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Introduction to Java
Programming, Brief

Version Plus

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For courses in Java
Programming. A
fundamentals-first
introduction to basic
programming concepts
and techniques
Introduction to Java

Programming and Data Structures seamlessly integrates programming, data structures, and algorithms into one text. With a fundamentals-first approach, the text builds a strong foundation of basic programming concepts and techniques before teaching students object-oriented programming and advanced Java programming. Liang explains programming in a problem-driven way that focuses on problem solving rather than syntax, illustrating basic concepts by example and providing a large number of exercises with various levels of difficulty for students to practice. The 12th Edition is completely revised in every detail to enhance clarity,

presentation, content, examples, and exercises.

Introduction to Java Programming
Prentice Hall
Revised edition of: Introduction to Java programming and data structures / Y. Daniel Liang, Armstrong Atlantic State University. Eleventh edition. Comprehensive version. 2018.

An Introduction to Problem Solving and Programming
Pearson

Java is the world ' s most popular programming language, but it ' s known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You ' ll start by familiarizing yourself with JShell, Java ' s interactive command line shell that allows programmers to run single

lines of code and get immediate feedback. Then, you ' ll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you ' ll learn how to:

- Perform calculations, manipulate text strings, and generate random colors
- Use conditions, loops, and methods to make your programs responsive and concise
- Create functions to reuse code and save time
- Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders
- Take advantage of Eclipse and Android Studio features to debug your code and find,

fix, and prevent common mistakes If you ' ve been thinking about learning Java, *Learn Java the Easy Way* will bring you up to speed in no time.

Fundamentals First (Core Version) by Y. Daniel Liang, ISBN No Starch Press

"Programming is, above all, problem solving. This book will help student thoroughly understand real-world programming problems - and solve those problems quickly and efficiently, using Java 5." "Ideal for novice programmers, this book begins by providing a rock-solid foundation in core programming and problem-solving techniques. Building on this foundation, students steadily deepen their skills, one step at a time. They master basic object-oriented

programming and design; create effective event-driven GUIs; use exception handling to build more robust software; learn best practices for managing I/O; even use recursive methods to simplify difficult problems."--BOOK JACKET.

Student Value Edition for Intro to Java Programming, Brief Version Pearson

This Java handbook makes a practical tutorial on Java 2D and Java 3D for computer professionals. It contains in-depth coverage of basic computer graphics concepts and techniques, and introduces advanced graphic features to an audience mostly trained in the Java language. Chapter topics include mathematical background

for computer graphics, .geometric transformation, views, lighting and texturing, behavior and interaction, and animation. For computer programmers and engineers, data analysts, graphic designers/animators, and game developers.

Introduction to Java Programming with JBuilder Pearson

Never HIGHLIGHT a Book Again! Virtually all testable terms, concepts, persons, places, and events are included. Cram101 Textbook Outlines gives all of the outlines, highlights, notes for your textbook with optional online practice tests. Only Cram101 Outlines are Textbook Specific. Cram101 is NOT the Textbook.

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Systems Analysis and Design Prentice Hall
For courses in Java Programming. Revel(TM) Introduction to Java Programming and Data Structures seamlessly integrates programming, data structures, and algorithms into one text. With a fundamentals-first approach, the text builds a strong foundation of basic programming concepts and techniques before teaching students object-oriented programming and advanced Java programming. Liang explains programming in a problem-driven way that focuses on problem solving rather than syntax, illustrating basic concepts by example and providing a large number of exercises with various levels of difficulty for students to

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Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. This package includes MyLab Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures teaches you concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, data structures, and Web programming. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The

11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises. Personalize learning with MyLab Programming. MyLab Programming is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages.

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to Java Programming and Data Structures 11/e 013467281X / 9780134672816 MyLab Programming with Pearson eText -- Access Card -- for Introduction to Java Programming and Data Structures, Comprehensive Version, 11/e

Brief Version Prentice Hall

Introduction to Java Programming and Data Structures Pearson

A Hands-On Introduction to Programming Pearson

"Introduction to Java Programming, Comprehensive, 9e, " features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI

programming, advanced GUI and Web programming using Java.

Fundamentals First Addison-Wesley

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programming make this a useful reference for beginning programmers and IT professionals. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Liang approaches Java GUI programming using JavaFX, not only because JavaFX is much simpler for new Java programmers to learn and use but because it has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications on desktop computers, on hand-held devices, and on the Web. Additionally, for instructors, JavaFX provides a better teaching tool for demonstrating object-oriented programming. MyProgrammingLab for

Introduction to Java

Programming is a total learning package.

MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning.

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oriented programming is

discussed. Problem-Driven

Motivation: The examples and exercises throughout the book

emphasize problem solving and foster the concept of

developing reusable components and using them to

create practical projects. A Superior Pedagogical Design

that Fosters Student Interest: Key concepts are reinforced

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overviews, easy-to-follow examples, chapter summaries,

review questions, programming exercises, and

interactive self-tests. The Most Extensive Instructor and

Student Support Package Available: The author

maintains a website at www.pearsonhighered.com/liang that

includes multiple interactive resources. Note:

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should only be purchased when required by an

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[Introduction to Java Programming](#) Pearson Higher Ed

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover

Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the

language and its most fundamental libraries: `java.lang`, `java.util`, and, to a lesser extent, `java.util.concurrent` and `java.io`. Simply put, *Effective Java™*, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Comprehensive Version

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features comprehensive
coverage ideal for a one-,
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CS1 course sequence.
Regardless of major,
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grasp concepts of
problem-solving and
programming — thanks to
Liang’s fundamentals-
first approach, students
learn critical problem
solving skills and core
constructs before object-
oriented programming.
Liang’s approach has
been extended to

application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Eighth Edition ideal for a full course on data structures.

Introduction to Java

Programming and Data Structures, Comprehensive Version, eBook [Global Edition] Pearson College Division

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. For courses in Java Programming. Java Programming Concepts for AP Computer Science A Written for AP students, Introduction to Java Programming: AP Edition covers all Java programming material and concepts required as part of the AP Computer Science A curriculum. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach and effectively communicates critical problem-solving techniques

to beginning programmers. The text focuses on problem solving through Java programming and emphasizes both imperative and object-oriented problem solving and design. It is divided into two parts: in the first, students learn the fundamental concepts and techniques of selection statements, loops, methods, and arrays, before building on this foundation in the second part, as the text introduces concepts of object-oriented programming. Because knowledge is cumulative, the early chapters provide the conceptual basis for understanding programming, guiding students through simple examples and exercises; subsequent chapters progressively present programming and problem solving in more detail, culminating with the

development of comprehensive applications. Throughout the text, understanding of Java concepts is supported by frequent practice and the use of relevant examples. Also Available with MyProgrammingLab™ MyProgrammingLab is an online learning system designed to engage students and improve results. MyProgrammingLab consists of a set of programming exercises correlated to the programming concepts in this book. Through practice exercises and immediate, personalized feedback, MyProgrammingLab improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab™ & Mastering™ does not

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Introduction to Java Programming and Data Structures Pearson

For courses in Java - Introduction to Programming and Object-Oriented Programming, this fifth edition is revised and expanded to include more extensive coverage of advanced Java topics. Early chapters guide students through simple examples and exercises.

Subsequent chapters progressively present Java programming in detail.

Introduction to Java Programming and Data Structures Prentice Hall

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Outlines and Highlights for Introduction to Java Programming McGraw Hill Professional

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concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java.