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An Introduction to Java Programming Dec 05 2020 Software -- Programming Languages.

Introduction to Java Programming, AP Version Apr 08 2021 KEY BENEFIT: 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, 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.

Intro to Java Programming, Brief Version, Global Edition Apr 20 2022 This text is intended for a 1-, 2-, or 3-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. 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.

Introduction to Java Programming, Comprehensive Version, Student Value Sep 13 2021 "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.

Introduction to Java Programming and Data Structures Dec 29 2022 Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University. Tenth edition. Comprehensive version. 2015.

Introduction to Java Programming and Data Structures, Comprehensive Version, Global Edition Jun 10 2021 The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed. 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. For courses in Java 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 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, advanced GUI and Web programming using JavaFX. 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.

Computer Graphics Using Java 2D and 3D Sep 01 2020 This Java based graphics text introduces advanced graphic features to a student audience mostly trained in the Java language. Its accessible approach and in-depth coverage features the high-level Java 2D and Java 3D APIs, offering a presentation of 2D and 3D graphics without compromising the fundamentals of the subject.

The Java Native Interface Nov 03 2020 The Java Native Interface (JNI) enables the integration of code written in the Java programming language with code written in other languages such as C and C++. It allows programmers to take full advantage of the Java platform without having to abandon their investment in legacy code. This book is the definitive resource and a comprehensive guide to working with the JNI. Entirely up-to-date, the book offers a tutorial, a detailed description of JNI features and programming techniques, JNI design justifications, and the official specification for all JNI types and functions. You will find coverage of important topics such as: Writing native methods Passing data

types between the Java language and native programming languages
Embedding a Java virtual machine implementation in native applications
Leveraging legacy native libraries Improving the efficiency and reliability of your code An entire chapter is devoted to avoiding common traps and pitfalls. The book uses numerous examples to illustrate programming techniques that have proven to be effective. 0201325772B04062001

Introduction To Java Programming, Comprehensive Version, 7/E Aug 25 2022
Introduction to JAVA Programming Aug 13 2021 This text is intended for a 1-, 2-, or 3-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. 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.

An Introduction to Network Programming with Java Feb 25 2020 The 1st edition of this book was equally useful as an undergraduate textbook and as the lucid, no-nonsense guide required by IT professionals, featuring many code examples, screenshots and exercises. The new 2nd edition adds revised language reflecting significant changes in J2SE 5.0; update of support software; non-blocking servers; DataSource interface and Data Access Objects for connecting to remote databases.

Introduction to Programming in Java: An Interdisciplinary Approach Aug 01 2020 By emphasizing the application of computer programming not only in success stories in the software industry but also in familiar scenarios in physical and biological science, engineering, and applied mathematics, Introduction to Programming in Java takes an interdisciplinary approach to teaching programming with the Java(TM) programming language. Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

Introduction to Java Programming and Data Structures, Comprehensive Version, Global Edition May 22 2022 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.

JavaScript for Modern Web Development Apr 28 2020 Beginner to Expert in Web development with JavaScript: From HTML to React-Redux KEY FEATURES - Acquire web development skills to build independent applications - Understand the basics of HTML, CSS, JavaScript, React and Redux - Create build beautiful applications using HTML, CSS, JavaScript, React and Redux - Learn how to debug and unit test your applications properly to build good end products - Follow best practices to write good quality code and build performant applications DESCRIPTION This book will take you on a complete journey of learning web development, starting right with the basics. The book begins with the history of web development and JavaScript, how it has evolved over these years, and how it still keeps growing with new features. Next, you will learn the basic pillars of web development - HTML, CSS, and JavaScript. You will learn about the functional, object-oriented programming and asynchronous behaviour, and how JavaScript provides for these. Empowered with the basics, you will proceed to learn the new features of JavaScript, ES2015, and the latest ES2019. Next, you will apply your learning to build a real application to see how the Web takes shape. At the end, you will also have an introductory section on ReactJS, one of the modern frameworks for UI development and also develop a simple weather application using React. You will be introduced to Redux as the state container for React applications. This book will conclude with an introductory look at additional topics which can be taken up to become a professional and in building enterprise level applications. WHAT WILL YOU LEARN By the end of the book, you will be building real web applications to put your knowledge to practice. This book introduces all the concepts to get started with web application development. To further excel in this field, you really need to practice by building a lot many applications, implementing your own ideas or imitating existing websites. Also remember to practice additional examples provided in the code bundle of the book to master this field. WHO THIS BOOK IS FOR This book can be used by people who are completely new to software development and want to get into front-end web development by starting from basics. This book can also be used by JavaScript users for a quick reference to the fundamentals of HTML, CSS, JS, and learn ReactJS with Redux, as well as the new features in JavaScript ES2019. Table of Contents 1. History of JS and how it has revolutionized web development 2. HTML: Creating Web Content 3. CSS: Making content beautiful

4. JavaScript Programming: Making application Interactive 5. Functional programming with JavaScript 6. Object-Oriented JavaScript 7. Asynchronous Programming 8. What's new in ES2019 JavaScript 9. Building an application with JavaScript 10. Debugging JavaScript Applications 11. Unit test automation 12. Build and Deploy an Application 13. JavaScript Best Practices 14. Introduction to React 15. Building an application with React 16. State Management in React applications 17. Debugging, Testing, and Deploying React applications 18. What is next - for becoming a pro?

