

Java Programming A Comprehensive Introduction

This value pack consists of Introduction to Java Programming- Comprehensive Version, 6/e by Y Daniel Liang (ISBN:9780132221580); Computer Science: An Overview: International edition, 9/e by J. Glenn Brookshear (ISBN:9780321434456)

First on the market to cover Sun's new IDE Forte, this special edition of a Liang's widely used Java book is a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming. The book is easy to read and well paced, and is ideal for self-study. The book covers all subjects required in the Level I Java Certification Exam -- fundamentals of programming (including primitive data types, control statements, methods, and arrays); object-oriented programming; graphics programming; exception handling; internalization; multithreading; multimedia; I/O; networking; and Java data structures

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.

Revised edition of: Introduction to Java programming and data structures / Y. Daniel Liang, Armstrong Atlantic State University. Eleventh edition. Comprehensive version. 2018. 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

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exercises that highlight new Java strengths.

/*0022R-5, 0-13-100225-2, Liang, Y. Daniel, Introduction to Java Programming, Fourth Edition*/ Using a step-by-step approach that fosters self-teaching for professionals studying for the SUN Java Certification Exam, this completely revised Fourth Edition of this widely used book provides an outstanding introduction to Java programming in four parts. This text lays a solid foundation with programming elements, control structures, and methods, and then moves on to object-oriented programming, graphical user interface, applets, internationalization, multimedia, I/O, and networking. This book clearly covers all of the required subjects in the Java Certification Exam. For beginning or experienced programmers who want a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming.

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.

Mak introduces Java programmers to numerical computing. This book contains clear, non-theoretical explanations of practical numerical algorithms, including safely summing numbers, finding roots of equations, interpolation and approximation, numerical integration and differentiation, and matrix operations, including

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solving sets of simultaneous equations.

Essential C++ skills made easy! Written by top-selling programming author Herb Schildt, C++: A Beginner's Guide, Third Edition is fully updated to cover the new features in C++. The book includes two new chapters and integrates a significant portion of new material into existing chapters. This hands-on, self-paced guide offers full coverage of C++, the premier language of high-performance systems software development. You'll learn about concepts, multithreading, regular expressions, lambda expressions, new keywords, upgrades to the for loop, and much more. Get started programming with C++ right away and get up to speed on all of the new features. Ready-to-use code is available for download. Designed for Easy Learning: Key Skills & Concepts—Chapter-opening lists of specific skills covered in the chapter Ask the Expert—Q&A sections filled with bonus information and helpful tips Try This—Hands-on exercises that show you how to apply your skills Notes—Extra information related to the topic being covered Tips—Helpful reminders or alternate ways of doing things Cautions—Errors and pitfalls to avoid Annotated Syntax—Example code with commentary that describes the programming techniques being illustrated With a variety of interactive learning features and user-friendly pedagogy, Java 6 Illuminated, Second Edition provides a comprehensive introduction to programming using the most current version in Java programming. Throughout the text the authors incorporate an active learning approach which asks students to take an active role in their understanding of the language through the

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use of numerous interactive examples, exercises, and projects. Object-Oriented Programming concepts are developed progressively and reinforced through numerous Programming Activities, allowing students to fully understand and implement both basic and sophisticated techniques. In response to students growing interest in animation and visualization the text includes techniques for producing graphical output and animations beginning in Chapter 4 with applets and continuing throughout the text. You will find Java 6 Illuminated, Second Edition comprehensive and user-friendly. Students will find it exciting to delve into the world of programming with hands-on, real-world applications!"

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 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

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to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation 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 applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, *Beginning Java Programming* is a thorough, comprehensive guide.

Java Programming: A Comprehensive Introduction is designed for an introductory programming course using Java. This text takes a logical approach to the presentation of core topics, moving step-by-step from the basics to more advanced material, with objects being introduced at the appropriate time. The book is divided into three parts: Part One covers the elements of the Java language and the fundamentals of programming. An introduction to object-oriented design is also included. Part Two introduces GUI (Graphical User Interface) programming using Swing. Part Three explores key aspects of Java's API (Application Programming Interface) library, including the Collections Framework and the concurrency API. Herb Schildt has written many successful programming books in Java, C++, C, and C#. His books have sold more than three million copies. Dale Skrien is a professor at Colby College with degrees from the University of Illinois-Champaign, the University of Washington, and St. Olaf College. He's also authored two books and is very active in SIGCSE.

