

Introduction To Java Programming 9th Edition

This text is intended for use in the Java programming course Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the Java programming language by presenting all the details needed to understand the "how" and the "why"—but never losing sight of the fact that most beginners

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struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. In Starting Out with Java: Early Objects, Gaddis looks at objects—the fundamentals of classes and methods—before covering procedural 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. Teaching and Learning Experience This program presents a better teaching and learning

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experience—for you and your students. Enhance Learning with the Gaddis Approach: Gaddis’s accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Keep Your Course Current: Content is refreshed to provide the most up-to-date information on new technologies for your course. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text.

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come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133862119/ISBN-13: 9780133862119. That package includes ISBN-10: 0133766268/ISBN-13: 9780133766264 and ISBN-10: 0133841030 /ISBN-13: 9780133841039.

MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. Java: An Introduction to Problem Solving and Programming, 7e, is ideal for introductory Computer Science courses using Java, and other

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introductory programming courses in departments of Computer Science, Computer Engineering, CIS, MIS, IT, and Business. It also serves as a useful Java fundamentals reference for programmers. Students are introduced to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces inheritance, and exception handling. The Java coverage is a concise, accessible introduction that covers key language features. Objects are covered thoroughly and early in the text, with an emphasis on application

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programs over applets. MyProgrammingLab for Java 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. Personalized Learning with MyProgrammingLab: Through

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the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. A Concise, Accessible Introduction to Java: Key Java language features are covered in an accessible manner that resonates with introductory programmers. Tried-and-true Pedagogy: Numerous case studies, programming examples, and programming tips are used to help teach problem-solving and programming techniques. Flexible Coverage that Fits your Course: Flexibility charts and optional graphics sections allow instructors

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to order chapters and sections based on their course needs. Instructor and Student Resources that Enhance Learning: Resources are available to expand on the topics presented in the text.

The Definitive Java Programming Guide In Java: The Complete Reference, Eighth Edition, bestselling programming author Herb Schildt shows you everything you need to develop, compile, debug, and run Java programs. Updated for Java Platform, Standard Edition 7 (Java SE 7), this comprehensive volume covers the entire Java language, including its syntax,

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keywords, and fundamental programming principles. You'll also find information on key elements of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. In addition, new Java SE 7 features such as try-with-resources, strings in switch, type inference with the diamond operator, NIO.2, and the Fork/Join Framework are discussed in detail. Coverage includes:

- Data types and operators*
- Control statements*
- Classes and objects*
- Constructors and methods*
- Method overloading and overriding*
- Interfaces and packages*
- Inheritance*

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***Exception handling Generics
Autoboxing Enumerations
Annotations The try-with-
resources statement Varargs
Multithreading The I/O
classes Networking The
Collections Framework
Applets and servlets
JavaBeans AWT and Swing The
Concurrent API Much, much
more***

***Java Software Solutions
teaches a foundation of
programming techniques to
foster well-designed object-
oriented software. Heralded
for its integration of small
and large realistic
examples, this worldwide
best-selling text emphasizes
building solid problem-
solving and design skills to***

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write high-quality programs. MyProgrammingLab, Pearson's new online homework and assessment tool, is available with this edition.

Campbell Biology

*Introduction to Programming
Using Java*

*Java 2: The Complete
Reference, Fifth Edition*

*Java The Complete Reference,
8th Edition*

*Java Programming for
Beginners*

*Get the steps you need to
discover the world of Java 9
programming using real-world
examples About This Book We
bridge the gap between
“learning” and “doing” by
providing real-world examples*

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that will improve your software development Our example-based approach will get you started quickly with software programming, get you up-to-speed with Java 9, and improve your Java skills This book will show you the best practices of Java coding and improve your productivity Who This Book Is For This book is for anyone who wants to learn the Java programming language. You are expected to have some prior programming experience with another language, such as JavaScript or Python, but no knowledge of earlier versions of Java is

