

Java Programming 7th Edition Farrell

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.

“ It ’ s uncommon to have a programming language wonk who can speak in such comfortable and friendly language as David does. His walk through the syntax and semantics of JavaScript is

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both charming and hugely insightful; reminders of gotchas complement realistic use cases, paced at a comfortable curve. You ' ll find when you finish the book that you ' ve gained a strong and comprehensive sense of mastery. ” —Paul Irish, developer advocate, Google Chrome “ This is not a book for those looking for shortcuts; rather it is hard-won experience distilled into a guided tour. It ' s one of the few books on JS that I ' ll recommend without hesitation. ” —Alex Russell, TC39 member, software engineer, Google In order to truly master JavaScript, you need to learn how to

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work effectively with the language 's flexible, expressive features and how to avoid its pitfalls. No matter how long you 've been writing JavaScript code, Effective JavaScript will help deepen your understanding of this powerful language, so you can build more predictable, reliable, and maintainable programs. Author David Herman, with his years of experience on Ecma 's JavaScript standardization committee, illuminates the language 's inner workings as never before—helping you take full advantage of JavaScript 's expressiveness. Reflecting the latest

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versions of the JavaScript standard, the book offers well-proven techniques and best practices you ' ll rely on for years to come. Effective JavaScript is organized around 68 proven approaches for writing better JavaScript, backed by concrete examples. You ' ll learn how to choose the right programming style for each project, manage unanticipated problems, and work more successfully with every facet of JavaScript programming from data structures to concurrency. Key features include Better ways to use prototype-based object-oriented programming Subtleties and solutions for working

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with arrays and dictionary objects
Precise and practical explanations of JavaScript ' s functions and variable scoping semantics
Useful JavaScript programming patterns and idioms, such as options objects and method chaining
In-depth guidance on using JavaScript ' s unique “ run-to-completion ” approach to concurrency

For a first-year graduate-level course on nonlinear systems. It may also be used for self-study or reference by engineers and applied mathematicians. The text is written to build the level of mathematical sophistication from chapter

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to chapter. It has been reorganized into four parts: Basic analysis, Analysis of feedback systems, Advanced analysis, and Nonlinear feedback control. 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 1-29) that includes the new advanced material or choose the

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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.

A Complete Guide to Programming in C++

The Little SAS Book

Pearson New International Edition

Modern Systems Analysis And Design

Beginning Java Programming

Readers develop the strong programming skills they need for professional

success with the latest edition of

Farrell's MICROSOFT VISUAL C# 2015: AN INTRODUCTION TO OBJECT-ORIENTED

PROGRAMMING, 6E. Approachable examples and a clear, straightforward style help

build a solid understanding of both structured and object-oriented

programming concepts. Readers are

introduced to fundamental principles and techniques that are easily transferrable to other programming languages. This new edition incorporates the most recent versions of both C# and Visual Studio to ensure readers have the contemporary skills required in business today. Short You Do It hands-on features, new debugging exercises, programming exercises, and running case studies effectively prepare readers for programming

success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

JAVA PROGRAMMING, Sixth Edition provides the beginning programmer with a guide to developing applications using the Java programming language. Java is popular among professional programmers because it can be used to build visually interesting GUI and Web-based applications. Java also provides

an excellent environment for the beginning programmer -- students can quickly build useful programs while learning the basics of structured and object-oriented programming techniques.

Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Java PAL is designed to be paired with the Sixth Edition of Joyce Farrell's Programming Logic and Design

text. Together, the two books provide the perfect opportunity for those who want to learn the fundamentals of programming and gain exposure to an actual programming language. Readers can discover how real Java code behaves within the context of the traditional language-independent logic and design course. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Find exactly what you need to introduce your students to the fundamentals of programming logic with Farrell's direct, efficient JUST ENOUGH PROGRAMMING LOGIC AND DESIGN, 2E. This unique, language-independent approach to logic provides seven chapters focused on key programming and logic content in a concise format that helps readers progress through the subject matter quickly. Students study introductory concepts, structure,

decision-making, looping, array manipulation, and calling methods as well as an introduction to object-oriented programming. Everyday examples and clear explanations in this edition's streamlined presentation make this a perfect choice for students with no prior programming experience. Twenty-five brief new videos from the author expand upon and clarify topics, while new Debugging Exercises and a wealth of review and programming exercises in

