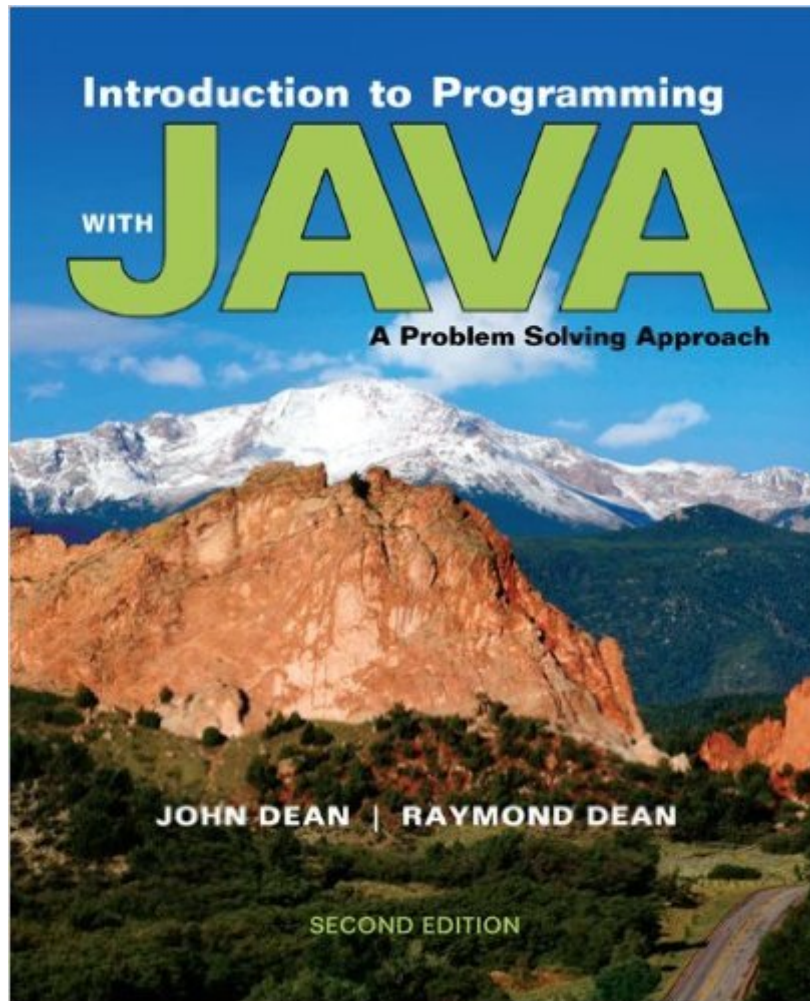


The book was found

Introduction To Programming With Java: A Problem Solving Approach



Synopsis

Introduction to Programming with Java: A Problem Solving Approach teaches the reader how to write programs using Java. It does so with a unique approach that combines fundamentals first with objects early. The book transitions smoothly through a carefully selected set of procedural programming fundamentals to object-oriented fundamentals. During this early transition and beyond, the book emphasizes problem solving. For example, Chapter 2 is devoted to algorithm development, Chapter 8 is devoted to program design, and problem-solving sections appear throughout the book. The second edition adds new language features and end-of-chapter GUI sections that include animation. New chapters include an introduction to the Java Collections Framework and an in-depth treatment of recursion. Two new supplementary chapters on the book's companion website describe the JavaFX GUI platform. Before diving into object-oriented programming (OOP) in Chapter 6, the second edition includes a "mini-chapter" that describes how to write multiple-method programs in a non-OOP environment. Those who want to continue this theme can follow an optional "late objects" approach by reading two chapters on the book's website before returning to OOP in Chapter 6. Some key features include:

- A conversational, easy-to-follow writing style.
- Simple GUI programming early, in an optional standalone graphics track.
- Well-identified alternatives for altering the book's sequence to fit individual needs.
- Well-developed projects in six different academic disciplines, with a handy summary.
- Detailed customizable PowerPoint™ lecture slides, with icon-keyed hidden notes.

