Objects First With Java A Practical Introduction Using Bluej Global Edition

Learn Java with Examples in BlueJProgramming ChallengesBeginning Java ObjectsInteractive Object-Oriented Programming in JavaObject Oriented Programming Through JavaLearning JavaThe Essence of Object-oriented Programming with Java and UMLObject-Oriented Discrete-Event Simulation with JavaStarting Out with Java: From Control Structures through Objects, Global EditionBig JavaAN INTRODUCTION TO PROGRAMMING AND OBJECT ORIENTED DESIGN USING JAVA (With CD)Think JavaJavaBig JavaStarting Out with JavaHead First JavaRequirements Analysis and System DesignObjects First with JavaObjects First with JavaJava, Java, JavaHead First Design PatternsDesign PatternsJava ConceptsObjects First with JavaConcise Guide to Object-Oriented ProgrammingObject-oriented Programming in JavaJava Programming FundamentalsJava, Java, Java!Objects First with JavaJava How To Program (Early Objects), Global EditionThinking in JavaGödel, Escher, BachIntroduction to Programming with GreenfootObject-oriented Programming with JavaJava Data ObjectsA Comprehensive Introduction to Object-oriented Programming with JavaHead First Object-Oriented Analysis and DesignComparative PoliticsElegant ObjectsBrief Java

Learn Java with Examples in BlueJ

Written to appeal to both novice and veteran programmers, this complete and well-organized guide to the versatile and popular object-oriented programming language Java shows how to use it as a primary tool in many different aspects of one's programming work. It emphasizes the importance of good programming style—particularly the need to maintain an object's integrity from outside interference—and helps users harness the power of Java in object-oriented programming to create their own interesting and practical every-day applications. Discusses the basics of computer systems, and describes the fundamental elements of the Java language, with complete instructions on how to compile and run a simple program. Introduces fundamental object-oriented concepts, and shows how simple classes may be defined from scratch. Explores Java's exception-handling mechanism, and investigates Java's interface facility (i.e., polymorphism). Covers all Java applications, including use of the Abstract Windowing Toolkit, graphical programming, networking, and simulation. Includes numerous exercises, periodic reviews, case studies, and supporting visuals. For those in the computer science industry.

Programming Challenges

'What is a self and how can a self come out of inanimate matter?' This is the riddle that drove Douglas Hofstadter to write this extraordinary book. In order to impart his original and personal view on the core mystery of human existence - our intangible sensation of 'I'-ness - Hofstadter defines the playful yet seemingly paradoxical notion of 'strange loop', and explicates this idea using analogies from many disciplines.

Beginning Java Objects

Big Java: Late Objects is a comprehensive introduction to Java and computer programming, which focuses on the principles of programming, software engineering, and effective learning. It is designed for a two-semester first course in programming for computer science students. Using an innovative visual design that leads readers step-by-step through intricacies of Java programming, Big Java: Late Objects instills confidence in beginning programmers and confidence leads to success.

Interactive Object-Oriented Programming in Java

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Object Oriented Programming Through Java

"A CD-ROM containing the JDK and versions of BlueJ for a variety of operating systems"-- back cover

Learning Java

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

The Essence of Object-oriented Programming with Java and UML

Intended for use in the Java programming course The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Java How to Program (Early Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach MyProgrammingLab for Java How to Program (Early Objects) is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams–resulting in better performance in the course–and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience–for you and your students. Personalize Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Teach Programming with the Deitels' Signature Live Code Approach: Java language features are introduced with thousands of lines of code in hundreds of complete working programs. Introduce Objects Early: Presenting objects and classes early gets students "thinking about

objects" immediately and mastering these concepts more thoroughly. Keep Your Course Current: This edition can be used with Java SE 7 or Java SE 8, and is up-to-date with the latest technologies and advancements. Facilitate Learning with Outstanding Applied Pedagogy: Making a Difference exercise sets, projects, and hundreds of valuable programming tips help students apply concepts. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text.