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each chapter help students hone their coding and programming skills. Use this concise approach alone or as a companion text in any programming language course. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Hands-On Microsoft Windows Server 2019
Java Programming, Loose-Leaf Version
Starting Out with Java: Early Objects

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PDF eBook, Global Edition

Effective JavaScript

Introduction to Java Programming and
Data Structures

Now in its sixth edition, JAVASCRIPT guides beginning programmers through web application development using the JavaScript programming language. As with previous editions of the book, the authors introduce key web authoring techniques with a strong focus on industry application. New coverage includes developing for touchscreen and

mobile devices, and using the jQuery library. A real-world project, similar to what students would encounter in a professional setting, is developed chapter by chapter. Because professional web development jobs often require programmers to add features to existing sites, each chapter project uses a professionally designed web site. After completing a course using this textbook, students will be able to use JavaScript to build professional quality, dynamic web sites. Important Notice: Media content referenced

within the product description or the product text may not be available in the ebook version.

Give your beginning programmers a thorough, engaging and hands-on introduction to developing applications with Farrell's JAVA PROGRAMMING, 7E. This complete guide provides the details and real-world exercises today's readers need to master Java, one of the most widely used tool among professional programmers for building visually interesting GUI and Web-based

applications. With JAVA PROGRAMMING, 7E even first-time programmers can quickly develop useful programs while learning the basic principles of structured and object-oriented programming. The text explains concepts clearly and reinforces the reader-friendly presentation with meaningful real-world exercises. Full programming examples emphasize learning in context. Updated You Do It sections, all-new programming exercises, and new continuing cases help students build skills critical for ongoing

programming success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Discover the power of Java for developing applications today with the engaging, hands-on approach in Farrell's JAVA PROGRAMMING, 10th edition. Even if you're a first-time programmer, JAVA PROGRAMMING can show you step-by-step how to quickly start developing useful programs, all while mastering the basic

principles of structured and object-oriented programming. Up-to-date, reader-friendly explanations and meaningful programming and collaboration exercises emphasize business applications, while useful debugging exercises and contemporary case problems further expand your understanding. Offering anywhere, anytime learning, MindTap equips you with an additional online learning platform, interactive learning tools and auto-graded coding labs for practicing and expanding your skills.

Big Java: Early Objects, 7th 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 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 unlearned later. The second half covers algorithms and data structures at a level suitable for beginning students. 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 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 Enhanced eText, when integrated with your school's learning management system, provides the

*capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.*

*Programming Logic and Design, Introductory
An Object-oriented Approach to Programming
Logic and Design
A Modular Structured Approach Using C++
Programming Fundamentals
Early Objects*

Programming Fundamentals - A Modular Structured Approach using C++ is written by Kenneth Leroy Busbee, a faculty member at Houston Community College in Houston, Texas. The materials used in this textbook/collection were developed by the author and others as independent modules for publication within the Connexions environment. Programming fundamentals are often divided into three college courses: Modular/Structured, Object Oriented and Data Structures. This textbook/collection covers the rest of those three courses.

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This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most

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comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as

well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes:

*JavaScript's Role in the World Wide Web
and Beyond Developing a Scripting Strategy
Selecting and Using Your Tools JavaScript
Essentials Your First JavaScript Script
Browser and Document Objects Scripts and
HTML Documents Programming Fundamentals
Window and Document Objects Forms and Form
Elements Strings, Math, and Dates*

*Scripting Frames and Multiple Windows
Images and Dynamic HTML The String Object
The Math, Number, and Boolean Objects The
Date Object The Array Object JSON - Native
JavaScript Object Notation E4X - Native
XML Processing Control Structures and
Exception Handling JavaScript Operators
Function Objects and Custom Objects Global
Functions and Statements Document Object
Model Essentials Generic HTML Element
Objects Window and Frame Objects Location
and History Objects Document and Body
Objects Link and Anchor Objects Image,*

