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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 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 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

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 the brief version is comprised of chapters 1 20 of the

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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

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 prenhall com liang intro4e html

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description java is a cornerstone in software development powering diverse applications from mobile to enterprise this book is your comprehensive guide to understand java takes you from foundational concepts to advanced web development equipping you to build robust applications this guide systematically progresses through core java principles tokens syntax oop exception handling i o and multithreading you will build practical skills in gui development with swing components and event handling including adapter classes database connectivity using jdbc including statement types and result sets and advanced networking are thoroughly covered the book transitions to web development exploring servlets jsp and modern frameworks like jsf spring mvc hibernate and struts by completing this book you will gain a strong command of java capable of developing diverse applications from desktop guis to complex web systems and you will be well prepared to tackle real world java development challenges emphasizing clean coding and efficient problem solving what you will learn learn basic concepts step by step with practical examples and real world coding scenarios develop gui based applications using swing and advanced event handling master database integration with jdbc for efficient data management design dynamic web applications with servlets jsp and jsf frameworks implement scalable java web frameworks like spring struts and hibernate at the persistence layer apply best practices for clean coding and effective problem solving who this book is for this book is designed for students beginners and professionals eager to learn java from scratch or enhance their existing skills a basic understanding of programming concepts and logical thinking will be beneficial but is not mandatory as the book covers fundamentals comprehensively table of contents 1 introduction to java programming 2 flow control and arrays 3 building classes 4 inheriting behavior 5 interface abstraction and packaging 6 exception handling 7 input output operations 8 concurrent programming 9 swing gui fundamentals 10 database connectivity with jdbc 11 advanced networking in java 12 component development with servlets 13 dynamic content with jsp 14 modern development with jsf 15 java beans and frameworks

this text is intendedfor a 1 2 or 3 semester cs1 course sequence daniel liang teachesconcepts of problem solving and object oriented programming using afundamentals first approach beginning programmers learn criticalproblem solving techniques then move on to grasp the key concepts ofobject oriented gui programming advanced gui and programming using java liang approaches java gui programming using javafx not only because javafx ismuch simpler for new java programmers to learn and use but because it hasreplaced swing as the new gui tool for developing cross platform rich internetapplications on desktop computers on hand held devices and on the additionally for instructors javafxprovides a better teaching tool fordemonstrating object oriented programming teaching and learningexperience to provide a betterteaching and learning experience for both instructors and students thisprogram 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

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a comprehensive java guide with samples exercises case studies and step by step instruction beginning java programming the object oriented approach is a straightforward resource for getting started with one of the world s most enduringly popular programming languages based on classes taught by the authors the book starts with the basics and gradually builds into more advanced concepts the approach utilizes an integrated development environment that allows readers to immediately apply what they learn and includes step by step instruction with plenty of sample programs each chapter contains exercises based on real world business and educational scenarios and the final chapter uses case studies to combine several concepts and put readers new skills to the test beginning java programming the object oriented approach provides both the information and the tools beginners need to develop java skills from the general concepts of object oriented programming learn to understand the java language and object oriented concept implementation use java to access and manipulate external data make applications accessible to users with guis streamline workflow with object oriented patterns the book is geared for those who want to use java in an applied environment while learning at the same time useful as either a course text or a stand alone self study program beginning java programming is a thorough comprehensive guide

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java programming concepts in a straightforward and exciting way the new layout and design of the book make it easy for students to stay on track while the real world examples keep students interested every chapter has been rewritten to include all new programming examples as well as additional conceptual coverage stressing the fundamentals of producing well designed programs

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