The Java Language Specification Oct 03 2020 For nearly five years, one book has served as the definitive reference to Java for all serious developers: The Java Language Specification, by James Gosling, Bill Joy, and Guy Steele. Now, these world-renowned Java authorities (along with new co-author Gilad Bracha) have delivered a monumental update. This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision, offering the invaluable insights of Java's creators to every developer. There is no better source for learning everything about the Syntax and Semantics of the Java programming language. Developers will turn to this book again and again.

Introduction to Java Programming and Data Structures, Comprehensive Version, Global Edition Sep 25 2022 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.

Learn Java the Easy Way Feb 04 2021 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.

Introduction to Java Programming Mar 20 2022 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. For a 1-, 2-, or 3-semester CS1 course sequence.

Introduction to Java Programming Nov 27 2022 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. Intro to Java Programming, Brief Version, PDF eBook, Global Edition May 02 2023 This text is intended for a 1-, 2-, or 3-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. 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.

Introduction to Java Programming, Comprehensive Jul 12 2021 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. Introduction to Java Programming, Comprehensive, 8e, features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Regardless of major, students will be able to 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.

Student Value Edition for Intro to Java Programming, Brief Version Feb 16 2022 ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of

Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. -- 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. 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. 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 To provide a better teaching and learning experience, for both instructors and students, this program offers: Personalized Learning: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 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. Note: 0133813487 / 9780133813487 Intro to Java Programming, Brief Version -- MyProgrammingLab with Pearson eText -- Access Card Package consists of 0133592200 / 9780133592207 Intro to Java Programming, Brief Version

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Introduction to Java Programming Feb 28 2023 /*0022R-5, 0-13-100225-2, Liang, Y. Daniel, Introduction to Java Programming, Fourth Edition*/" Using a step-by-step approach that fosters self-teaching for professionals studying for the SUN Java Certification Exam, this completely revised Fourth Edition of this widely used book provides an outstanding introduction to Java programming in four parts." This text lays a solid foundation with programming elements, control structures, and methods, and then moves on to object-oriented programming, graphical user interface, applets, internationalization, multimedia, I/O, and networking. This book clearly covers all of the required subjects in the Java Certification Exam." For beginning or experienced programmers who want a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming.

Java Programming, Comprehensive Version Jan 18 2022 ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. -- This text is intended for a 1-, 2-, or 3-semester CS1 course sequence. Comprehensive 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. 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. 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 To provide a better teaching and

learning experience, for both instructors and students, this program offers:

Personalized Learning: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

Fundamentals-First Approach: Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed.

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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: MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. 0133813460 / 9780133813463

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Introduction to Programming Using Python May 29 2020 Introduction to Programming Using Python is intended for use in the introduction to programming course. Daniel Liang is known for his “fundamentals-first” approach to teaching programming concepts and techniques.

Java for Absolute Beginners Jun 30 2020 Write your first code in Java using simple, step-by-step examples that model real-world objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Luliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the

newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Introduction to Java Programming Oct 27 2022 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.

Elements of Programming Interviews Dec 25 2019 The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures, 250 tested programs, and 150 variants. The problems are representative of questions asked at the leading software companies. The book begins with a summary of the nontechnical aspects of interviewing, such as common mistakes, strategies for a great interview, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. The technical core of EPI is a sequence of chapters on basic and advanced data structures, searching, sorting, broad algorithmic principles, concurrency, and system design. Each chapter consists of a brief review, followed by a broad and thought-provoking series of problems. We include a summary of data structure, algorithm, and problem solving patterns.

Introduction to Java Programming May 10 2021

Introduction to Java Programming Apr 01 2023 An audience-centered approach to public speaking *Public Speaking: An Audience-Centered Approach* brings theory and practice together. Its distinctive and popular approach emphasizes the importance of analyzing and considering the audience at every point in the speech making process. This model of public speaking is the foundation of the text, and it guides students through the step-by-step process of public speaking,

focusing their attention on the dynamics of diverse audiences, and narrowing the gap between the classroom and the real world. MyCommunicationLab is an integral part of the Beebe/Beebe program. MyCommunicationLab is an integral part of the Beebe/Beebe program. With extensive opportunities for the application of course content, MyCommunicationLab helps students become better speakers and master key public speaking concepts. Interactive videos provide students with the opportunity to watch and evaluate sample speeches. Online self-assessments and pre- and post-tests help students assess their comfort level with public speaking and their knowledge of the material. MediaShare allows students to post speeches and share them with classmates and instructors. ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. --

Introduction to Java Programming and Data Structures Revel Access Card Jan 06 2021 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 practice. Revel Introduction to Java Programming and Data Structures engages students at the point of learning, which leads to a deeper understanding of the course material. Revel is Pearson's newest way of delivering our respected content. Fully digital and highly engaging, Revel replaces the textbook and gives students everything they need for the course. Informed by extensive research on how people read, think, and learn, Revel is an interactive learning environment that enables students to read, practice, and study in one continuous experience - for less than the cost of a traditional textbook. NOTE: Revel is a fully digital delivery of Pearson content. This ISBN is for the standalone Revel access card. In addition to this access card, you will need a course invite link, provided by your

instructor, to register for and use Revel.

Intro to Java Programming, Comprehensive Version, Global Edition Nov 15

2021 This text is intended for a 1-, 2-, or 3-semester CS1 course sequence.

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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**

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