

INTRODUCTION TO
JAVATM
PROGRAMMING
COMPREHENSIVE VERSION
10TH EDITION

Y. Daniel Liang

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Introduction To Java Programming

Y. Daniel Liang



Introduction To Java Programming :

Introduction to Java Programming and Data Structures Y. Daniel Liang, 2021 *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 *An Introduction to Java Programming* Y. Daniel Liang, 1998 *Software Programming Languages* *US Introduction to Java Programming, Brief Version* Y. Daniel Liang, 2010 *Introduction to JAVA Programming* Y. Daniel Liang, 2007 Programming is above all problem solving This book will help students thoroughly understand real world programming problems and solve those problems quickly and efficiently using Java s sophisticated design and coding facilities *Introduction to Java Programming, AP Version* Y. Daniel Liang, 2016-01-05 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 **Object-oriented**

Programming with Java David J. Barnes, 2000 For an undergraduate course in Object Oriented Programming or a course in Intermediate Java Programming Appealing to programmers and non programmers alike this complete introduction to Java shows students how to use this versatile and popular object oriented programming language as a primary tool in many different aspects of their programming work not just for creating programs with graphical content within Web pages and includes complete descriptions of the fundamental elements of Java with step by step instructions on how to compile and run a program Well organized clearly written and visually engaging it gives students real hands on experience as it guides them through all of Java s functions and capabilities reinforcing their understanding with periodic reviews and helping them see Java s everyday applicability through many interesting case studies Emphasizing the importance of good programming style particularly the need to maintain an object s integrity from outside interference it teaches students how to harness the power of Java in object oriented programming and enables them to create their own interesting and practical every day applications

Introduction to Java Programming, Brief Version, Student Value Edition Y. Daniel Liang, 2012-03-05 Introduction to Java Programming Brief 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, Brief Version, Global Edition* Y. Daniel Liang, 2018-02-18 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 Brief Version 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 **Introduction to Java Programming** Y. Daniel Liang, 2001 For CS1 in Java and other introductory Java programming courses offered in Computer Science Engineering and Business programs Designed for a first course in Java programming this text covers Java 2 the newest version of this programming language principles of programming and core Java features A step by step approach first lays a sound foundation on programming elements control statements and methods then introduces object oriented programming moves on to graphics programming and concludes with advanced features that enable students to develop comprehensive programs Representative examples abundant pedagogy and multiple exercises provide students with an outstanding introduction to Java NEW UML Unified Modeling Language graphical notations throughout Describe classes and their relationships Teaches students design and development of Java programs using the industry standard modeling technique NEW State of the art Swing components Replace all the AWT user interface components Students learn Java programming with state of the art graphics components NEW More case studies Offers students additional examples for learning the fundamentals of programming su

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