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***assumed. What You Will Learn
Compile, package and run a
trivial program using a build
management tool Get to know
the principles of test-driven
development and dependency
management Separate the
wiring of multiple modules
from the application logic into
an application using
dependency injection
Benchmark Java execution
using Java 9
microbenchmarking See the
workings of the Spring
framework and use Java
annotations for the
configuration Master the
scripting API built into the***

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Java language and use the built-in JavaScript interpreter Understand static versus dynamic implementation of code and high-order reactive programming in Java In Detail This book gets you started with essential software development easily and quickly, guiding you through Java's different facets. By adopting this approach, you can bridge the gap between learning and doing immediately. You will learn the new features of Java 9 quickly and experience a simple and powerful approach to software development. You will be able

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to use the Java runtime tools, understand the Java environment, and create Java programs. We then cover more simple examples to build your foundation before diving to some complex data structure problems that will solidify your Java 9 skills. With a special focus on modularity and HTTP 2.0, this book will guide you to get employed as a top notch Java developer. By the end of the book, you will have a firm foundation to continue your journey towards becoming a professional Java developer. Style and approach Throughout this book, our aim

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is to build Java programs. We will be building multiple applications ranging from simpler ones to more complex ones. Learning by doing has its advantages as you will immediately see the concepts explained in action.

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

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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

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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

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***Revised edition of:
Introduction to Java
programming / Y. Daniel Liang,
Armstrong Atlantic State
University. Tenth edition.
Comprehensive version. 2015.***

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***Introduction to Java
Programming Comprehensive
Version Prentice Hall***

***Introduction to Java
Programming with JBuilder
Starting Out with Java: Early
Objects PDF eBook, Global
Edition***

***Elements of Reusable Object-
Oriented Software***

***Introduction to Java
Programming
Head First Java***

Learning a complex new language is no easy task especially when it is an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a

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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

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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

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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

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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.

For courses in Java--Introduction to Programming and Object-Oriented Programming. The Fifth Edition of this outstanding text is revised in every detail to enhance clarity, content, presentation, examples, and exercises. Now expanded to include more extensive coverage of advanced Java topics, this new edition is available two ways. Choose the Comprehensive edition (chapters

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1-29) that includes the new advanced material or choose the Custom Core version (chapters 1-16) that covers material through exception handling and IO. The early chapters outline the conceptual basis for understanding Java and guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail, including using objects for design, culminating with the development of comprehensive Java applications.

The Definitive Java Programming Guide Fully updated for Java SE 8, Java: The Complete Reference, Ninth Edition explains how to

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develop, compile, debug, and run Java programs. Bestselling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles, as well as significant portions of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. New Java SE 8 features such as lambda expressions, the stream library, and the default interface method are discussed in detail. This Oracle Press resource also offers a solid introduction to JavaFX. Coverage includes: Data types, variables, arrays, and operators Control statements

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Classes, objects, and methods
Method overloading and
overriding Inheritance Interfaces
and packages Exception handling
Multithreaded programming
Enumerations, autoboxing, and
annotations The I/O classes
Generics Lambda expressions
String handling The Collections
Framework Networking Event
handling AWT and Swing The
Concurrent API The Stream API
Regular expressions JavaFX
JavaBeans Applets and servlets
Much, much more

Java Programming for Beginners
is an introduction to Java
programming, taking you through
the Java syntax and the
fundamentals of object-oriented

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programming. About This Book
Learn the basics of Java
programming in a step-by-step
manner Simple, yet thorough
steps that beginners can follow
Teaches you transferable skills,
such as flow control and object-
oriented programming Who This
Book Is For This book is for
anyone wanting to start learning
the Java language, whether you're
a student, casual learner, or
existing programmer looking to
add a new language to your
skillset. No previous experience of
Java or programming in general is
required. What You Will Learn
Learn the core Java language for
both Java 8 and Java 9 Set up your
Java programming environment in