I have used the Dean and Dean book in my Introduction to Java Programming class for the past year. This is an excellent text and I am very happy with it. It is the only text that I have ever used that always gets positive comments from students on my class evaluations even though there is no question asked about the text. The chapters are well thought out and the coverage is complete. The progression from topic-to-topic is masterful, and the writing is exceptionally clear and at the perfect level for an introductory Java class. " Ralph Duffy, South Seattle Community College

Book Information

Paperback: 960 pages

Publisher: McGraw-Hill Education; 2 edition (January 25, 2013)

Language: English

ISBN-10: 007337606X

ISBN-13: 978-0073376066

Product Dimensions: 9 x 7.3 x 1.5 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (12 customer reviews)

Best Sellers Rank: #133,955 in Books (See Top 100 in Books) #40 in [Books > Computers & Technology > Programming > Languages & Tools > Java > Beginner's Guides](#) #170 in [Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design](#) #291 in [Books > Computers & Technology > Programming > Introductory & Beginning](#)

Customer Reviews

The best thing I have to say about this book is that it is very conversational and easy to read and understand. There are a lot of concepts that are hard to understand in Object Oriented Programming (OOP) for a beginner - the authors do a very good job at breaking down these concepts into real world examples so that programming becomes easier to relate to. I used the first edition of this book as a beginner to OOP years ago, and to date, when I think of a class or an object, I think of the examples that are used in this book. That's how good this book is at "driving the point home", so to speak. I think one of the main reasons would probably be because this book discusses OOP concepts earlier on in the book, so that OOP becomes natural and not something "new and alien" that was introduced at the end of the book like I've seen in some of the other intro to programming books. I also find it interesting how the authors have updated the 2nd edition with examples from current pop culture - this definitely makes reading the book a fun experience. The second edition also has several new chapters that discusses additional language features, and program constructs - and more importantly, it includes an in depth discussion about the Java Collections Framework. The book slowly progresses to discuss complex concepts like recursion, exception handling and programming with GUI, without ever making the reader feel like they must have skipped an invisible chapter somewhere in between. Overall, I give this book 5 stars for ease of readability, organization and flow. Highly recommended!

I have used both 1st and 2nd editions of this book. By far this is one of the best books to start learning Object Oriented Programming and Java. For Java beginners, this book addresses all fundamentals, the quirks and nuances of Java in an easy to learn manner. The book is written in a manner, that helps you to quickly apply the principles to work in programs. I especially recommend this book to anyone who is using this as your first object oriented programming text. The book approaches both OOP and javain a way that explains the fundamental concepts and then builds on

that to address the complex concepts. I believe this book takes on a very organic, simple and easy to learn approach to explain both OOP and JAVA!

The book says a lot about programming but does little in explaining programs. There is little explanation on how things work. My other programming book "starting out with java from control structures through data structures" was much better.

Book was as good as it gets before you buy JAVA for dummies. The instructor however is a different story Park University has some of the worst for this course.

It's a great textbook that will come handy as a reference after the course is complete. The author uses simple language to describe scenarios.

its for my programming for java, it is very descriptive and very helpful.

[Download to continue reading...](#)

JAVA: Quick and Easy JAVA Programming for Beginners (Java, java programming, java for dummies, java ee, java swing, java android, java mobile java apps) JAVA: The Ultimate Guide to Learn Java Programming Fast (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, Javascript, ... Developers, Coding, CSS, PHP Book 1) Java: The Ultimate Guide to Learn Java and C++ (Programming, Java, Database, Java for dummies, coding books, C programming, c plus plus, programming for ... Developers, Coding, CSS, PHP Book 2) JAVA: Easy Java Programming for Beginners, Your Step-By-Step Guide to Learning Java Programming (Java Series) Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Javascript: Beginner to Expert with Javascript Programming (Javascript, Javascript Programming, Javascript for Beginners, Java, Java Programming, Java for Beginners,) Introduction to Programming with Java: A Problem Solving Approach MATLAB - Programming with MATLAB for Beginners - A Practical Introduction to Programming and Problem Solving (Matlab for Engineers, MATLAB for Scientists, Matlab Programming for Dummies) Java Programming Box Set: Programming, Master's Handbook & Artificial Intelligence Made Easy; Code, Data Science, Automation, problem solving, Data Structures & Algorithms (CodeWell Box Sets) Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games)

Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) Java: An Introduction to Problem Solving and Programming (7th Edition) Java: An Introduction to Problem Solving and Programming (4th Edition) Java: An Introduction to Problem Solving and Programming (6th Edition) Java: Introduction to Problem Solving and Programming (5th Edition) Student Value Edition for Java: An Introduction to Problem Solving and Programming (6th Edition) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming, Prolog Logic, ... Programming, Programming Code, Java) C++: Beginners Guide to Learn C++ Programming Fast and Hacking for Dummies (c plus plus, C++ for beginners, JAVA, programming computer, hacking, how to ... Programming, Coding, CSS, Java, PHP Book 5) Java Programming: Master's Handbook: A TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures & Algorithms (Code like a PRO in 24 ... design, tech, perl, ajax, swift, python)

[Dmca](#)