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An Introduction To Java Programming And

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Introduction to Java Programming and Data Structures Y. Daniel Liang, 2021 An Introduction to Java Programming Y. Daniel Liang, 1998 Software Programming Languages **Introduction to Java Programming** Y. Daniel Liang, 2015 NOTE You are purchasing a standalone product MyProgrammingLab does not come packaged with this content If you would like to purchase both the physical text and MyProgrammingLab search for ISBN 10 0133813487 ISBN 13 9780133813487 That package includes ISBN 10 0133592200 ISBN 13 9780133592207 and ISBN 10 0133592685 ISBN 13 9780133592689 MyProgrammingLab should only be purchased when required by an instructor This text is intended for a 1 semester CS1 course sequence The Brief Version contains the first 18 chapters of the Comprehensive Version The first 13 chapters are appropriate for preparing the AP Computer Science exam Coverage of Java and 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 Teaching and Learning Experience To provide a better teaching and learning experience for both instructors and students this program offers Fundamentals First Approach Basic programming concepts are introduced on control statements loops functions and arrays before object 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 with objectives lists introduction and chapter 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 **Introduction to Java Programming** Y. Daniel Liang, 2005 Using a step by step approach that fosters self teaching Liang presents Java programming in four parts The early chapters outline the conceptual basis for understanding Java Subsequent chapters progressively present Java programming in detail culminating with the development of comprehensive Java applications Revised in every detail to enhance clarity content presentation examples and exercises Updated to JSE 5.0 Features many new illustrations and short examples throughout to demonstrate concepts and techniques Presents large examples in case studies with overall discussions and thorough line by line explanations Expands treatment of Object Oriented Programming and GUI Programming Features excellent coverage of

advanced topics in the new Comprehensive version including Exceptions data structures multithreading JavaBeans MVC Containers Advanced Swing Database Programming Servlets JavaServer Pages Networking and Remote Method Invocation Ideal tutorial reference for programmers who want to learn more about Java

Introduction to Java Programming Y. Daniel Liang, 2003 This text adopts the fundamentals first strategy proceeding at a steady pace through all the necessary and important basic concepts and building up to object oriented programming Students then move to using the object oriented approach to build GUI applications and applets with exception handling I O data structures internationalization multithreading multimedia and networking Every chapter has been completely revised malting for concise reading that is engaging and at the same tune easy to understand Suited for beginning and advanced students from two semester first year programming courses to one semester courses in Java as a second language This book has also been used in short training courses for experienced programmers KEY FEATURES Uses hands on examples of basic features Provides a comprehensive introduction to the fundamentals of programming Contains in depth treatment of object oriented programming Includes extensive examples of GUI programming Covers advanced Java topics Incorporates coverage of all the subjects required for the Level 1 Java Certification Exam interactive website NEW Improved presentation of primitive data types expressions loops methods and arrays The standard JOptionPane class replaces MyInput Object Oriented Programming is expanded into four chapters to provide an in depth introduction Strings are given a separate chapter Object Oriented Software Development introduces the UML approach and fosters the concept of reusable components Brand new chapter on Java Data Structures introduces Java collections framework New organization provides flexible ordering of chapters so instructors can easily customize the book Several new appendices offer readers additional background information and supplemental material Problem solving steps are described in the examples New examples have been added on GUI programming threads and I O Author website link available at www.prenhall.com/liang/intro4e.html

Introduction to JAVA Programming Y. Daniel Liang, 2007 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

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Java programming and emphasizes both imperative and object oriented problem solving and design It is divided into two parts in the first readers 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 KEY TOPICS Introduction to Computers Programs and Java Elementary Programming Selections Mathematical Functions Characters and Strings Loops Methods Single Dimensional Arrays Multidimensional Arrays Objects and Classes Object Oriented Thinking Inheritance and Polymorphism Exception Handling and Text I O Abstract Classes and Interfaces Recursion MARKET For anyone interested in all Java programming material and concepts required as part of the AP Computer Science A curriculum

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