Area, Map, and Canvas Objects Event

Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

The perfect resource for learning from the ground up, Eckert's HANDS-ON MICROSOFT WINDOWS SERVER 2019 is designed to build a foundation in basic server administration -- no prior server experience required. It covers all of the core Windows Server 2019 features using a logical topic flow and step-by-step exercises that can be

performed within a home or college lab environment, making it an ideal choice for a Windows Server 2019 administration course. It teaches you how to deploy Windows Server 2019 in a variety of settings, including data center and cloud environments that rely on virtualization and containers. It also covers configuring and managing server storage, troubleshooting performance issues as well as working with common Windows Server technologies and network services, including Active Directory, DNS, DHCP,

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IPAM, file sharing, printing and remote access. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Beginning Perl

Introduction to Program Design & Data Structures

Microsoft Visual C# 2015: An Introduction to Object-Oriented Programming

Essential Computer Science

A Primer

Prepare beginning programmers with the most important

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principles for developing structured program logic with Farrell's highly effective PROGRAMMING LOGIC AND DESIGN, INTRODUCTORY, 7E. This popular text takes a unique, language-independent approach to programming with a distinctive emphasis on modern conventions. The book's clear, concise writing style eliminates highly technical jargon while introducing universal programming concepts and encouraging a strong programming style and logical thinking. This edition's clearer, revised explanations utilize flowcharts, pseudocode, and diagrams to ensure even readers with no prior programming experience fully understand programming and design concepts. Farrell's proven learning features help students gain a better understanding of the scope of

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programming today while common business examples help illustrate key points. New optional CourseMate online learning and study tools offer a complete eBook and Video Lessons by the author to expand on key concepts. Use this proven book alone or with a language-specific companion text that emphasizes C++, Java or Visual Basic for the introduction your students need for solid logic and programming success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Java Programming: Program Design Including Data Structures is intended for a two-semester CS1/CS2 sequence in Java, beginning with core computer science concepts and moving

into data structures later in the text. Each chapter employs D.S. Malik's proven pedagogy, including complete programming examples, extensive exercise sets, full-color code, and clear visual diagrams.

Learn how to program with C++ using today's definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 8E. D.S. Malik's time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new

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programming exercises, and numerous new examples drawn from Dr. Malik's experience further strengthen the reader's understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A comprehensive Java guide, with samples, exercises, casestudies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of

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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:

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Understand the Java language and object-oriented
conceptimplementation 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
appliedenvironment while learning at the same time. Useful as
either acourse text or a stand-alone self-study program,
Beginning JavaProgramming is a thorough, comprehensive
guide.

JavaScript Bible

Java Foundations

Concepts Of Programming Languages

A Programmer's Guide to Foundational Concepts

Although recent findings show the public increasingly interacting with government Web sites, a common problem is that people can't find what they're looking for. In other words, the sites lack usability. The Research-Based Web Design and Usability Guidelines aid in correcting this problem by providing the latest Web design guidance from the research and other forms of evidence. This unique publication has been updated from its earlier version to include over 40 new or updated research guidelines, bringing the total to 209. Primary audiences for the book

are: Web managers, designers, and all staff involved in the creation of Web sites. Topics in the book include: home page design, page and site navigation, graphics and images, effective Web content writing, and search. A new section on usability testing guidance has been added. Experts from across government, industry, and academia have reviewed and contributed to the development of the Guidelines. And, since their introduction in 2003, the Guidelines have been widely used by government, private, and academic institutions to improve Web design. Everything beginners need to start programming

with Perl Perl is the ever-popular, flexible, open source programming language that has been called the programmers' Swiss army knife. This book introduces Perl to both new programmers and experienced ones who are looking to learn a new language. In the tradition of the popular Wrox Beginning guides, it presents step-by-step guidance in getting started, a host of try-it-out exercises, real-world examples, and everything necessary for a Perl novice to start programming with confidence. Introduces Perl to both new programmers and experienced ones who want to learn a new language Provides

a host of real-world applications for today's environments so readers can get started immediately Covers the new features of Perl but fully applicable to previous editions Beginning Perl provides the information and instruction you need to confidently get started with Perl. For Instructors: Classroom and training support materials are available for this book.

