Java Methods 2nd Ap Edition

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Programming with Alice and Java - John Lewis 2009
To ease readers into Java, Programming with Alice and Javaintertwines the ideas of object-oriented programming in both languages. Programming in Alice is explored first to establish fundamental principles and skills using 3D animations in a fun, visually rich environment. With Alice as a foundation, Chapter 6 introduces readers to Java. The remaining chapters implement concepts in the Java programming language using interesting examples and drawing parallels between the two languages to keep readers engaged. Alice: Objects; Methods and Data; Control Statements; Events; Lists and Arrays. Java: Objects and Classes; Events; Lists and Arrays; Inheritance; Exceptions and I/O; Recursion. For all readers interested in an introduction to programming using Alice and Java.
Big Java - Cay S. Horstmann 2019-08-06
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 un-learned 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.
Java EE 7 Essentials - Arun Gupta 2013-08-09
Get up to speed on the principal technologies in the Java Platform, Enterprise Edition 7, and learn how the latest version embraces HTML5, focuses on higher productivity, and provides functionality to meet enterprise demands. Written by Arun Gupta, a key member of the Java EE team, this book provides a chapter-by-chapter survey of several Java

EE 7 specifications, including WebSockets, Batch Processing, RESTful Web Services, and Java Message Service. You'll also get self-paced instructions for building an end-to-end application with many of the technologies described in the book, which will help you understand the design patterns vital to Java EE development. Understand the key components of the Java EE platform, with easy-to-understand explanations and extensive code samples Examine all the new components that have been added to Java EE 7 platform, such as WebSockets, JSON, Batch, and Concurrency Learn about RESTful Web Services, SOAP XML-based messaging protocol, and Java Message Service Explore Enterprise JavaBeans, Contexts and Dependency Injection, and the Java Persistence API Discover how different components were updated from Java EE 6 to Java EE 7

Introduction to Java Programming - Y. Daniel Liang 2005
For courses in Java - Introduction to Programming and Object-Oriented Programming, this fifth edition is revised and expanded to include more extensive coverage of advanced Java topics. Early chapters guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail.

Barron's AP Computer Science A with CD-ROM - Roselyn Teukolsky 2015-01-01
This updated manual presents computer science test takers with— Three AP practice tests for the Level A course, including a diagnostic test Charts detailing the topics for each test question All test questions answered and explained A subject review covers static variables, the List interface, Integer. MAX_VALUE, and Integer. MIN_VALUE. The practice exams contain several new questions on two-dimensional arrays and reflect the new free-response style used on the 2012 AP exam. This manual comes with aCD-ROM that has two more model AP exams with answers, explanations, automatic scoring for multiple-choice questions, and a scoring chart. BONUS ONLINE PRACTICE TEST: Students who purchase this book or package will also get FREE access to one additional full-length online AP Computer Science A test with all questions answered and explained. System Requirements: This program

will run on a PC with: 2.33GHz or faster x86-compatible processor, or Intel® Atom™ 1.6GHz or faster processor for netbooks Microsoft® Windows® Server 2008, Windows Vista® Home Premium, Business, Ultimate, or Enterprise (including 64 bit editions) with Service Pack 2, Windows 7, or Windows 8 Classic 512MB of RAM (1GB of RAM recommended) This program will run on a Mac® with: Intel Core™ Duo 1.83GHz or faster processor Mac OS X v10.6, v10.7, v10.8, or v10.9 512MB of RAM (1GB of RAM recommended)

Data Structures and Problem Solving Using Java - Mark Allen Weiss 2002
Uses Java to teach data structures and algorithms from the perspective of abstract thinking and problem solving.

A Practical Introduction to Data Structures and Algorithm Analysis - Clifford A. Shaffer 2001
This practical text contains fairly "traditional" coverage of data structures with a clear and complete use of algorithm analysis, and some emphasis on file processing techniques as relevant to modern programmers. It fully integrates OO programming with these topics, as part of the detailed presentation of OO programming itself.Chapter topics include lists, stacks, and queues; binary and general trees; graphs; file processing and external sorting; searching; indexing; and limits to computation.For programmers who need a good reference on data structures.