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the most efficient way Get to know the basic syntax of Java Understand object-oriented programming and the benefits that it can bring Familiarize yourself with the workings of some of Java's core classes Design and develop a basic GUI Use industry-standard XML for passing data between applications In Detail Java is an object-oriented programming language, and is one of the most widely accepted languages because of its design and programming features, particularly in its promise that you can write a program once and run it anywhere. Java Programming for Beginners is an excellent introduction to the world of Java

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programming, taking you through the basics of Java syntax and the complexities of object-oriented programming. You'll gain a full understanding of Java SE programming and will be able to write Java programs with graphical user interfaces that run on PC, Mac, or Linux machines. This book is full of informative and entertaining content, challenging exercises, and dozens of code examples you can run and learn from. By reading this book, you'll move from understanding the data types in Java, through loops and conditionals, and on to functions, classes, and file handling. The book finishes with a look at GUI development and training on how

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to work with XML. The book takes an efficient route through the Java landscape, covering all of the core topics that a Java developer needs. Whether you're an absolute beginner to programming, or a seasoned programmer approaching an object-oriented language for the first time, Java Programming for Beginners delivers the focused training you need to become a Java developer.

Style and approach This book takes a very hands-on approach, carefully building on lessons learned with snippets and tutorials to build real projects.

Web Programming with HTML5, CSS, and JavaScript

How to Think Like a Computer

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Scientist

Programming Logic and Design

Java: A Beginner's Guide, Eighth
Edition

Comprehensive Version

This well-respected text gives an introduction to the theory and application of modern numerical approximation techniques for students taking a one- or two-semester course in numerical analysis. With an accessible treatment that only requires a calculus prerequisite, Burden and Faires explain how, why, and when approximation techniques can be expected to work, and why, in some situations, they fail. A wealth of examples and exercises develop students' intuition, and demonstrate the subject's practical applications

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to important everyday problems in math, computing, engineering, and physical science disciplines. The first book of its kind built from the ground up to serve a diverse undergraduate audience, three decades later Burden and Faires remains the definitive introduction to a vital and practical subject.

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in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 0133437302/ 9780133437300 Building Java Programs: A Back to Basics Approach plus MyProgrammingLab with Pearson eText -- Access Card Package, 3/e Package consists of: 0133360903/ 9780133360905 Building Java Programs, 3/e 0133379787/ 9780133379785 MyProgrammingLab with Pearson eText -- Access Card -- for Building

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Java Programs, 3/e

Helps you discover the power of Java for developing applications. This book incorporates the latest version of Java with a reader-friendly presentation and meaningful real-world exercises that highlight new Java strengths. An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Java Software Solutions

Foundations of Program Design

Numerical Analysis

***An Introduction to Problem Solving
and Programming***

Java

For courses in

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Java, and other
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courses in Computer
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IT, and Business. A
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wide range of
introductory computer
science applications,
Java: An Introduction to
Problem Solving and
Programming, 8th Edition
introduces readers to
object-oriented*

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programming and important concepts such as design, testing and debugging, programming style, interfaces and inheritance, and exception handling. A concise, accessible introduction to Java, the text covers key Java language features in a manner that resonates with introductory programmers. Objects are covered early and thoroughly in the text. The author's tried-and-true pedagogy incorporates numerous

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*case studies,
programming examples,
and programming tips,
while flexibility charts
and optional graphics
sections allow readers
to review chapters and
sections based on their
needs. This 8th Edition
incorporates new
examples, updated
material, and revisions.
Also available with
MyLab Programming
MyLab(tm) Programming is
an online learning
system designed to
engage students and
improve results. MyLab*

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Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab

Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages.

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*By emphasizing the
application of computer
programming not only in
success stories in the
software industry but
also in familiar*

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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

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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.

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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

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using Java.