Using engaging examples and a clear, straightforward approach, MICROSOFT VISUAL C# 2010: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, FOURTH EDITION guides beginning programmers through

developing programs in the C# language. The book provides readers with a strong background knowledge of structured programming, method calling, and parameter passing, all of which are important concepts easily transferable to other programming languages. The Fourth Edition has been written and tested using the latest version of C#, Visual C# 2010, and now offers supplementary video lessons, expanded coverage of methods, and the option to study GUI applications earlier in the text. Important Notice: Media content referenced within the product description or the product text may not be

available in the ebook version.

Understand essential computer science concepts and skills. This book focuses on the foundational and fundamental concepts upon which expertise in specific areas can be developed, including computer architecture, programming language, algorithm and data structure, operating systems, computer networks, distributed systems, security, and more. According to code.org, there are 500,000 open programming positions available in the US— compared to an annual crop of just 50,000 graduating computer science majors. The US Department of Labor predicted

that there will be almost a million and a half computer science jobs in the very near future, but only enough programmers to fill roughly one third of these jobs. To bridge the gap, many people not formally trained in computer science are employed in programming jobs. Although they are able to start programming and coding quickly, it often takes them time to acquire the necessary understanding to gain the requisite skills to become an efficient computer engineer or advanced developer. What You Will Learn The fundamentals of how a computer works The basics of computer programming and

programming paradigms How to write efficient programs How the hardware and software work together to provide a good user experience and enhance the usability of the system How computers can talk to each other How to ensure the security of the system The fundamentals of cloud offerings, implications/trade-offs, and deployment/adoption configurations The fundamentals of machine learning Who This Book Is For Computer programmers lacking a formal education in computer science, and anyone with a formal education in computer science, looking to develop a general understanding of computer

science fundamentals

Microsoft Visual C# 2010: An Introduction to
Object-Oriented Programming

Java Programs to Accompany Programming Logic
and Design

Microsoft Visual C#: An Introduction to Object-
Oriented Programming

JavaScript: The Web Warrior Series

Programming Logic and Design, Comprehensive

This guide offers students an overview of computer science principles, and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. New features of this edition include: a chapter on computer security

providing readers with the latest information on preventing unauthorized access; types of malware and anti-virus software; protecting online information, including data collection issues with Facebook, Google, etc.; security issues with mobile and portable devices; a new section on cloud computing offering readers an overview of the latest way in which businesses and users interact with computers and mobile devices; a rewritten section on social networks including new data on Google+ and Facebook; updates to include HTML5; revised and updated Did You Know callouts are included in the chapter margins; revisions of recommendations by the ACM dealing with computer ethic issues. --

Java Programming

The second edition of Programming in Java confirms to Java

Standard Edition 7, the latest release since Oracle took over Sun Microsystems. It is significant in the sense that the last update was six years back and this major release comes bundled with plenty of enhancements which were overdue. To list a few noticeable enhancements, Java 7 includes support for strings in switch statements, try-with-resources statement, improved multi-catch, binary numeric literals, numeric literals with underscores, new APIs in NIO like Path and Files, automatic resource management, and much more. The second edition presents all these new topics with suitable examples. This second edition is not just about the enhancements introduced in Java 7; practically every chapter has been revisited to refine the text as much as possible with new example codes and greater topical coverage.

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 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 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.

