises -- Answer to self-test question --
Array lists -- Introduction -- Creating an array list and generics --
Adding items to a list -- The length of a list -- Indices -- Displaying an
array list -- The enhanced for statement -- Using index values --
Removing items from an array list -- Inserting items within an array list
-- Lookup -- Arithmetic on an array list -- Searching -- Programming
principles -- Programming pitfalls -- New language elements --
Summary -- Exercises -- Answers to self-test questions -- Arrays --
Introduction -- Creating an array -- Indices -- The length of an array
-- Passing arrays as parameters -- The enhanced for statement --
Using constants with arrays -- Initializing an array -- A sample
program -- Lookup -- Searching -- Arrays of objects -- Programming
principles -- Programming pitfalls -- Grammar spot -- Summary --

Exercises -- Answers to self-test questions -- Arrays - two dimensional -- Introduction -- Declaring an array -- Indices -- The size of an array -- Passing arrays as parameters -- Using constants with two-dimensional arrays -- Initializing an array -- A sample program -- Programming principles -- Programming pitfalls -- Summary -- Exercises.

Answers to self-test questions -- String manipulation -- Introduction -- Using strings - a recap -- The characters within strings -- A note on the char type -- The String class -- The String class methods -- Comparing strings -- Amending strings -- Examining strings -- String conversions -- String parameters -- An example of string processing -- String case study - Frasier -- Programming principles -- Programming pitfalls -- Grammar spot -- New language elements -- Summary -- Exercises -- Answer to self-test question -- Exceptions -- Introduction -- Exceptions and objects -- When to use exceptions -- The jargon of exceptions -- A try-catch example -- try and scopes -- The search for a catcher -- Throwing - an introduction -- Exception classes -- Compilation and checked exceptions -- Catching - the common cases -- Using the exception class structure -- Programming principles -- Programming pitfalls -- Grammar spot -- New language elements -- Summary -- Exercises -- Answers to self-test questions -- Files and console applications -- Introduction -- File access: stream or random? -- The essentials of streams -- The Java I/O classes -- The BufferedReader and PrintWriter classes -- File output -- File input -- File searching -- The File class -- The JFileChooser class -- Console I/O -- The System class -- Using JOptionPane -- A console example: Finder -- Reading from a remote site -- Command-line arguments -- Programming principles -- Programming pitfalls -- Grammar spot -- New language elements -- Summary -- Exercises -- Answers to self-test questions -- Object-oriented design -- Introduction -- The design problem -- Identifying objects and methods -- Case study in design -- Looking for reuse -- Composition or inheritance? -- Guidelines for class design -- Summary -- Exercises -- Answers to self-test questions -- Program style -- Introduction.

Program layout -- Names -- Classes -- Comments -- Javadoc -- Constants -- Methods -- Nested ifs -- Nested loops -- Complex conditions -- Documentation -- Consistency -- Programming pitfalls -- Summary -- Exercises -- Testing -- Introduction -- Program specifications -- Exhaustive testing -- Black box (functional) testing -- White box (structural) testing -- Inspections and walkthroughs -- Stepping through code -- Incremental development -- Programming principles -- Summary -- Exercises -- Answers to self-test questions -- Debugging -- Introduction -- Debugging without a debugger -- Using a debugger -- Common errors - compilation errors -- Common errors - run-time errors -- Common errors - logic errors -- Common errors - misunderstanding the language -- Summary -- Answer to self-test question -- Threads -- Introduction -- Threads -- Starting a thread -- Thread dying -- join -- The state of a thread -- Scheduling, thread priorities and yield -- Programming principles -- Summary -- Exercises -- Answers to self-test questions -- Interfaces -- Introduction -- Interfaces for design -- Interfaces and interoperability -- Interfaces and the Java library -- Multiple interfaces -- Interfaces versus abstract classes -- Programming principles -- Programming pitfalls -- Grammar spot -- New language elements -- Summary -- Exercises -- Answers to self-test questions -- Programming in the large - packages -- Introduction -- Using classes and the import statement -- Creating packages using the package statement -- Packages, files and folders -- Scope rules -- The Java library packages

-- Programming pitfalls -- New language elements -- Summary --
Exercise -- Answers to self-test questions -- Polymorphism --
Introduction -- Polymorphism in action -- Programming principles --
Programming pitfalls -- New language elements -- Summary --
Exercises -- Java in context.
Introduction.

Sommario/riassunto

This book is for novices. If you have never done any programming before - if you are a complete novice - this book is for you. This book assumes no prior knowledge of programming. It starts from scratch. It is written in a simple, direct style for maximum clarity. It is aimed at first level students at universities and colleges, but it is also suitable for novices studying alone. The approach of this book We explain how to use objects early in this book. Our approach is to start with the ideas of variables, assignment and methods, then introduce the use of objects created from library classes. Next we explain how to use control structures for selection and looping. Then comes the treatment of how to write your own classes. We wanted to make sure that the fun element of programming was paramount, so we use graphics right from the start. We think graphics is fun, interesting and clearly demonstrates all the important principles of programming. But we haven't ignored programs that input and output text - they are also included. The programs we present use many of the features of a graphical user interfaces (GUIs), such as buttons, scroll bars and text boxes. But we also explain how to write console programs in Java. We introduce new ideas carefully one-at-a-time, rather than all at once. So, for example, there is a single chapter on writing methods. We introduce simple ideas early and more sophisticated ideas later on.

2. Record Nr.	UNINA9910789454803321
Autore	Gantz Stephen D
Titolo	The basics of IT audit : purposes, processes, and practical information / / Stephen D. Gantz ; technical editor, Steve Maske
Pubbl/distr/stampa	Waltham, MA : , : Syngress, , 2014
ISBN	0-12-417176-1
Descrizione fisica	1 online resource (xxvi, 244 pages) : illustrations (some color)
Collana	The basics
Disciplina	004.068/1
Soggetti	Information technology - Auditing Computer security Computer networks - Security measures
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Machine generated contents note: Fundamentals/Key Concepts Auditing in Context Internal Auditing External Auditing Types of Audits IT Audit Components Audit Drivers IT Audit Processes Methodologies & Frameworks Organizations, standards & Certifications Appendices.
Sommario/riassunto	"Dependence on information technology (IT) is a characteristic common to virtually all modern organizations. Organizations rely on information, and the processes and enabling technology needed to use and effectively manage information. This reliance characterizes public and private sector organizations, regardless of mission, industry, geographic location, or organization type. IT is critical to organizational success, operating efficiency, competitiveness, and even survival, making imperative the need for organizations to ensure the correct and effective use of information technology. In this context it is important that resources are efficiently allocated, that IT functions at a sufficient level of performance and quality to effectively support the business, and that information assets are adequately secured consistent with the risk tolerance of the organization. Such assets must also be governed effectively, meaning that they operate as intended, work correctly, and function in a way that complies with applicable regulations and standards. IT auditing can help organizations achieve all of these objectives"--