Think Java - Allen B. Downey 2016-05-06
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 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 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 Programming with Greenfoot - Michael Kölling 2010 Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with games and Simulations is ideal for introductory courses in Java Programming or Introduction to Computer Science. The only textbook to teach Java programming using Greenfoot—this is "Serious Fun." Programming doesn't have to be dry and boring. This book teaches Java programming in an interactive and engaging way that is technically relevant, pedagogically sound, and highly motivational for students. Using the Greenfoot environment, and an extensive collection of compelling example projects, students are given a unique, graphical framework in which to learn programming.

Introduction to Programming Using Java - David Eck 2009-09-01

Iterative Methods for Sparse Linear Systems - Yousef Saad 2003-04-01
Mathematics of Computing -- General.
Object-Oriented Implementation of Numerical Methods - Didier H. Besset 2001
"There are few books that show how to build programs of any kind. One common theme is compiler building, and there are shelves full of them. There are few others. It's an area, or a void, that needs filling. this book does a great job of showing how to build numerical analysis programs." - David N. Smith, IBM T J Watson Research Center Numerical methods naturally lend themselves to an object-oriented approach. Mathematics builds high- level ideas on top of previously described, simpler ones. Once a property is demonstrated for a given concept, it can be applied to any new concept sharing the same premise as the original one, similar to the ideas of reuse and inheritance in object-oriented (OO) methodology. Few books on numerical methods teach developers much about designing and building good code. Good computing routines are problem-specific. Insight and understanding are what is needed, rather than just recipes and black box routines. Developers need the ability to construct new programs for different applications. Object-Oriented Implementation of Numerical Methods reveals a complete OO design methodology in a clear and systematic way. Each method is presented in a consistent format, beginning with a short explanation and following with a description of the general OO architecture for the algorithm. Next, the code implementations are discussed and presented along with real-world examples that the author, an experienced software engineer, has used in a variety of commercial applications. Features: Reveals the design methodology behind the code, including design patterns where appropriate, rather than just presenting canned solutions. Implements all methods side by side in both Java and Smalltalk. This contrast can significantly enhance your understanding of the nature of OO programming languages. Provides a step-by-step pathway to new object-oriented techniques for programmers familiar with using procedural languages such as C or Fortran for numerical methods. Includes a chapter on data mining, a key application of numerical methods.

Object-Oriented Programming and Java - Danny Poo 2008
Covering the latest in Java technologies, Object-Oriented Programming and Java teaches the subject in a systematic, fundamentals-first approach. It begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and executed using object-oriented programming paradigm. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, this book provides readers with the pre-requisites for writing proper object-oriented programs using Java.
Java Cookbook - Ian F. Darwin 2014-06-25
From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of

changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

Object-Oriented and Classical Software Engineering - Stephen R. Schach 2001-11
Classical and Object-Oriented Software Engineering, 5/e is designed for an introductory software engineering course. This book provides an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques.Schach's unique organization and style makes it excellent for use in a classroom setting. It presents the underlying software engineering theory in Part I and follows it up with the more practical life-cycle material in Part II. Many software engineering books are more like reference books, which do not provide the appropriate fundamentals before inundating students with implementation details.In this edition, more practical material has been added to help students understand how to use what they are learning. This has been done through the use of "How To" boxes and greater implementation detail in the case study. Additionally, the new edition contains the references to the most current literature and includes an overview of extreme programmming.The website in this edition will be more extensive. It will include Solutions, PowerPoints that incorporate lecture notes, newly developed self-quiz questions, and source code for the term project and case study.

Object-Oriented Analysis and Design - Sarnath Ramnath 2010-12-06
Object-oriented analysis and design (OOAD) has over the years, become a vast field, encompassing such diverse topics as design process and principles, documentation tools, refactoring, and design and architectural patterns. For most students the learning experience is incomplete without implementation. This new textbook provides a comprehensive introduction to OOAD. The salient points of its coverage are: • A sound footing on object-oriented concepts such as classes, objects, interfaces, inheritance, polymorphism, dynamic linking, etc. • A good introduction to the stage of requirements analysis. • Use of UML to document user requirements and design. • An extensive treatment of the design process. • Coverage of implementation issues. • Appropriate use of design and architectural patterns. • Introduction to the art and craft of refactoring. • Pointers to resources that further the reader's knowledge. All the main case-studies used for this book have been implemented by the authors using Java. The text is liberally peppered with snippets of code, which are short and fairly self-explanatory and easy to read. Familiarity with a Java-like syntax and a broad understanding of the structure of Java would be helpful in using the book to its full potential.