Object-Oriented Discrete-Event Simulation with Java

Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves. The authors begin by describing what patterns are and how they can help you design object-oriented software. They then go on to systematically name, explain, evaluate, and catalog recurring designs in object-oriented systems. With Design Patterns as your guide, you will learn how these important patterns fit into the software development process, and how you can leverage them to solve your own design problems most efficiently. Each pattern describes the circumstances in which it is applicable, when it can be applied in view of other design constraints, and the consequences and trade-offs of using the pattern within a larger design. All patterns are compiled from real systems and are based on real-world examples. Each pattern also includes code that demonstrates how it may be implemented in object-oriented programming languages like C++ or Smalltalk.

Starting Out with Java: From Control Structures through Objects, Global Edition

Researches and developers of simulation models state that the Java program ming language presents a unique and significant opportunity for important changes in the way we develop simulation models today. The most important characteristics of the Java language that are advantageous for simulation are its multi-threading capabilities, its facilities for executing programs across the Web, and its graphics facilities. It is feasible to develop compatible and reusable simulation components that will facilitate the construction of newer and more complex models. This is possible with Java development environments. Another important trend that begun very recently is web-based simulation, i.e., and the execution of simulation models using Internet browser software. This book introduces the application of the Java programming language in discrete-event simulation. In addition, the fundamental concepts and prac tical simulation techniques for modeling different types of systems to study their general behavior and their performance are introduced. The approaches applied are the process interaction approach to discrete-event simulation and object-oriented modeling. Java is used as the implementation language and UML as the modeling language. The first offers several advantages compared to C++, the most important being: thread handling, graphical user interfaces (QUI) and Web computing. The second language, UML (Unified Modeling Language) is the standard notation used today for modeling systems as a

collection of classes, class relationships, objects, and object behavior.

Big Java

Basketball is known for its fast-breaking, buzzer-beating action, and that excitement is captured in The NBA: A History of Hoops , a series celebrating four of the most successful franchises in the National Basketball Association. With thrilling texts, interesting side panels, and lively player profiles set alongside vibrant photos, every team's origins, stars, greatest triumphs, and most unforgettable moments are yours to be had in a colorful collection that has no rival!

AN INTRODUCTION TO PROGRAMMING AND OBJECT ORIENTED DESIGN USING JAVA (With CD)

Gain the fundamental concepts of object-oriented programming with examples in Java. This second edition comes with detailed coverage and enhanced discussion on fundamental topics such as inheritance, polymorphism, abstract classes, interfaces, and packages. This edition also includes discussions on multithread programming, generic programming, database programming, and exception handling mechanisms in Java. Finally, you will get a quick overview of design patterns including the full implementation of some important patterns. Interactive Object-Oriented Programming in Java begins with the fundamental concepts of object-oriented programming alongside Q&A sessions to further explore the topic. The book concludes with FAQs from all chapters. It also contains a section to test your skills in the language basics with examples to understand Java fundamentals including loops, arrays, and strings. You'll use the Eclipse IDE to demonstrate the code examples in the book. After reading the book, you will have enhanced your skills in object-oriented programming in Java and you will be able to extend them in interesting ways. What You Will Learn Discover object-oriented programming with Java Test your programming skills Crack Java-based interviews with confidence Use the Eclipse IDE to write code and generate output Who This Book Is For Novice to intermediate programmers, software developers, and software testers.

Think Java

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

Java

"BlueJ is a Java development environment that runs on top of the Sun Microsystems Java Development Kit making use of the standard compiler and virtual machine. It has been specifically designed for introductory courses in object-oriented programming. It allows students to create objects of any class and interact with their methods. For the first time, the traditionally difficult concepts of

objects and classes are bought alive in an easily manipulable visual form. This truly "objects first" approach within the customized BlueJ environment will revolutionize the way programming is taught."--publisher website.

