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this book presents a focused and accessible primer on the fundamentals of java programming with extensive use of examples and hands on exercises topics and features provides an introduction to variables input output and arithmetic operations describes objects and contour diagrams explains selection structures and demonstrates how iteration structures work discusses object oriented concepts such as overloading and classes methods and introduces string variables and processing illustrates arrays and array processing and examines recursion explores inheritance and polymorphism and investigates elementary files presents a primer on graphical input output discusses elementary exception processing and presents the basics of javadoc includes exercises at the end of each chapter with selected answers in an appendix and a glossary of key terms provides additional supplementary information at an associated website

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this introductory programming in java book offers an object oriented approach introducing the concepts of object class and message as early as the first chapter the code has been thoroughly updated to the java 2 platform this object oriented approach is used throughout the text as students learn the fundamentals of object oriented programming along with the basics of imperative programming the authors place a strong emphasis on the software development process presenting a clear and usable procedure for solving problems by developing classes that is used throughout the text in addition each chapter has an optional supplemental section that introduces graphical user interface gui concepts through the medium of the java awt java's support for gui and network programming makes a great setting for diverse programming examples a calculator a strategy game reading the dow jones from yahoo a surveyor application scheduling songs for a radio station as well as traditional payroll and student gpa computations working with these and other examples students learn to think like a programmer analyze problems devise solutions design classes and write code

while java texts are plentiful it's difficult to find one that takes a real world approach and encourages novice programmers to build on their java skills through practical exercise written by an expert with 19 experience teaching computer programming java programming fundamentals presents object oriented programming by employing examples taken

our textbook introduction to programming in java is an interdisciplinary approach to the traditional cs1 curriculum we teach all of the classic elements of programming using an objects in the middle approach that emphasizes data abstraction a key feature of the book is the manner in which we motivate each programming concept by examining its impact on specific applications taken from fields ranging from materials science to genomics to astrophysics to internet commerce the book is organized around four stages of learning to program

simplicity sets this book apart from all the others this book contains proven strategies to learn java programming in a short time the market is replete with java books but the problem is that they are written in a complex and difficult to understand manner in this book you'll be able to easily understand each line of code with added explanations and comments for each code unlike many other authors i have taken great care in producing the codes ensuring they are all functional however you need to install the eclipse compiler and configure it before practicing the codes coding is a fun and productive activity if you are not just reading it i encourage you to take the code samples in the book edit them per your choice and run them in a compiler to see what output you can produce after the changes to the code the more you do the edits the better you will be at coding in java swing this is one of the best languages to do front end programming you will enjoy it when you start producing the results of your choice are you interested in learning the ins and outs of backend development have you learned the basics of the java computer programming language and want to take your learning further then you've picked up the right guide backend programming is not the easiest nor is it the hardest part of developing a web application however it is an incredibly satisfying part backend development is all about making a web application work it's the ins and outs of the server side of the application what the user sees how they can interact with it and much more

a practical introduction to programming with java beginning programming with java for dummies 4th edition is a comprehensive guide to learning one of the most popular programming languages worldwide this book covers basic development concepts and techniques through a java lens you'll learn what goes into a program how to put the pieces together how to deal with challenges and how to make it work the new fourth edition has been updated to align with java 8 and includes new options for the latest tools and techniques java is the predominant language used to program android and cloud apps and its popularity is surging as app demand rises whether you're just tooling around or embarking on a career beginning programming with java for dummies 4th edition is a great place to start step by step instruction easy to read language and quick navigation make this book the perfect resource for new programmers you'll begin with the basics before moving into code with simple yet detailed explanations every step of the way topics include learn the language with sample programs and the java toolkit familiarize yourself with decisions conditions statements and information overload differentiate between loops and arrays objects and classes methods and variables the book also contains links to additional resources other programming languages and guidance as to the most useful classes in the java api if you're new to programming languages beginning programming with java for dummies 4th edition provides the instruction and practice you need to become a confident java programmer

this book teaches the reader how to write programs using java it does so with a unique approach that combines fundamentals first with objects early the book transitions smoothly through a carefully selected set of procedural programming fundamentals to object oriented fundamentals during this early transition and beyond the book emphasizes problem solving for example chapter 2 is devoted to algorithm development chapter 8 is devoted to program design and problem solving sections appear throughout the book problem solving skills are fostered with the help of an interactive iterative presentation style here's the problem how can we solve it how can we improve the solution some key features include a conversational easy to follow writing style many executable code examples that clearly and efficiently illustrate key concepts extensive use of uml class diagrams to specify problem organization simple gui programming early in an optional standalone graphics track well identified alternatives for altering the book's sequence to fit individual needs well developed projects in six different academic disciplines with a handy summary detailed customizable powerpointtm lecture slides with icon keyed hidden notes student resources links to compiler software for sun's java2 sdk toolkit helios's textpad eclipse netbeans and bluej textpad tutorial eclipse tutorials textbook errata all textbook example programs and associated resource files instructor resources customizable powerpoint lecture slides with hidden

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it is incredible to think that a programming language developed in 1995 in response to the shortcomings of the prevalent language at the time c remains one of the world s most popular coding languages more than twenty years later this is the ongoing legacy of java which is hailed as easy to use for a variety of goals and an important part of today s technology this book traces the evolution of the language and explains how the language works and what it s used for including java s role in big data and the internet of things

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objects with an efficient memory layout local variable type inference var pattern matching a mechanism for testing and deconstructing values sealed types a mechanism for declaring all possible subclasses of a class multiline text values and switch expressions the book continues with a series of foundation topics including using data types working with operators and writing statements in java these basics lead onto the heart of the java language object oriented programming by learning topics such as classes objects interfaces and inheritance you ll have a good understanding of java s object oriented model the final collection of topics takes what you ve learned and turns you into a real java programmer you ll see how to take the power of object oriented programming and write programs that can handle errors and exceptions process strings and dates format data and work with arrays to manipulate data what you will learn write your first java programs with emphasis on learning object oriented programming how to work with switch expressions value types records local variable type inference pattern matching switch and more from java 17 handle exceptions assertions strings and dates and object formatting learn about how to define and use modules dive in depth into classes interfaces and inheritance in java use regular expressions take advantage of the jshell repl tool who this book is for those who are new to java programming who may have some or even no prior programming experience

dean wampler java expert and author of programmin scala o reilley shows you how to apply principles such as immutability avoidance of side effects and higher order functions to your java code each chapter provides exercises to help you practice what you ve learned once you grasp the benefits of functional programming you ll discover that it improves all the code you write from p 4 of cover

a comprehensive introduction to object oriented programming with java provides an accessible and technically thorough introduction to the basics of programming using java the text takes a truly object oriented approach objects are used early so that students think in objects right from the beginning the text focuses on showing students a consistent problem solving approach

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Introduction

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