Java 101

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By Prasad Jayakumar

Prerequisites

Environment Setup



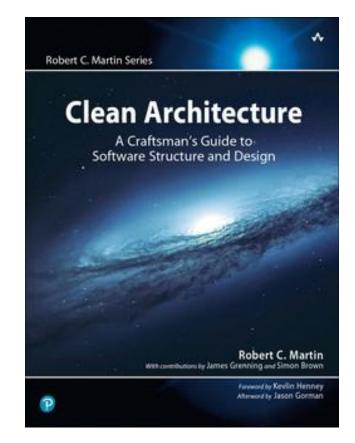






SOLID

Design Principles



Effective Java

Customary and Effective Usage





Effective Java

Third Edition





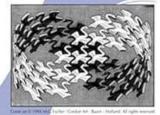
Design Patterns

Gang-of-Four Design Patterns

Design Patterns

Elements of Reusable Object-Oriented Software

Erich Gamma Richard Helm Ralph Johnson John Vlissides



Foreword by Grady Booch



Programmer

X Things Every Programmer Should Know



Collective Wisdom from the Experts

97 Things Every Programmer Should Know

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Edited by Kevlin Henney