RESTful Java with JAX-RS 2.0 - Bill Burke 2013-11-12
Learn how to design and develop distributed web services in Java, using RESTful architectural principles and the JAX-RS 2.0 specification in Java EE 7. By focusing on implementation rather than theory, this hands-on reference demonstrates how easy it is to get started with services based on the REST architecture. With the book's technical guide, you'll learn how REST and JAX-RS work and when to use them. The RESTEasy workbook that follows provides step-by-step instructions for installing, configuring, and running several working JAX-RS examples, using the JBoss RESTEasy implementation of JAX-RS 2.0. Learn JAX-RS 2.0 features, including a client API, server-side asynchronous HTTP, and filters and interceptors Examine the design of a distributed RESTful

interface for an e-commerce order entry system Use the JAX-RS Response object to return complex responses to your client (ResponseBuilder) Increase the performance of your services by leveraging HTTP caching protocols Deploy and integrate web services within Java EE7, servlet containers, EJB, Spring, and JPA Learn popular mechanisms to perform authentication on the Web, including client-side SSL and OAuth 2.0

Introduction to Java Programming, AP Version - Y. Daniel Liang 2016-01-05

Java Generics and Collections - Maurice Naftalin 2007
This book, written by one of the designers of generics, is a thorough explanation of how to use generics, and particularly, the effect this facility has on the way developers use collections.

Java Software Solutions for AP Computer Science - John Lewis 2003-01
This book teaches beginners how to create well-designed software using Java and prepares them for both the A and AB advanced placement tests in Java. With a focus on object-oriented programming, teaching objects first and then writing classes, the authors identify the material, within an introduction to Java and a case study, that will be featured on the AP tests. Any student preparing to take the AP test in Java.

RESTful Java Web Services - Jobinesh Purushothaman 2015-09-22
Design scalable and robust RESTful web services with JAX-RS and Jersey extension APIs About This Book Get to grips with the portable Java APIs used for JSON processing Design solutions to produce, consume, and visualize RESTful web services using WADL, RAML, and Swagger A step-by-step guide packed with many real-life use-cases to help you build efficient and secure RESTful web APIs in Java Who This Book Is For If you are a web developer with a basic understanding of the REST concepts but are new to the idea of designing and developing RESTful web services, this is the book for you. As all the code samples for the book are written in Java, proficiency in Java is a must. What You Will Learn Introduce yourself to the RESTful software architectural style and the REST API design principles Make use of the JSR 353 APIs and Jackson API for JSON processing Build portable RESTful web APIs, making use of the JAX-RS 2.0 API Simplify API development using the Jersey extension APIs Secure your RESTful web services with various authentication and authorization mechanisms Get to grips with the various metadata solutions to describe, produce, and consume RESTful web services Understand the design and coding guidelines to build well-performing RESTful APIs See how the role of RESTful web services changes with emerging technologies and trends In Detail REST (REpresentational State Transfer) is a simple yet powerful software architecture style to create scalable web services and allow them to be simple, lightweight, and fast. The REST API uses HTTP and JSON, so that it can be used with many programming languages such as Ruby, Java, Python, and Scala. Its use in Java seems to be the most popular though, because of the API's reusability. This book is a guide to developing RESTful web services in Java using the popular RESTful framework APIs available today. You will begin with gaining an in-depth knowledge of the RESTful software architectural style and its relevance in modern applications. Further, you will understand the APIs to parse, generate, transform, and query JSON effectively. Then, you will see how to build a simple RESTful service using the popular JAX-RS 2.0 API along with some real-world examples. This book will introduce you to the Jersey framework API, which is used to simplify your web services. You will also see how to secure your services with various authentication mechanisms. You will get to grips with various solutions to describe, produce, consume, and visualize RESTful web services. Finally, you will see how to design your web services to equip them for the future technological advances, be it Cloud or mobile computing. By the end of this book, you will be able to efficiently build robust, scalable, and secure RESTful web services, making use of the JAX-RS and Jersey framework extensions. Style and approach This book is written as a step-by-step guide to designing and developing robust RESTful web services. Each topic is explained in a simple and easy-to-understand manner with lots of real-life use-cases and their solutions.

