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Java allows you to play online games, chat with people around the world, calculate your mortgage interest, and view images in 3D, just to name a few. It's also integral to the intranet applications and other e-business solutions that are the foundation of corporate computing.

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This guide provides information about using the Java Shell tool (JShell) to explore the Java language and prototype code. Audience. This document is intended for developers interested in using a Read-Eval-Print Loop (REPL) tool to learn the Java language, explore new Java APIs and features, and prototype complex code. Documentation Accessibility

Java Shell User ' s Guide - Oracle

The java.awt package contains the core AWT graphics classes: GUI Component classes, such as Button, TextField, and Label. GUI Container classes, such as Frame and Panel. Layout managers, such as FlowLayout, BorderLayout and GridLayout. Custom graphics classes, such as Graphics, Color and Font.

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GUI Programming - Java Programming Tutorial

EHSx Java User's Guide Documentation, July 23, 2014 - 1:33pm, 3228 views Java technology and several peripheral interfaces on the module allow you to easily integrate your application. This document explains how to work with the ME, the installation CD and the tools provided on the installation CD.

EHSx Java User's Guide | Thales IoT Developer Community

The documentation for JDK 14 includes developer guides, API documentation, and release notes.

JDK 14 Documentation - Home

```
import java.util.Scanner; // Import the Scanner class
class Main {
    public static void
    main(String[] args) {
        Scanner myObj = new Scanner(System.in); // Create a Scanner object
        System.out.println("Enter username");
        String userName = myObj.nextLine(); // Read user input
        System.out.println("Username is: " + userName); // Output user input
    }
}
```

Java User Input (Scanner class) - W3Schools

Basic Eclipse User Guide. Starting Eclipse. When you start Eclipse, a startup screen appears, and the program spends some time loading various... Setting Eclipse to Java 1.8 (or later) Compiler. To ensure Eclipse understands the Java 1.8 features we will be using... Enabling Assertions on all your ...

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Basic Eclipse User Guide. - University of Texas at Austin

Java User ' s Guide 1 Preface 10 bgs5_java_usersguide_v01 2013-11-19 Confidential / Released Page 10 of 103 1Preface This document covers the following IMP-NG Java products from Gemalto M2M: 1. Cinterion® BGS5 Module Where applicable differences between the products are noted in the particular chapters.

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Open Eclipse and create a new Java project HelloDBR. Add the required JAR file to your project. Click File > Properties > Java Build Path > Libraries > Add external JARs, add dynamsoft-barcodereader-{version number}.jar and click Apply. The JAR file can be found at DBR-Java-{version number} /DynamsoftBarcodeReader /lib. Import the header.

Dynamsoft Barcode Reader for Java - User Guide

Overview. JOGL is a Java programming language binding for the OpenGL 3D graphics API. It supports integration with the Java platform's AWT and Swing widget sets while providing a minimal and easy-to-use API that handles many of the issues associated with building multithreaded OpenGL applications.

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Jogl - User's Guide - Oracle Software Downloads

Getting Started Guides. Designed to be completed in 15-30 minutes, these guides provide quick, hands-on instructions for building the "Hello World" of any development task with Spring.

Spring | Guides

The first step in getting started with JavaFX is to download and install the Java SE 7 JDK, which includes the JavaFX runtime libraries and utilities. See the JDK 7 and JRE 7 Installation Guide for instructions. JavaFX Scene Builder provides a simple way to build the UI for your application and connect it to the application logic.

JavaFX Documentation Home | JavaFX 2 Tutorials and ...

The Eclipse Foundation - home to a global community, the Eclipse IDE, Jakarta EE and over 375 open source projects, including runtimes, tools and frameworks.

Eclipse Documentation | The Eclipse Foundation

The user manual contains a lot of other useful information and you can find samples demonstrating various Gradle features on the samples pages. Integrating 3rd-party tools with Gradle Gradle ' s flexibility means that it readily works with other tools, such as those listed on our Gradle & Third-party Tools page.

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Getting Started - Gradle User Manual

User guide (non-wiki version) Content will gradually be migrated here and updated from the user guide pages on the wiki.. For now, this only suggests a few sources: The obligatory Hello world tutorial example; The PL/Java API documentation; The user guide pages on the wiki; The many pre-built examples; How to compile against the PL/Java API

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