Comprehensive Version

Just Enough Programming Logic and Design

Programming in Java

C++ Programs to Accompany Programming Logic and Design Research-based Web Design & Usability Guidelines

Learn how to transform program logic and design concepts into working programs with the outstanding supplemental handbook, C++ PROGRAMS TO ACCOMPANY PROGRAMMING LOGIC AND DESIGN, 8E. Specifically designed to be paired with the latest edition of Joyce Farrell's highly successful and widely used textbook, PROGRAMMING LOGIC AND DESIGN, this innovative guide, developed by experienced industry practitioner Jo Ann Smith, combines the power of C++ with the popular,

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language-independent, logical approach of Farrell's text. The guide combines clear explanations of concepts and syntax with pseudocode, complete programming examples, numerous visuals, and real-world, business-related C++ code examples.

Students practice concepts with both lab exercises and revised practice opportunities in each section. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Inspired by the success of their best-selling introductory programming text, Java Software

Solutions, authors Lewis, DePasquale, and Chase now release Java Foundations, Second Edition. This text is a comprehensive resource for instructors who want a two-or three-semester introduction to programming textbook that includes detail on data structures topics. Java Foundations introduces a Software Methodology early on and revisits it throughout to ensure students develop sound program development skills from the beginning. Control structures are covered before writing classes, providing a solid foundation of fundamental concepts and sophisticated topics.

Prepare beginning programmers with the most important principles for developing structured program logic with Farrell's highly effective PROGRAMMING LOGIC AND DESIGN, COMPREHENSIVE, 7E. This popular text takes a unique, language-independent approach to programming with a distinctive emphasis on modern conventions. The book's clear, concise writing style eliminates highly technical jargon while introducing universal programming concepts and encouraging a strong programming style and logical thinking. Clear revised explanations utilize flowcharts, pseudocode,

and diagrams to ensure even readers with no prior programming experience fully understand modern programming and design concepts. Farrell's proven learning features help students gain a better understanding of the scope of programming today while common business examples help illustrate key points. Readers can use this proven book alone or paired with a language-specific companion text that emphasizes C++, Java or Visual Basic. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

*Introduction to Java Programming
An Object-Oriented Approach to Programming Logic
and Design*

*Mathematics for Computer Science
Nonlinear Systems*

The Object-Oriented Approach

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

Develop the strong programming skills needed
for professional success with Farrell's

MICROSOFT VISUAL C# 2017: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, 7E. Approachable examples and a clear, straightforward style help readers build a solid understanding of both structured and object-oriented programming concepts. You Users master critical principles and techniques that easily transfer to other programming languages. This new edition incorporates the most recent versions of both C# and Visual Studio 2017 to ensure readers have the contemporary skills required in business today.

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Short You Do It hands-on features and a variety of new debugging exercises, programming exercises, and running case studies help users prepare for success in today's programming environment. Discover the latest tools and expertise for programming success in this new edition. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Provide beginning programmers with a guide to developing object-oriented program logic with

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Farrell's AN OBJECT-ORIENTED APPROACH TO PROGRAMMING LOGIC AND DESIGN, 4E. This text takes a unique, language-independent approach to ensure students develop a strong foundation in traditional programming principles and object-oriented concepts before learning the details of a specific programming language. The author presents object-oriented programming terminology without highly technical language, making the book ideal for students with no previous programming experience. Common business examples clearly illustrate key points.

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The book begins with a strong object-oriented focus in updated chapters that make even the most challenging programming concepts accessible. A wealth of updated programming exercises in every chapter provide diverse practice opportunities, while new Video Lessons by the author clarify and expand on key topics. Use this text alone or with a language-specific companion text that emphasizes C++, Java or Visual Basic for the solid introduction to object-oriented programming logic your students need for success. Important Notice: Media content

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referenced within the product description or the product text may not be available in the ebook version.

An Object-Oriented Approach to Programming Logic and Design, 3e, International Edition provides the beginning programmer with a guide to developing object-oriented program logic. This textbook assumes no programming language experience. The writing is nontechnical and emphasizes good programming practices. The examples are business examples; they do not assume mathematical background beyond

high school business math. Additionally, the examples illustrate one or two major points; they do not contain so many features that students become lost following irrelevant and extraneous details.

C++ Programming: From Problem Analysis to Program Design

Program Design Including Data Structures

Big Java

Java Programming

Computer Science Illuminated