Big Java

This engaging textbook provides an accessible introduction to coding and the world of Object-Oriented (OO) programming, using Java as the illustrative programming language. Emphasis is placed on what is most helpful for the first-time coder, in order to develop and understand their knowledge and skills in a way that is relevant and practical. The examples presented in the text demonstrate how skills in OO programming can be used to create applications and programs that have real-world value in daily life. Topics and features: presents an overview of programming and coding, a brief history of programming languages, and a concise introduction to programming in Java using BlueJ; discusses classes and objects, reviews various Java library objects and packages, and introduces the idea of the Application Programming Interface (API); highlights how OO design forms an essential role in producing a useful solution to a problem, and the importance of the concept of class polymorphism; examines what to do when code encounters an error condition, describing the exception handling mechanism and practical measures in defensive coding; investigates the work of arrays and collections, with a particular focus on fixed length arrays, the ArrayList, HashMap and HashSet; describes the basics of building a Graphical User Interface (GUI) using Swing, and the concept of a design pattern; outlines two complete applications, from conceptual design to implementation, illustrating the content covered by the rest of the book; provides code for all examples and projects at an associated website. This concise guide is ideal for the novice approaching OO programming for the first time, whether they are a student of computer science embarking on a one-semester course in this area, or someone learning for the purpose of professional development or self-improvement. The text does not require any prior knowledge of coding, software engineering, OO, or mathematics.

Starting Out with Java

Learn Java with examples in BlueJ, gets you started programming in Java right away. Learning a complex new language is not an easy task especially when it's an object-oriented programming language like Java. This practical beginner's guide enables you to: Gain a solid understanding of Java. Understand difference between Procedure Oriented Programming (POP) and Object Oriented Programming (OOP). Teach you fundamental concepts of Object Oriented Programming, Objects and Classes. Each program shown with its associated output. Explanation of difficult lines of code. All programs compiled and executed in the BlueJ Development Environment. Extensive examples provided in each chapter. Empower you to develop logical and analytical thinking using object-oriented approach in Java. A hands-on and exercise-rich book in Java programming for beginners. Start brewing up great programs with Java! Knowledge of other programming languages is not required. Book designed to teach Java in readable style with small and direct programs making even arcane concepts clear.

Head First Java

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

Requirements Analysis and System Design

Export author Barker covers information key for proficiency with an OO programming language like Java, and shows how to really create reusable code and extensible applications.

Objects First with Java

Brief Java: Early Objects, 9th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

Objects First with Java

This book has a strong focus on object-oriented design and gives readers a realistic experience of writing programs that are systems of cooperating objects. Programming fundamentals are learned through visually appealing graphics applications in all examples and exercises. Introduction of object-oriented concepts from the beginning including objects, classes, polymorphism, inheritance, and interfaces. It fully embraces Java 5.0 topics including the standard scanner class and makes extensive use of graphical user-interfaces and real graphics applications. This book is appropriate for beginning programmers who want to learn to program with Java as well as experienced programmers who want to add Java to their skill-set.

Java, Java, Java

An 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.

Head First Design Patterns

"Java, Java, Java, Third Edition systematically introduces the Java 1.5 language to the context of practical problem-solving and effective object-oriented design. Carefully and incrementally, the authors demonstrate how to decompose problems, use UML diagrams to design Java software that solves those problems, and transform their designs into efficient, robust code. Their "objects-early" approach reflects the latest pedagogical insights into teaching Java, and their examples help readers apply sophisticated techniques rapidly and effectively."--BOOK JACKET.

Design Patterns

TL;DR Compound variable names, validators, private static literals, configurable objects, inheritance, annotations, MVC, dependency injection containers, reflection, ORM and even algorithms are our enemies.

Java Concepts

Covering both the fundamentals and applications, Object Oriented Programming through Java provides a thorough introduction to this popular programming paradigm. It includes coverage of essential topics such as classes, objects, packages, interfaces, multithreading, AWT, Applets, and Swings. The book also includes a detailed overview of various practical applications, including JDBC, Networking classes, and servlets. It contains exercises at the end of every chapter, and sample illustrative programs are used throughout the book. It is a text for courses on object oriented Java programming and a reference for professionals.

