

JAVA SWING PROGRAMMING

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FROM BEGINNER TO EXPERT

Java Swing Gui Programming From Beginner To Expert

**Vivian Siahaan, Rismon Hasiholan
Sianipar**



Java Swing Gui Programming From Beginner To Expert:

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Java Programming: Beginner to Advanced 2025 in Hinglish A. Khan, Java Programming Beginner to Advanced 2025 in Hinglish by A Khan ek practical aur complete guide hai jo aapko Java programming zero se expert level tak sikhata hai sab kuch simple Hinglish Hindi English mix mein

Mastering Java Programming: From Basics to Advanced Mr. Himanshu Tiwari ,Mr. Jay Prakash Upadhyay ,Ms. Gurmandeep Kaur ,Mr. Tushar Gupta,2025-09-09

A Comprehensive Guide to Java GUI Programming with SQLite Vivian Siahaan,Rismon Hasiholan Sianipar,2020-01-02 The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use SQLite in Java In chapter one you will learn How to create SQLite database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query

the three tables and all six tables In chapter four you will study how to query the six tables In chapter five you will create Bank database and its four tables In chapter six you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter seven you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter eight you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter nine you will create a Client_Data table which has the following seven fields client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In chapter ten you will create Crime database and its six tables In chapter eleven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter twelve you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter thirteen you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter fourteen you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter fifteen you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables

Beginning Java Programming Bart Baesens,Aimee Backiel,Seppe vanden Broucke,2015-02-11 A comprehensive Java guide with samples exercises case studies and step by step instruction Beginning Java Programming The Object

Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test.

Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills from the general concepts of object-oriented programming. Learn to Understand the Java language and object-oriented concept implementation. Use Java to access and manipulate external data. Make applications accessible to users with GUIs. Streamline workflow with object-oriented patterns. The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program.

Beginning Java Programming is a thorough comprehensive guide. **Core Swing** Kim Topley, 2000. At the heart of Java 2 are the Java Foundation Classes, and at the heart of these is the Swing toolkit. This book offers an advanced collection of Swing techniques for Java application programmers.

Java Game Programming Neos Thanh, 2021-08-13. This book brings for you all of knowledge you need to start game programming from beginning by JAVA language. Just 4 LESSONS you can analyze easily a game include actor action game scenarios, resources, image, sound, animation, handle thread, and data synchronization. There are many examples, case studies for practice of programming. Let's enjoy.

A Walkthrough, Database-Driven Programming with Java GUI for Pragmatic Programmers Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-15. This covers how to implement SQLite and SQL Server-driven Java GUI programming. The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. NetBeans, a specific IDE (Integrated Development Environment), is used to create GUI (Graphical User Interface) applications. The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch a SQLite database management system using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. Gradually and step-by-step, you will be taught how to use SQLite and SQL Server in Java. In chapter one, you will learn how to create a SQLite database and six tables. In chapter two, you will study creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table. Creating database configuration files. Creating a Java GUI for viewing and navigating the contents of each table. Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables. In chapter three, you will learn creating the main form to connect all forms. Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table. Creating a Java GUI to view and navigate the contents of each table. Creating a Java GUI for editing, inserting, and deleting records in each table. Creating a Java GUI to join and query

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The Best Tutorial to Learn Database Programming with Java GUI, MariaDB, and SQL Server Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-08 This book explains relational theory in practice and demonstrates through two projects how you can apply it to your use of MariaDB and SQL Server databases This book covers the important requirements of teaching databases with a practical and progressive perspective This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to MariaDB and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from MariaDB and SQL Server As you would expect this book shows how to build from scratch two different databases MariaDB and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter two you will create a PostgreSQL database named Bank and its tables In chapter three you will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter four you will

create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter five you create a table named Client_Data which has seven columns client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In chapter six you will be taught how to create a SQL Server database named Crime and its tables In chapter seven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter eight you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter nine you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter ten you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter eleven you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java MariaDB SQL Server programmer

The Best Guide to Database Programming with Java GUI, PostgreSQL, and SQL Server Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-13 This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL Server As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In chapter two you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the

resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter four you will create a PostgreSQL database named Bank and its tables In chapter five you will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter six you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter seven you create a table named Client_Data which has seven columns client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In chapter eight you will be taught how to create a SQL Server database named Crime and its tables In chapter nine you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter ten you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter eleven you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter twelve you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter thirteen you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming

skills for every Java PostgreSQL SQL Server programmer *Java Programming Language in Hindi | Complete Beginner to Advanced Guide* C. Campbell, Java Programming Language in Hindi is a complete and practical guide for beginners and intermediate learners who want to master Java programming in the Hindi language This book covers the core fundamentals of Java including data types loops functions object oriented programming OOP exception handling multithreading file handling GUI development and more With easy to follow explanations and real world examples this book helps Hindi speaking readers understand and implement Java for web mobile and enterprise development Perfect for students coding aspirants and software professionals *Core Java: An Integrated Approach: Covers Concepts, programs and Interview Questions* w/CD R. Nageswara Rao/kogent Solutions,2008-02 The book is written in such a way that learners without any background in programming are able to follow and understand it entirely It discusses the concepts of Java in a simple and straightforward language with a clear cut explanation without beating around the bush On reading the book readers are able to write simple programs on their own as this is the first requirement to become a Java Programmer The book provides ample solved programs which could be used by the students not only in their examinations but also to remove the fear of programming from their minds After reading the book the students gain the confidence to apply for a software development company face the interview board and come out successful The book covers sample interview questions which were asked in various interviews It helps students to prepare for their future careers *Java Programming Handbook in Hindi* C. Campbell,2025-09-24 Java Programming Handbook in Hindi Beginner to Advanced Guide by C Campbell is a comprehensive guide designed for learners who want to master Java programming from scratch to advanced level in Hindi **Java** Er. Nagesh Jaitak,2015-12-12 Java is an important object oriented programming language that is used in the software industry today **MS Access And SQL Server Crash Course: A Step by Step, Project-Based Introduction to Java GUI Programming** Vivian Siahaan,Rismon Hasiholan Sianipar,2019-11-13 This is a Java GUI crash course This book will help you quickly write efficient high quality access database driven code with Java It s an ideal way to begin whether you re new to programming or a professional developer versed in other languages The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch two access database management systems using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will create School database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn

Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter five you will create and configure database In chapter six you will learn some image processing techniques using Java In chapter seven you will create Suspect table in crime database This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo You will also create GUI to display edit insert and delete for this table In chapter eight you will create a table with the name Feature_Extraction which has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 The six fields except keys will have VARBINARY MAX data type You will also create GUI to display edit insert and delete for this table In chapter nine you will create two tables Police and Investigator The Police table has six columns police_id primary key province city address telephone and photo The Investigator table has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo You will also create GUI to display edit insert and delete for both tables In the last chapter you will create two tables Victim and Case_File The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The Case_File table has seven columns case_file_id primary key suspect_id foreign key police_id foreign key investigator_id foreign key victim_id foreign key status and description You will create GUI to display edit insert and delete for both tables as well

[JAVA GUI WITH MYSQL: Database and Image Processing](#) Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-08-26 In this book you will learn how to build from scratch a criminal records management database system using Java MySQL All Java code for digital image processing in this book is Native Java Intentionally not to rely on external libraries so that readers know in detail the process of extracting digital images from scratch in Java There are only three external libraries used in this book Connector J to facilitate Java to MySQL connections JCalendar to display calendar controls and JFreeChart to display graphics Digital image techniques to extract image features used in this book are grayscaling sharpening inverting blurring dilation erosion closing opening vertical prewitt horizontal prewitt Laplacian horizontal sobel and vertical sobel For readers you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching In the first chapter you will be shown the number of devices needed to be downloaded and installed You need to know how to add external libraries to the NetBeans environment These tools are needed so that you can run the Java scripts In the second chapter you will be taught how to create Crime database and its tables In third chapter you will be taught how to extract image features utilizing BufferedImage class in Java GUI In the fourth chapter you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date

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BUILDING THREE DESKTOP APPLICATIONS USING JAVA GUI AND MYSQL Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-07 In this book you will learn how to build from scratch a MySQL database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use MySQL in Java In the first chapter you will learn How to install NetBeans JDK 11 and MySQL Connector J How to integrate external libraries into projects How the basic MySQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In the third chapter you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter five you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter six you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In

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POSTGRESQL FOR JAVA GUI: Database, Cryptography, and Image Processing Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-09-01 In this book you will learn how to build from scratch a criminal records management database system using Java PostgreSQL All Java code for cryptography and digital image processing in this book is Native Java Intentionally not to rely on external libraries so that readers know in detail the process of extracting digital images from scratch in Java There are only three external libraries used in this book Connector J to facilitate Java to PostgreSQL connections JCalendar to display calendar controls and

JFreeChart to display graphics Digital image techniques to extract image features used in this book are grascaling sharpening inverting blurring dilation erosion closing opening vertical prewitt horizontal prewitt Laplacian horizontal sobel and vertical sobel For readers you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In the second chapter you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In the third chapter you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In the fourth chapter you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In the fifth chapter you create a table with the name of the Account which has ten columns account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In the sixth chapter you will create a Client_Data table which has the following seven fields client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In the seventh chapter you will be taught how to create Crime database and its tables In eighth chapter you will be taught how to extract image features utilizing BufferedImage class in Java GUI In the ninth chapter you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In the tenth chapter you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In the eleventh chapter you will add two

tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In the twelfth chapter you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful for you

MariaDB with Java GUI for Cryptography and Image Processing Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-09-02 This book is Java MariaDB version of our previous books which used Java MySQL and Java PostgreSQL In this book you will learn how to build from scratch a criminal records management database system and simple bank database system using Java MariaDB All Java code for digital image processing in this book is Native Java Intentionally not to rely on external libraries so that readers know in detail the process of extracting digital images from scratch in Java There are only three external libraries used in this book Connector J to facilitate Java to MariaDB connections JCalendar to display calendar controls and JFreeChart to display graphics Digital image techniques to extract image features used in this book are grascaling sharpening invertering blurring dilation erosion closing opening vertical prewitt horizontal prewitt Laplacian horizontal sobel and vertical sobel For readers you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching In the first chapter you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In the second chapter you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In the third chapter you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In the fourth chapter You create a table with the name of the Account which has ten columns account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance

decipher_balance digital_signature and signature_verification In the fifth chapter you will create a Client_Data table which has the following seven fields client_data_id primary key account_id primary key birth_date address mother_name telephone and photo_path In the sixth chapter you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In the seventh chapter you will be taught how to create Crime database and its tables In ninth chapter you will be taught how to extract image features utilizing BufferedImage class in Java GUI In the eighth chapter you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In the ninth chapter you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In the eleventh chapter you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful for you

Building Three Desktop Applications with SQLite and Java GUI Vivian Siahaan, Rismon Hasiholan Sianipar, The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use SQLite in Java In chapter one you will learn How to create SQLite database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view

and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six tables In chapter four you will study how to query the six tables In chapter five you will create Bank database and its four tables In chapter six you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter seven you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter eight you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter nine you will create a Client_Data table which has the following seven fields client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In chapter ten you will create Crime database and its six tables In chapter eleven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter twelve you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter thirteen you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter fourteen you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter fifteen you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables

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