*A practical introduction
to Java*

programming—fully

*revised for the latest
version, Java SE 17*

*Thoroughly updated for
Java Platform Standard
Edition 17, this hands-
on resource shows, step
by step, how to get
started programming in
Java from the very first
chapter. Written by Java
guru Herbert Schildt,
the book starts with the
basics, such as how to
create, compile, and run
a Java program. From*

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there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Ninth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This guide delivers the appropriate mix of theory and practical coding necessary to get you up

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*and running developing
Java applications in no
time! Clearly explains
all of the new Java SE
17 features Features
self-tests, exercises,
and downloadable code
samples Written by
bestselling author and
leading Java authority
Herbert Schildt
Early Objects
A Brain-Friendly Guide
How to Program
From Problem Analysis to
Program Design
Thinking in Java
The design and analysis of
efficient data structures has*

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long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a

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single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Web Programming with HTML5, CSS, and JavaScript is written for the undergraduate, client-side web programming course. It covers the three client-side technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies. This book is the most

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complete and up-to-date resource on Java from programming guru, Herb Schildt -- a must-have desk reference for every Java programmer.

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 optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine.

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Brief Java

Introduction to Software

Design with Java

Java Programming, Loose-
Leaf Version

Think Java

Software -- Software
Engineering.

This textbook provides an in-depth introduction to software design, with a focus on object-oriented design, and using the Java programming language. Its goal is to help readers learn software design by discovering the experience of the design process. To this end, a narrative is used that introduces each element of

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design know-how in context, and explores alternative solutions in that context. The narrative is supported by hundreds of code fragments and design diagrams. The first chapter is a general introduction to software design. The subsequent chapters cover design concepts and techniques, which are presented as a continuous narrative anchored in specific design problems. The design concepts and techniques covered include effective use of types and interfaces, encapsulation, composition, inheritance, design patterns, unit testing,

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and many more. A major emphasis is placed on coding and experimentation as a necessary complement to reading the text. To support this aspect of the learning process, a companion website with practice problems is provided, and three sample applications that capture numerous design decisions are included. Guidance on these sample applications is provided in a section called “Code Exploration” at the end of each chapter. Although the Java language is used as a means of conveying design-related ideas, the book’s main goal is to address concepts and

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techniques that are applicable in a host of technologies. This book is intended for readers who have a minimum of programming experience and want to move from writing small programs and scripts to tackling the development of larger systems. This audience naturally includes students in university-level computer science and software engineering programs. As the prerequisites to specific computing concepts are kept to a minimum, the content is also accessible to programmers without a primary training in computing. In a similar vein, understanding

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the code fragments requires only a minimal grasp of the language, such as would be taught in an introductory 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. 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

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release--Java Standard Edition
(Java SE) 6.

This revision of Dr. D.S. Malik's
successful Java Programming
text will guarantee a student's
success in the CS1 course by
using detailed programming
examples and color-coded
programming codes.

Learn the fundamentals of
programming with Java
Introduction to Programming in
Java: An Interdisciplinary
Approach

Java Programming
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A practical introduction to
Java programming—fully

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revised for long-term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda

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expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time.

- Clearly explains all of the new Java SE 11

- Features self-tests, exercises, and downloadable code samples

- Written by bestselling author and leading Java authority Herbert Schildt

An audience-centered approach to public speaking
Public Speaking: An Audience-

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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.

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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.

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Takes a tutorial approach towards developing and serving Java applets, offering step-by-step

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instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type.

Original. (Intermediate).

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

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Java.

Java: The Complete
Reference, Ninth Edition
(INKLING CH)

Java 9 Programming By
Example

Java How to Program
Introductory

Effective Java

For undergraduate level courses in Java, or
Java as a second language programming,
this introduction covers JDK 1.4 and
JBuilder 9, the latest principles in
programming, and core Java features.

Covering the required subjects in the Java
Certification Exam, it treats object-
oriented programming, enabling students
to develop comprehensive programs

Are you looking for a deeper
understanding of the Java programming
language so that you can write code that is
clearer, more correct, more robust, and

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more reusable? Look no further! Effective Java[®], Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why.

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Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java[®], Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

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

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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

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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

Introduction to Java Programming and
Data Structures

A Back to Basics Approach

Data Structures and Algorithms in Java

Building Java Programs

Java: A Beginner's Guide, Ninth Edition