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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

The free book "Programming Basics with C#" (<https://csharp-book.softuni.org>) is a comprehensive entry level computer programming tutorial for absolute beginners that teaches basics of coding (variables and data, conditional statements, loops and methods), logical thinking and problem solving using the C# language. The book comes with free video lessons for each chapter, 150+ practical exercises with an automated online

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evaluation system (online judge) and solution guidelines for the exercises. The book "Programming Basics with C#" introduces the readers with writing programming code at a beginners level (basic coding skills), working with development environment (IDE), using variables and data, operators and expressions, working with the console (reading input data and printing output), using conditional statements (if, if-else, switch-case), loops (for, while, do-while, foreach) and methods (declaring and calling methods, passing parameters and returning values), as well as algorithmic thinking and solving practical programming problems. This free coding book for beginners is written by a team of developers lead by Dr. Svetlin Nakov (<https://nakov.com>) who has 25+ years practical software development experience and 15+ years as software development trainer. The free book "Programming Basics with C#" is an official textbook for the "Programming Basics" classes at the Software University (SoftUni), used by tens of thousands of students at the start of their software development education. The book relies on the "explain by examples" and "learn by doing" approaches to learning the practical coding skills required to become a software engineer. Each chapter provides some concepts, explained as video lesson with lots of code examples, followed by practical exercises involving the use of the new concepts with online evaluation system (online judge). Learners watch the videos, try the sample code and solve the exercises, which come as part of each book chapter. Exercises are given in series with increasing complexity: from quite trivial, though little complicated to highly

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complicated, requiring more thinking and research in Internet. Most exercises come with detailed hints and guidelines about how to construct a correct solution. Download the free C# programming basics book (as PDF, ePub and Mobi formats), watch the video lessons and the live coding demos, solve the practical exercises and evaluate your solutions at the book official Web site: <https://csharp-book.softuni.org>. Tags: book, programming, free, computer programming, coding, writing code, programming basics, ebook, programming book, book programming, C#, CSharp, C# book, Visual Studio, .NET, tutorial, C# tutorial, video lessons, C# videos, programming videos, programming lessons, coding lessons, coding videos, programming concepts, data types, variables, operators, expressions, calculations, statements, console input and output, control-flow logic, program logic, conditional statements, nested conditions, loops, nested loops, methods, functions, method parameters, method return values, problem solving, practical exercises, practical coding, learn by examples, learn by doing, code examples, online judge system, Nakov, Svetlin Nakov, SoftUni, ISBN 978-619-00-0902-3, ISBN 9786190009023

Detailed Book Contents: Preface - about the book, scope, how to learn programming, how to become a developer, authors team, SoftUni, the online judge, forums and other resources Chapter 1. First Steps in Programming - writing simple commands, writing simple computer programs, runtime environments, the C# language, Visual Studio and other IDEs, creating a console program, writing computer programs in C# using

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Visual Studio, building a simple GUI and Web apps in Visual Studio Chapter 2.1. Simple Calculations - using the system console, reading and printing integers, using data types and variables, reading floating-point numbers, using arithmetic operations, concatenating text and numbers, using numerical expressions, exercises with simple calculations, creating a simple GUI app for converting currencies Chapter 2.2. Simple Calculations – Exam Problems - practical problems with console input / output and simple calculations, with solution guidelines, from programming basics exams Chapter 3.1. Simple Conditions - using simple conditional statements, comparing numbers, simple if-else conditions, variable scope, sequence of if-else conditions, using the debugger, practical exercises with simple conditions with solution guidelines Chapter 3.2. Simple Conditions – Exam Problems - practical problems with simple if-else conditions, with solution guidelines, from programming basics exams Chapter 4.1. More Complex Conditions - nested if conditions (if-else inside if-else), using the logical "OR", "AND" and "NOT" operators, using the switch-case conditional statements, building GUI app for visualizing a point in a rectangle, practical exercises with solution guidelines Chapter 4.2. More Complex Conditions – Exam Problems - practical problems with more complex if-else conditions and nested if conditions, with solution guidelines, from programming basics exams Chapter 5.1. Repetitions (Loops) - using simple for-loops, iterating over the numbers from 1 to n, reading and processing sequences of numbers from the console, using the for-loop code snippets in Visual Studio, many

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practical exercises with loops, with solution guidelines, summing numbers, finding min / max element, drawing with the "turtle graphics" in a GUI app Chapter 5.2.

Loops – Exam Problems - practical problems with simple loops, with solution guidelines, from programming basics exams Chapter 6.1. Nested Loops - using nested loops (loops inside other loops), implementing more complex logic with loops and conditional statements, printing simple and more complex 2D figures on the console using nested loops, calculations and if conditions,

practical exercises with nested loops with solution guidelines, building a simple Web app to draw ratings in Visual Studio using ASP.NET MVC Chapter 6.2. Nested Loops – Exam Problems - practical problems with nested loops and more complex logic, with solution guidelines, from programming basics exams Chapter 7.1. More

Complex Loops - using for-loops with a step, loops with decreasing loop variable, using while loops, and do-while loops, solving non-trivial problems like calculating GCD (greatest common divisor) and finding the prime numbers in certain range, infinite loops with break inside, using simple try-catch statements to handle errors,

building a simple Web based game using Visual Studio and ASP.NET MVC, practical exercises with more complex loops with solution guidelines Chapter 7.2. More Complex Loops – Exam Problems - practical problems with nested and more complex loops with non-trivial logic, with solution guidelines, from programming basics exams Chapter 8.1. Practical Exam Preparations – Part I

- sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6

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problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 8.2. Practical Exam Preparations – Part II - another sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 9.1. Problems for Champions – Part I - a sample set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 9.2. Problems for Champions – Part II - another set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 10. Methods - what is method, when to use methods, defining and calling methods (functions), passing parameters and returning values, returning multiple values, overloading methods, using nested methods (local functions), naming methods correctly, good practices for using methods Chapter 11. Tricks and Hacks - some special techniques, tricks and hacks for improving our performance with C# and Visual Studio: hints how to format the code, conventions and guidelines about naming the code elements, using keyboard shortcuts in VS, defining and using code snippets in VS, debugging code, using breakpoints and watches Conclusion - the skills of the software engineers, how to continue learning software development after this book (study software engineering

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in SoftUni, study in your own way), how to get learning resources and how many time it takes to become a skillful software engineer and start a job

Introduction to Java Programming, Comprehensive, 8e, features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Liang's fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Liang's approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Eighth Edition ideal for a full course on data structures.

For novice programmers, finding an interesting, practical Java programming reference that doesn't overwhelm them with details and complexity is difficult. Simply Java: An Introduction to Java Programming is an easy-to-follow textbook that guides beginning programmers step-by-step through the process of learning Java. The main obstacle to learning object-oriented programming is the volume of detail that needs to be learned before even the simplest program can be created. This text eliminates extraneous details early on and stresses only concepts students need to know. It teaches classes and objects from the outset, and presents

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programming as extended problem solving, making it easier to understand. Class design and graphical user interfaces are introduced early, but most of the detail is postponed until after students have a better grasp of objects, classes, and inheritance.

This text is intended for a 1-, 2-, or 3-semester CS1 course sequence. 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. 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.

Introduction to Java Programming, Brief, 9e, features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. 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.

An 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

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students think in objects right from the beginning. As with Wu's other text, he takes a consistent problem solving approach and integrates this same approach throughout the textbook.

Cay Horstmann's Big Java Late Objects, 2nd Edition provides a comprehensive and approachable introduction to fundamental programming techniques and design skills, and helps students master basic concepts and become competent coders. The inclusion of advanced chapters makes the text suitable for a 2 or 3-term sequence, or as a comprehensive reference to programming in Python. Major rewrites and an updated visual design make this student-friendly text even more engaging. Filled with realistic programming examples, a great quantity and variety of homework assignments, and lab exercises that build student problem-solving abilities, it is no surprise Bi Java Late Objects is the number one text for early objects in the Python market. "Introduction to Java Programming, Comprehensive, 9e, " features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. 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.

Java Programming: A Comprehensive Introduction McGraw-Hill Education

An audience-centered approach to public speaking
Public Speaking: An Audience-Centered Approach
brings theory and practice together. Its distinctive and popular approach emphasizes the importance of

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analyzing and considering the audience at every point in the speech making process. This model of public speaking is the foundation of the text, and it guides students through the step-by-step process of public speaking, focusing their attention on the dynamics of diverse audiences, and narrowing the gap between the classroom and the real world. MyCommunicationLab is an integral part of the Beebe/Beebe program. MyCommunicationLab is an integral part of the Beebe/Beebe program. With extensive opportunities for the application of course content, MyCommunicationLab helps students become better speakers and master key public speaking concepts. Interactive videos provide students with the opportunity to watch and evaluate sample speeches. Online self-assessments and pre- and post-tests help students assess their comfort level with public speaking and their knowledge of the material. MediaShare allows students to post speeches and share them with classmates and instructors. ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages

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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.

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Introduction to Java Programming, Comprehensive Version (8Th & 10th Best Selling Edition) Easy Standard Special Beginner's To Expert Edition for Students and IT Professional's 2014. This Java Book is One of worlds Best Java Book, Author 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. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Authors' fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Authors' approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line

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explanations. Increased data structures chapters make the Tenth Edition ideal for a full course on data structures. BRIEF CONTENTS- ===== 1. Introduction to Computers, Programs, and Java-1 2. Elementary Programming -23 3. Selections-71 4. Loops-115 5. Methods-155 6. Single-Dimensional Arrays-197 7. Multidimensional Arrays-235 8. Objects and Classes-263 9. Strings and Text-I/O 301 10. Thinking in Objects-343 11. Inheritance and Polymorphism-373 12. GUI Basics-405 13. Exception Handling-431 14. Abstract Classes and Interfaces-457 15. Graphics-497 16. Event-Driven Programming-533 17. Creating Graphical User Interfaces-571 18. Applets and Multimedia-613 19. Binary I/O-649 20. Recursion-677 APPENDIXES A. Java Keywords-707 B. The ASCII Character Set-710 C. Operator Precedence Chart-712 D. Java Modifiers-714 E. Special Floating-Point Values-716 F. Number Systems-717

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

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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.

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course, Introduction to Java Programming and Data Structures, Brief Version teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn.

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 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. 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

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Have you ever thought about learning how to make your computer do what you want it to do? Do you want to learn to program but just don't know where to start? Have all other learning resources got you confused with over explanations, rather than walking you in the right direction? Don't worry, you have to look no further.

Written by not just an ...

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