Objects First with Java

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development

techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards The updated second edition of Think Java also features new chapters on polymorphism and data processing, as well as content covering changes through Java 12.

Concise Guide to Object-Oriented Programming

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release--Java Standard Edition (Java SE) 6.

Object-oriented Programming in Java

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore,Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time-software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders arecommunicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

Java Programming Fundamentals

An examination of the methods and techniques used in the analysis and design phases of Information System development. Emphasis is placed upon the application of object technology in enterprise information systems (EIS) with UML being used throughout. Through its excellent balance of practical explanation and theoretical insight the book manages to avoid unnecessary, complicating details without sacrificing rigor. Examples of real-world scenarios are used throughout, giving the reader an understanding of what really goes on within the field of Software Engineering.

Java, Java, Java!

Java Concepts: Late Objects, 3rd Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. It provides an approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts and become competent coders. Each important concept is introduced in easy-to understand terms before more complicated examples are discussed. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

Objects First with Java

The author takes an objects early approach to teaching Java, with the assumption that teaching beginners the big picture early gives them more time to master the principles of object-oriented programming. The text focuses on the motivation behind Java's strengths and the benefits of the object-oriented paradigm. It provides a solid understanding of objects and methods, concentrating on problem decomposition and program design. A firm grasp on these fundamentals allows the smaller details, and some of Javas advanced features, to fall into place from both instructor and student perspectives.

Java How To Program (Early Objects), Global Edition

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high

school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

Thinking in Java

Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with games and Simulations is ideal for introductory courses in Java Programming or Introduction to Computer Science. The only textbook to teach Java programming using Greenfoot—this is "Serious Fun." Programming doesn't have to be dry and boring. This book teaches Java programming in an interactive and engaging way that is technically relevant, pedagogically sound, and highly motivational for students. Using the Greenfoot environment, and an extensive collection of compelling example projects, students are given a unique, graphical framework in which to learn programming.

Gödel, Escher, Bach

Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to

object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new. second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Introduction to Programming with Greenfoot

Market_Desc: Programmers, Software Engineers. Special Features: " Emphasis on distinction between specification and implementation; use of programming by contract ." Emphasis on developing components that are conceptual parts of a larger system, rather than on building small, self-contained programs." Established design patterns introduced informally throughout the text. About The Book: This text is an introduction to software design and construction using the programming language Java. The approach is entirely object-oriented, sometimes called object first. The emphasis throughout is on problem modeling using fundamental software engineering principles and concepts. Though Java is introduced and used throughout the text, this is not primarily a text about Java.

Object-oriented Programming with Java

There are many distinct pleasures associated with computer programming. Craftsm- ship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the ?ash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. Therearepleasuresinparsimony,insqueezingthelastdropofperformanceoutofclever algorithms and tight coding. Thegames,puzzles,andchallengesofproblemsfrominternationalprogrammingc-petitionsareagreatwaytoexperiencethesepleasureswhileimprovingyouralgorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to - tack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. To the Reader Theproblemsinthisbookhavebeenselectedfromover1,000programmingproblemsat the Universidad de Valladolid online judge, available athttp://online-judge.uva.es.The judgehasruledonwelloveronemillionsubmissionsfrom27,000registeredusersaround

the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

Java Data Objects

NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. --In Starting Out with Java: From Control Structures through Objects , Gaddis covers procedural programming-control structures and methods-before introducing object-oriented programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. 0132989999/9780132989992 Starting Out with Java: From Control Structures through Objects plus MyProgrammingLab with Pearson eText -- Access Card Package, 5/e Package consists of: 0132855836/ 9780132855839 Starting Out with Java: From Control Structures through Objects, 5/e 0132891557/ 9780132891554 MyProgrammingLab with Pearson eText -- Access Card -- for Starting Out with Java: From Control Structures through Objects, 5/e

A Comprehensive Introduction to Object-oriented Programming with Java

Introduces Java Data Objects and its capabilities, explains how to make classes persistent, how to configure JDO, how to make queries, how to perform transactions, and its use in Web applications and J2EE environments.