Data Structures and Algorithms in Java - Michael T. Goodrich 2014-01-28
The design and analysis of efficient data structures has 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 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.

Java Servlet Programming - Jason Hunter 2001-04-03
Servlets are an exciting and important technology that ties Java to the Web, allowing programmers to write Java programs that create dynamic web content.Java Servlet Programming covers everything Java developers need to know to write effective servlets. It explains the servlet lifecycle, showing how to use servlets to maintain state information effortlessly. It also describes how to serve dynamic web content, including both HTML pages and multimedia data, and explores more advanced topics like integrated session tracking, efficient database connectivity using JDBC, applet-servlet communicaton, interservlet communication, and internationalization. Readers can use the book's numerous real-world examples as the basis for their own servlets.The second edition has been completely updated to cover the new features of Version 2.2 of the Java Servlet API. It introduces chapters on servlet security and advanced communication, and also introduces several popular tools for easier integration of servlet technology with dynamic web pages. These tools include JavaServer Pages (JSP), Tea, XMLC, and the Element Construction Set.In addition to complete coverage of 2.2 specification, Java Servlet programming, 2nd Edition, also contains coverage of the new 2.3 final draft specification.

Fundamentals of Java - Kenneth Alfred Lambert 2010-02-07
Fundamentals of Java™: AP* Computer Science Essentials, 4e, International Edition covers all of the AP requirements for Computer Science Exam A.

Starting Out with Java: Early Objects PDF eBook, Global Edition - Tony Gaddis 2015-04-17
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.

Introduction to Java Programming and Data Structures, Comprehensive 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 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.

Data Structures and Algorithm Analysis in Java, Third Edition - Clifford A. Shaffer 2012-09-06
Comprehensive treatment focuses on creation of efficient data structures and algorithms and selection or design of data structure best suited to specific problems. This edition uses Java as the programming language.

Building Java Programs - Stuart Reges 2013-02-25
NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later 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 Java Programs, 3/e

C++ for You++ - Maria Litvin 1997-12-01

An Introduction to Object-Oriented Programming with Java 1. 5 Update with OLC Bi-Card - C. Thomas Wu 2004
An Introduction to Object-Oriented Programming with Java provides an accessible and thorough introduction to the basics of programming in java. This much-anticipated revision continues its emphasis on object-oriented programming. Objects are used early so students begin thinking in an object-oriented way, then later Wu teaches students to define their own classes. In the third edition, the author has eliminated the author-written classes, so students get accustomed to using the standard java libraries. In the new update, the author has included the Scanner Class for input, a new feature of Java 1.5. Also new is the use of smaller complete code examples to enhance student learning. The larger sample development programs are continued in this edition, giving students an opportunity to walk incrementally walk through program design, learning the fundamentals of software engineering. The number and variety of examples makes this a student-friendly text that teaches by showing. Object diagrams continue to be an important element of Wu's approach. The consistent, visual approach assists students in understanding concepts.

Java Methods, Second AP Edition - Maria Litvin 2010-12-15

Think Java - Allen B. Downey 2019-12-17
Think Java is a hands-on introduction to computer science and

programming used by many universities and high schools around the world. Its conciseness, emphasis on vocabulary, and informal tone make it particularly appealing for readers with little or no experience. The book starts with the most basic programming concepts and gradually works its way to advanced object-oriented techniques. In this fully updated and expanded edition, authors Allen Downey and Chris Mayfield introduce programming as a means for solving interesting problems. Each chapter presents material for one week of a college course and includes exercises to help you practice what you've learned. Along the way, you'll see nearly every topic required for the AP Computer Science A exam and Java SE Programmer I certification. Discover one concept at a time: tackle complex topics in a series of small steps with multiple examples Understand how to formulate problems, think creatively about solutions, and develop, test, and debug programs Learn about input and output, decisions and loops, classes and methods, strings and arrays, recursion and polymorphism Determine which program development methods work best for you, and practice the important skill of debugging

Thinking in Java - Bruce Eckel 2003
An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Programming in Scala - Martin Odersky 2008
Presents an introduction to the new programming language for the Java Platform.

Java Foundations - John Lewis 2010-02-12
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.

Blue Pelican Java - Charles E. Cook 2005
"Blue Pelican Java" is a somewhat unusual high school computer science textbook. Most computer science texts will begin with a section on the history of computers followed with a flurry of definitions that are just "so many words" to the average student. The approach here is to first give the student some experience upon which to hang the definitions that come later. The usual practice of introducing classes and objects is deferred until the student has a firm grasp of the fundamentals (loops, decision structures, etc). Thus, the beginning student is not overwhelmed by the simultaneous introduction of OOPs and the fundamentals. The book includes plenty of exercises (many in "contest" form), programming projects, and a huge appendix.

Eloquent JavaScript - Marijn Haverbeke 2011-01-15
JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: –Understand the essential elements of programming: syntax, control, and data –Use object-oriented and functional programming techniques to organize and clarify your programs –Script the browser and make basic Web applications –Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

Introduction to Programming in Java: An Interdisciplinary Approach - Robert Sedgewick 2013-07-31
By emphasizing the application of computer programming not only in success stories in the software industry but also in familiar scenarios in physical and biological science, engineering, and applied mathematics, Introduction to Programming in Java takes an interdisciplinary approach to teaching programming with the Java(TM) programming language. Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

Java, Java, Java - Ralph Morelli 2006
Functional and flexible, this guide takes an objects-first approach to Java programming and problem using games and puzzles. Updated to cover Java version 1.5 features, such as generic types, enumerated types, and the Scanner class. Offers independent introductions to both a command-line interface and a graphical user interface (GUI). Features coverage of Unified Modeling Language (UML), the industry-standard, object-oriented design tool. Illustrates key aspects of Java with a collection of game and puzzle examples. Instructor and Student resources available online. For introductory computer programming students or professionals interested in learning Java.

Computer Science - Robert Sedgewick 2016-06-17
Named a Notable Book in the 21st Annual Best of Computing list by the ACM! Robert Sedgewick and Kevin Wayne's Computer Science: An Interdisciplinary Approach is the ideal modern introduction to computer science with Java programming for both students and professionals.

Taking a broad, applications-based approach, Sedgewick and Wayne teach through important examples from science, mathematics, engineering, finance, and commercial computing. The book demystifies computation, explains its intellectual underpinnings, and covers the essential elements of programming and computational problem solving in today's environments. The authors begin by introducing basic programming elements such as variables, conditionals, loops, arrays, and I/O. Next, they turn to functions, introducing key modular programming concepts, including components and reuse. They present a modern introduction to object-oriented programming, covering current programming paradigms and approaches to data abstraction. Building on this foundation, Sedgewick and Wayne widen their focus to the broader discipline of computer science. They introduce classical sorting and searching algorithms, fundamental data structures and their application, and scientific techniques for assessing an implementation's performance. Using abstract models, readers learn to answer basic questions about computation, gaining insight for practical application. Finally, the authors show how machine architecture links the theory of computing to real computers, and to the field's history and evolution. For each concept, the authors present all the information readers need to build confidence, together with examples that solve intriguing problems. Each chapter contains question-and-answer sections, self-study drills, and challenging problems that demand creative solutions. Companion web site (introcs.cs.princeton.edu/java) contains Extensive supplementary information, including suggested approaches to programming assignments, checklists, and FAQs Graphics and sound libraries Links to program code and test data Solutions to selected exercises Chapter summaries Detailed instructions for installing a Java programming environment Detailed problem sets and projects Companion 20-part series of video lectures is available at informit.com/title/9780134493831