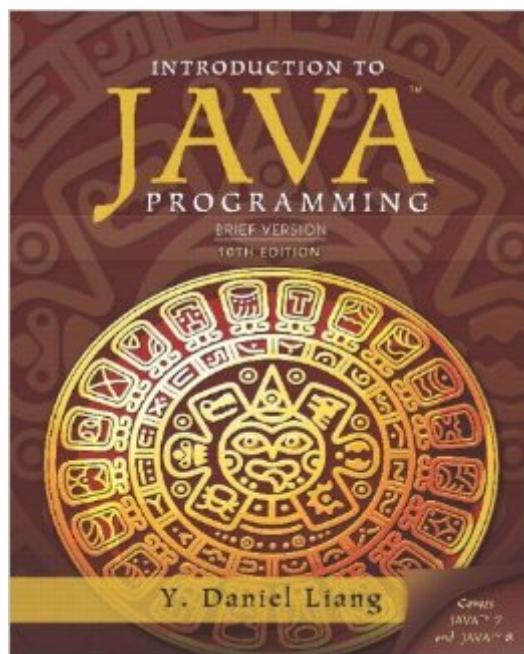


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Introduction To Java Programming: Brief Version, 10th Edition



Synopsis

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133813487 /ISBN-13: 9780133813487. That package includes ISBN-10: 0133592200/ISBN-13: 9780133592207 and ISBN-10: 0133592685 /ISBN-13:9780133592689 . MyProgrammingLab should only be purchased when required by an instructor. 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. Coverage of Java and programming make this a useful reference for beginning programmers and IT professionals. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Liang approaches Java GUI programming using JavaFX, not only because JavaFX is much simpler for new Java programmers to learn and use but because it has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications on desktop computers, on hand-held devices, and on the Web. Additionally, for instructors, JavaFX provides a better teaching tool for demonstrating object-oriented programming. **Teaching and Learning Experience** To provide a better teaching and learning experience, for both instructors and students, this program offers: **Fundamentals-First Approach:** Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. **Problem-Driven Motivation:** The examples and exercises throughout the book emphasize problem solving and foster the concept of developing reusable components and using them to create practical projects. **A Superior Pedagogical Design that Fosters Student Interest:** Key concepts are reinforced with objectives lists, introduction and chapter overviews, easy-to-follow examples, chapter summaries, review questions, programming exercises, and interactive self-tests. **The Most Extensive Instructor and Student Support Package Available:** The author maintains a website at www.pearsonhighered.com/liang that includes multiple interactive resources.

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Customer Reviews

If you prefer your computer technology learning in textbook style, then this is an excellent choice in books... *Introduction to Java Programming - Comprehensive Version (Sixth Edition)* by Y. Daniel Liang. It's an entire college-level course in Java in one very big (and well-written) volume...

Try to learn Java from the tutorials available online, and you encounter breezy references to unfamiliar concepts and examples so complicated you can't tell the predefined Java classes from those the programmer has added. But if you make an investment and buy this book, a master teacher leads you by the hand. The organization of the text seems odd at first. Why, for example, does Liang introduce a single GUI component, JOptionPane, at the beginning? It turns out he is showing you how to parse strings into other data types. Why does coverage of the String class intervene in the middle? It turns out to be a good example of an object, following up on the previous chapter. Every concept is presented in a logical progression. Along the way, Liang makes excursions to topics like 2D arrays and Wrapper classes. I recently finished the brief version of this book and then needed to use a Swing feature, tables, which is covered only in the comprehensive version. So I had to rely on Sun's tutorial, which is excellent but assumes you know the basics. It gives no explanation of the object type used to hold a table's data -- but Liang's intro had prepared me to recognize and use a 2D array. My first attempt didn't work. Closer review showed that booleans and integers should be surrounded with extra code -- which, having read Liang, I knew were wrappers. That's when I decided to continue on to this comprehensive version. Liang is that good, you'll want all 1300 pages. Throughout the book are beautifully designed examples, presenting exactly the code necessary to illustrate the target concepts and no more, and presented

in full. If you're new to OOP and unsure where to place certain code, you can use Liang's examples as guides.

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