Head First Object-Oriented Analysis and Design

The BlueJ development environment was specifically designed to support introductory teaching of object-orientations and helps users grasp the complicated concepts of class structure. Unlike most books on the subject, this text uses BlueJ to get readers started on object-oriented programming from day one. Uses a spiral approach that introduces a topic in a simple context early on, then revisits it later to increase understanding; Offers an abundance of projects for hands-on practice; Chapters are ordered around software development concepts rather than language features; Language-feature introduction is naturally driven by problems to be solved; Chapters are based around distinct projects for more variety; Does not cover traditional topics like control structures. A useful reference for programmers.

Comparative Politics

A Modern Approach to Functional Programming Objects First with Java: A Practical Introduction is an introduction to object-oriented programming for beginners. The

main focus of the book is general object-oriented and programming concepts from a software engineering perspective. The first chapters are written for students with no programming experience with later chapters being more suitable for advanced or professional programmers. The Java programming language and BlueJ-the Java development environment - are the two tools used throughout the book. BlueJ's clear visualisation of classes and objects means that students can immediately appreciate the differences between them and gain a much better understanding of the nature of an object than they would from simply reading source code. Unlike traditional textbooks, the chapters are not ordered by language features but by software development concepts. The Sixth Edition goes beyond just adding the new language constructs of Java 8. The book's exploration of this new language demonstrates a renaissance of functional ideas in modern programming. While functional programming isn't new in principle, it's seen a boost in popularity based on the current computer hardware available and the changing nature of projects programmers wish to tackle. Functional language constructs make it possible to efficiently automate currency, make use of multiple cores without much effort on the side of the programmer, are both more elegant and readable, and offer great potential in solving the issue of parallel hardware. Functional programming has become an essential part of the field, and Objects First with Java gives students a basic understanding of an area they'll need to master in order to succeed in the future.

Elegant Objects

Balancing theory with application and featuring an exciting full-color design and an engaging, student-friendly writing style, Dr. Hauss's COMPARATIVE POLITICS is the best-selling comprehensive text for Introduction to Comparative Politics. The book uses a unique theme--DOMESTIC RESPONSES TO GLOBAL CHALLENGES--to introduce key concepts and examine the growing interdependence among strong and weak states through the discussion of 11 countries and the European Union. In boxed features that are color-coded for easy cross-reference and comparison, the introduction establishes a comparative structure based on five themes explored for each country. The themes are conflict, democratization, economic liberalization, globalization, and challenges. The countries discussed are categorized by economic development, helping students hone their skills of comparison, synthesis, and interpretation by studying countries of similar economic status. With this uniquely effective text, students can gain an understanding of important political trends and concepts, an exposure to politics in a number of countries, and a desire to dig more deeply into the fascinating field of comparative politics.

Brief Java

For courses in computer programming in Java. Starting Out with Java: From Control Structures through Objects provides a step-by-step introduction to programming in Java. Gaddis covers procedural programming—control structures and methods—before introducing object-oriented programming, ensuring that students understand fundamental programming and problem-solving concepts. As with all Gaddis texts, every chapter contains clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises. MyProgrammingLab® not included. Students, if MyProgrammingLab is a

recommended/mandatory component of the course, please ask your instructor for the correct ISBN and course ID. MyProgrammingLab should only be purchased when required by an instructor. Instructors, contact your Pearson representative for more information. MyProgrammingLab is an online homework, tutorial, and assessment product designed to personalize learning and improve results. With a wide range of interactive, engaging, and assignable activities, students are encouraged to actively learn and retain tough course concepts.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION