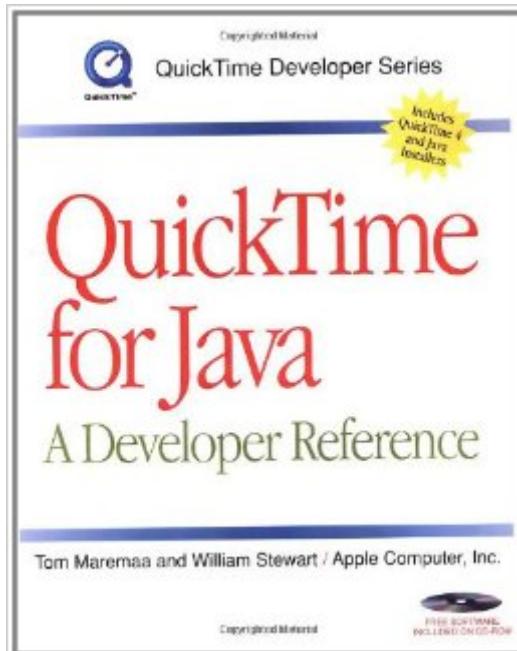


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QuickTime For Java: A Developer Reference (QuickTime Developer Series)



Synopsis

This book is an essential quick reference for the QuickTime and Java programmer. It provides the reader with a wealth of programming examples as well as a handy reference that provides an in-depth, class-by-class description of the API. The authors are part of the original QuickTime engineering team that pioneered and developed QuickTime for Java. A CD-ROM at the back of the book provides the reader with working sample code and other resources, so you can get started right away building your own Java applications and applets. Apple's QuickTime technology has set the industry standard for developing and distributing multimedia content over the Web and on CD-ROMs. QuickTime's powerful, extensible software toolkit enables programmers, Web content developers, and multimedia producers to deliver state-of-the-art digital content--movies, audio, and music. Using Java, the same application can be deployed on any platform that supports QuickTime. If you know Java, you'll want to tap into the power and extensibility of QuickTime. If you know C or C++, this book will introduce you to the core QuickTime technologies and their usage from Java. Each chapter is designed to bring you rapidly up to speed in particular areas of QuickTime usage with neatly explained and commented sample code and tutorials.* Offers an overview of the QuickTime architecture * Presents an inside look at the QuickTime for Java programming model and architecture* Includes programming examples and tutorials that demonstrate key features* Serves as a comprehensive quick reference of all classes and methods, interfaces and fields in the core QuickTime for Java 1.0 API * Offers an overview of the QuickTime architecture * Presents an inside look at the QuickTime for Java programming model and architecture* Includes programming examples and tutorials that demonstrate key features* Serves as a comprehensive quick reference of all classes and methods, interfaces and fields in the core QuickTime for Java 1.0 API

Book Information

Series: QuickTime Developer Series

Paperback: 655 pages

Publisher: Morgan Kaufmann; Book & CD-ROM 1st edition (July 28, 1999)

Language: English

ISBN-10: 0123054400

ISBN-13: 978-0123054401

Product Dimensions: 9.2 x 7.4 x 1.4 inches

Shipping Weight: 2 pounds

Average Customer Review: 1.7 out of 5 starsÂ See all reviewsÂ (6 customer reviews)

Best Sellers Rank: #4,622,230 in Books (See Top 100 in Books) #78 in Books > Computers & Technology > Programming > Languages & Tools > Java > Reference #4330 in Books > Textbooks > Computer Science > Graphics & Visualization #4350 in Books > Textbooks > Computer Science > Networking

Customer Reviews

I do not recommend this book to those of you who are looking into developing any Quicktime application with Java. The authors have most blindly left out one important element while writing this "reference" book - the reference indeces lack what most API reference books contain - descriptions. As whimsical as it is, the reference section lists the methods per package, but there is no documentation describing what they do, and NO analysis of what the arguments represent or expect ! I look at these signatures, and have absolutely NO CLUE how to implement them ! The rest of the book suffers more or less the same sorts of ailments, lack of information. The authors are so wrapped up their GUI descriptions, that the object model (which is so much adored by the creators and writers) is not documented near to completion. For my sake and yours, please turn your head (from this book) while shopping for Quicktime for Java reference books.

If you want to learn how to program Quicktime using java, this is the only book on the market that I am aware of. That's the good news. The BAD news is: this is a [stinky] book so don't buy this book using your own \$++. Like a previous reviewer says, half the book is just a listing of the Java Quicktime API 4.0 which is by now outdated. Go to the Apple/Quicktime website & download the Quicktime Java SDK 6.0 using the custom download, this will give you the entire kit plus the needed .dlls required to run Quicktime Java applic on the PC. The 1st half of the book is mostly a direct copy of the "Summary of Quicktime for Java" published by Apple. The so called authors just lifted entire passage from the above publication. They've added virtually nothing to it. All the criticisms listed by previous reviewers are valid. Do not use your own \$money to buy this book ! If you want to learn how to do video/audio streaming, I would recommend Windows Media Player due to their much better documentation/support. Most of Quicktime's documentation are for the C language & have not been updated for Java. Learn how to program with Quicktime, you don't have a bloody chance at least not with Mr. Maremaa's book...

Absolutely useless. More then half of the book is QT Java API Reference just printed out. Thanx, I have a printer and I could do it myself, no need to buy the book. All code samples are poorly

explained. If you're not an experienced QuickTime C++ developer you don't have a chance.

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