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Java Object-oriented Programming with Java Object Oriented Programming Using C++ and Java The Essence of Object-oriented Programming with Java and UML Active Java Principles of Object-oriented Programming in Java 1.1 Introduction to Programming Using Java Java with Object-oriented Programming Java Programming *Danny Poo Premchand S. Nair Sandip Rakshit | Goutam Panigrahi Timothy Budd Anuradha A. Puntambekar Dr. G.T.Thampi Michael Jay Laszlo C. Thomas Wu Hanumanth Ladwa Rick Miller Franziska Baumfeld David J. Barnes Ramesh Vasappanavara Bruce E. Wampler Adam Freeman James William Cooper David M. Arnow Paul S. Wang Icode Academy*

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

while java texts are plentiful it s difficult to find one that takes a real world approach and encourages novice programmers to build on their java skills through practical exercise written by an expert with 19 experience teaching computer programming java programming fundamentals presents object oriented programming by employing examples taken

a hand book of objected oriented programming with java

this book covers the object oriented programming aspects using java programming it focuses on developing the applications both at basic and moderate level in this book there are number of illustrative programming examples that help the students to understand the concepts

starting from introduction to java programming handling of control statements arrays objects and classes this book moves gradually towards exception handling interfaces collection classes and concurrent programming with the help of java threads in addition the book also covers javafx basics event driven programming animations creating gui applications and multimedia using javafx explanation of all the object oriented programming concepts is given in simple and expressive language also the java programs are followed by step by step explanation this book explains the object oriented programming concepts in such a way that even if the reader having no java programming background can develop the applications with ease

this book introduces the java programming language ad explains how to create java applications and applets it also discusses various java programming concepts such as object oriented programming oop arrays as data structure inheritance multithreaded programming and html programming chapter 1 java fundamentalschapter 2 working with java members and flow control statementschapter 3 working with arrays vectors strings and wrapper classeschapter 4 exception handling and i o operationschapter 5 implementing inheritance in javachapter 6 multithreading and packages in javachapter 7 working with appletschapter 8 window based applications in java

the goal of this book is to explore the principle ideas of object oriented programming using the java programming language it begins teaching the object oriented power of java by relying on textual commands instead of emphasizing the awt or swing libraries providing the reader with a simple generic introduction to the oo concepts using java without the language details getting in the way of the concept presentation the author provides a thorough introduction to the three fundamental concepts of object oriented programming encapsulation inheritance and polymorphism the presentation of oo theory is augmented by interleaved examples that illustrate these concepts most of these program examples are 2 d graphics programs that provide an intuitive context for the issues that must be addressed when learning oop additionally since graphics programming is one of the strengths of the java development environment the examples produce

interesting and unexpected images that engage and motivate the reader it contains a concise introduction to using design patterns particularly the template method iterator and composite design patterns which relate to the graphics examples in the book and uses uml class diagrams to show the static structure of systems and sequence diagrams to show object interactions this book is appropriate for readers who are new to object oriented but have experience with a non object oriented language and for programmers who want to learn the graphical elements and capabilities of java

a comprehensive introduction to object oriented programming with java provides an accessible and technically thorough introduction to the basics of programming using java the text takes a truly object oriented approach objects are used early so that students think in objects right from the beginning the text focuses on showing students a consistent problem solving approach

object oriented programming with java

java for artists the art philosophy and science of object oriented programming is a java programming language text tradebook that targets beginner and intermediate java programmers

master java unlock the power of object oriented programming java remains one of the world s most widely used programming languages powering everything from enterprise systems and android apps to cloud solutions and big data frameworks to succeed as a modern developer you need to master both the fundamentals and the advanced object oriented principles that make java so powerful learning java a developer s guide to mastering object oriented programming is your step by step path to becoming a confident java developer with clear explanations hands on coding examples and real world projects this book bridges the gap between beginner concepts and professional development practices inside you ll discover core java syntax variables loops methods and control structures the pillars of oop

encapsulation inheritance polymorphism and abstraction how to design and implement classes objects and interfaces effectively collections generics and exception handling in practical use cases working with files streams and multithreading hands on projects including console apps and object oriented design challenges best practices for debugging refactoring and writing clean maintainable code whether you re a student beginner programmer or aspiring professional developer this book equips you with the foundation to code confidently in java and apply oop principles to real world applications

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

this book offers contemporary comprehensive and in depth coverage of all the concepts of object oriented technologies with an emphasis on problem solving approaches as applied to c and java programming paradigms

cd rom contains source code of the book s examples and several software tools useful for programming in java

this text is designed to take the programmer to the point where they can write truly interactive internet applications using java programming languages it starts from the first principles and progresses to the point where the reader can employ the advance

plus real world examples of effective programs and code using design patterns

this introductory programming in java book offers an object oriented approach introducing the concepts of object class and message as early as the first chapter the code has been thoroughly updated to the java 2 platform this object oriented approach is used throughout the text as students learn the fundamentals of object oriented programming along with the basics of imperative programming the authors place a strong emphasis on the software development process presenting a clear and usable procedure for solving problems by developing classes that is used throughout the text in addition each chapter has an optional supplemental section that introduces graphical user interface gui concepts through the medium of the java awt java s support for gui and network programming makes a great setting for diverse programming examples a calculator a strategy game reading the dow jones from yahoo a surveyor application scheduling songs for a radio station as well as traditional payroll and student gpa computations working with these and other examples students learn to think like a programmer analyze problems devise solutions design classes and write code

paul wang s java with object oriented programming eases students into an understanding of the object oriented paradigm from the very first page just as he does in java with object oriented programming with worldwide web applications on which this new book is modeled after the early chapters that present classes and java features and constructs wang introduces new object oriented concepts throughout the book while clearly showing how java addresses these issues he also goes the extra step of including case studies to illustrate how java and object oriented programming are applied early in the book wang introduces students to a case study involving a pocket calculator this case

study is revisited throughout the book as students learn new aspects of object oriented programming and the java language the book then concludes with a chapter on some of the processes associated with object oriented design as a result students are able to fully grasp the concepts they learn

add to cart now 9 97 normally priced 17 97 are you ready to learn java easily java is actually a decent programming language developed at sun microsystems it was originally used for internet applications or applets those applets are embedded on web pages and run in the browser java uses a special format known as byte code instead of an ordinary machine code java is not limited to internet applications it is technically a complete general object oriented programming language which can be used to develop all sorts of applications the syntax of java is very much similar to the syntax of c but removes its error prone features and complications throughout the ebook we will discuss the basics of how java programs are compiled simple expressions and declarations classes objects and statements until you are able to learn understand and write a complete java program in just one day here s what you ll learn from this java for beginners book introduction chapter 1 basics of java chapter 2 conditional statements iterative statements and branching statements chapter 3 arrays chapter 4 methods objects classes chapter 5 interfaces and inheritance chapter 6 packages and much more what are you waiting for start coding java right now

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