

Java Software Solutions Programming Project Answers

Written by the members of the IFIP Working Group 2.3 (Programming Methodology) this text constitutes an exciting reference on the front-line of research activity in programming methodology. The range of subjects reflects the current interests of the members, and will offer insightful and controversial opinions on modern programming methods and practice. The material is arranged in thematic sections, each one introduced by a problem which epitomizes the spirit of that topic. The exemplary problem will encourage vigorous discussion and will form the basis for an introduction/tutorial for its section.

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book will help you get employed as a top-notch Java developer. By the end of the book, you'll have a firm foundation to continue your journey toward becoming a professional Java developer. What you will learn Compile, package, and run a program using a build management tool Get to know the principles of test-driven development Separate the wiring of multiple modules from application logic Use Java annotations for configuration Master the scripting API built into the Java language Understand static versus dynamic implementation of code Who this book is for This book is for anyone who wants to learn the Java programming language. No programming experience required. If you have prior experience, it will help you through the book more easily.

Intended for use in the Java programming course Java Software Solutions teaches a foundation of programming techniques to foster well-designed object-oriented software. Heralded for its integration of small and large realistic examples, this worldwide best-selling text emphasises building solid problem-solving and design skills to write high-quality programs. To provide a better teaching and learning experience, for both instructors and students, this program will:

- Help Students Build Sound Program-Development Skills: A software methodology is introduced early and revisited throughout the text to ensure that students build sound program-development skills.
- Enhance Learning with In-text Features: A variety of features in each chapter help motivate learning.
- Provide Opportunities to Practice Design Skills and Implement Java Programs: A wealth of end-of-chapter programming projects and chapter review

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features help reinforce key concepts. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you will receive via email the code and instructions on how to access this product. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

This textbook provides an in-depth introduction to software design, with a focus on object-oriented design, and using the Java programming language. Its goal is to help readers learn software design by discovering the experience of the design process. To this end, a narrative is used that introduces each element of design know-how in context, and explores alternative solutions in that context. The narrative is supported by hundreds of code fragments and design diagrams. The first chapter is a general introduction to software design. The subsequent chapters cover design concepts and techniques, which are presented as a continuous narrative anchored in specific design problems. The design concepts and techniques covered include effective use of types and interfaces, encapsulation, composition, inheritance, design patterns, unit testing, and many more. A major emphasis is placed on coding and experimentation as a necessary complement to reading the text. To support this aspect of the learning

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process, a companion website with practice problems is provided, and three sample applications that capture numerous design decisions are included. Guidance on these sample applications is provided in a section called “Code Exploration” at the end of each chapter. Although the Java language is used as a means of conveying design-related ideas, the book’s main goal is to address concepts and techniques that are applicable in a host of technologies. This book is intended for readers who have a minimum of programming experience and want to move from writing small programs and scripts to tackling the development of larger systems. This audience naturally includes students in university-level computer science and software engineering programs. As the prerequisites to specific computing concepts are kept to a minimum, the content is also accessible to programmers without a primary training in computing. In a similar vein, understanding the code fragments requires only a minimal grasp of the language, such as would be taught in an introductory programming course.

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

The previous three editions have established Fluid Mechanics as the key textbook in its field. This fourth edition continues to offer the reader an excellent and comprehensive treatment of the essentials of what is a truly cross-disciplinary subject, while also providing in-depth treatment of selected areas. This book is suitable for all students of

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civil, mechanical, chemical, environmental and building services engineering. The fourth edition retains the underlying philosophy of the previous editions - guiding the reader from the general to the particular, from fundamentals to specialist applications - for a range of flow conditions from bounded to free surface and steady to time dependent. The basic 'building block' equations are identified and their development and application to problems of considerable engineering concern are demonstrated and discussed. The fourth edition of Fluid Mechanics includes: end of chapter summaries outlining all essential concepts, an entirely new chapter on the simulation of unsteady flow conditions, from free surface to air distribution networks, enhanced treatment of dimensional analysis and similarity and an introduction to the fundamentals of CFD

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Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

Java Software Solutions Foundations of Program Design Addison-Wesley

"Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Python language fast? This book is for you"--Page 4 of cover.

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excellent primer teaches how to program in an object-oriented style. Objects come first providing a framework for understanding how Java programs work and how they can be designed, in an organised and systematic way. Programming is taught with a view to quality software engineering and is anchored in real world issues, particularly testing. Examples and exercises provide motivation. Self- tests and class project suggestions enhance this comprehensive study package. The purpose of this book is to take readers from the basic principles of object-oriented design and programming using Java through to class library construction and application development. New to this edition: JDK 2 compliant Part 1 - objects and object oriented programming concepts have been made more student friendly with a lot of additional small scale examples to aid understanding Part 2 - Language Reference now appears at the back of the book so as not to interrupt the flow The new JFC (including Swing and the container classes) replaces obsolescent AWT Go to the support website at:

<http://www.dcs.kcl.ac.uk/DevJavaSoft/> to find: More exercises Selected solutions Instructor's notes and resources Code for case studies Updates, revisions and bug fixes Reviews and feedback

"Java, Java, Java, Third Edition systematically introduces the Java 1.5 language to the context of practical problem-solving and effective object-oriented design. Carefully and incrementally, the authors demonstrate how to decompose problems, use UML diagrams to design Java software that solves those problems, and transform their

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designs into efficient, robust code. Their "objects-early" approach reflects the latest pedagogical insights into teaching Java, and their examples help readers apply sophisticated techniques rapidly and effectively."--BOOK JACKET.

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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

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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

Master Java 5.0 and TDD Together: Build More Robust, Professional Software Master Java 5.0, object-oriented design, and Test-Driven Development (TDD) by learning them together. Agile Java weaves all three into a single coherent approach to building professional, robust software systems. Jeff Langr shows exactly how Java and TDD integrate throughout the entire development lifecycle, helping you leverage today's fastest, most efficient development techniques from the very outset. Langr writes for every programmer, even those with little or no experience with Java, object-oriented development, or agile methods. He shows how to translate oral requirements into

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practical tests, and then how to use those tests to create reliable, high-performance Java code that solves real problems. Agile Java doesn't just teach the core features of the Java language: it presents coded test examples for each of them. This TDD-centered approach doesn't just lead to better code: it provides powerful feedback that will help you learn Java far more rapidly. The use of TDD as a learning mechanism is a landmark departure from conventional teaching techniques. Presents an expert overview of TDD and agile programming techniques from the Java developer's perspective Brings together practical best practices for Java, TDD, and OO design Walks through setting up Java 5.0 and writing your first program Covers all the basics, including strings, packages, and more Simplifies object-oriented concepts, including classes, interfaces, polymorphism, and inheritance Contains detailed chapters on exceptions and logging, math, I/O, reflection, multithreading, and Swing Offers seamlessly-integrated explanations of Java 5.0's key innovations, from generics to annotations Shows how TDD impacts system design, and vice versa Complements any agile or traditional methodology, including Extreme Programming (XP)

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skills. Enhance Learning with In-text Features: A variety of features in each chapter help motivate learning. Provide Opportunities to Practice Design Skills and Implement Java Programs: A wealth of end-of-chapter programming projects and chapter review features help reinforce key concepts. Support Instructors and Students: Resources to support learning are available on the Companion website and Instructor Resource Center.

While other books only touch on the subject, this book is designed to provide in-depth guidance so that the reader can become a java master. There are lots of examples as this book guides the reader from a beginner to advanced level. The reader will learn: Chapter 1: Java Basics Chapter 2: Java Data Structures and Algorithms Chapter 3: Java Web Development Chapter 4: Java GUI Programming Chapter 5: Object-Oriented Programming Chapter 6: Java Interview Questions

A Beginners guide to learn BlueJ DESCRIPTION This book will help students to get standard BlueJ problem and solution. They will not have to worry while learning BlueJ practically. Moreover, this book will help teachers to get different problems and try to do those in different ways. This will help both beginners and expert to get idea and support while learning BlueJ. Ê Some of the coding problems in the book have been taken from the real life projects, which will be

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highly beneficial for the students. Blue Java is the basic programming language would be better to learn before learning vast Java. This enables the learner to think logically, this enables learner to see Java Virtual Machine (JVM) working process. So, many critical features of Java can be tested at an early stage using Blue Java. These programs won't make you topper anywhere; but practicing this programming problems will make you expert to solve any logical operation of any BlueJ program. KEY FEATURES Book contains 210 programming problems and solutions. Book is devoted to those entire learners who face problem in learning BlueJ. Each program is explained in simple way. Book covers the program from basic level to master level. WHAT WILL YOU LEARN This book had different programming problems from beginner to master. This book contains many examples question, which is asked at different process of examinations. This book will help you to find the solution of any associated program. WHO THIS BOOK IS FOR This book is aimed for students who want to learn BlueJ programming practically, for students of school. This book will help to see the basic programming problems, learn lots of logic based skill same for every programming language, just may need to edit little for different languages. Table of Contents 1. Introduction to BlueJ 2. What is BlueJ? 3. How to install BlueJ? 4. Programming Problems Topic 5. Programs & Solution 6. Conclusion

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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.

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foster well-designed object-oriented software. Heralded for its integration of small and large realistic examples, this worldwide best-selling text emphasizes building solid problem-solving and design skills to write high-quality programs.

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Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, Real-World Software Development shows you how to develop several relevant projects while learning best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You'll work with many different software development topics that are often excluded from software develop how-to references. Featuring real-world examples, this book teaches you techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems. Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. Summary Sharpen your coding skills by exploring

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algorithms Constraint-satisfaction problems K-means clustering, neural networks, and adversarial search About the reader For intermediate Java programmers. About the author David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. Table of Contents 1 Small problems 2 Search problems 3 Constraint-satisfaction problems 4 Graph problems 5 Genetic algorithms 6 K-means clustering 7 Fairly simple neural networks 8 Adversarial search 9 Miscellaneous problems 10 Interview with Brian Goetz

A self-study guide to NT Server 4 administration, Sams Teach Yourself Windows NT Server 4 in 21 Days offers more than 100 skill-building tasks to teach you everything you need to know to be an effective NT administrator. You'll learn how to make the switch from another network operating system, troubleshoot a server, optimize the network, and more. Topics covered include: Setting up an NT Server; Understanding the inner workings of the NT Registry; Migrating to NT from other network operating systems; Configuring and installing a variety of clients on an NT network; Designing and implementing an NT network for an organization; Securing a server with NT's powerful safeguards; Administering a server remotely with RAS; and Managing network printers with ease.

Inspired by the success of their best-selling introductory programming text, Java

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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. A surprisingly simple way for students to master any subject--based on one of the world's most popular online courses and the bestselling book A Mind for Numbers A Mind for Numbers and its wildly popular online companion course "Learning How to Learn" have empowered more than two million learners of all ages from around the world to master subjects that they once struggled with. Fans often wish they'd discovered these learning strategies earlier and ask how they can help their kids master these skills as well. Now in this new book for kids and teens, the authors reveal how to make the most of time spent studying. We all have the tools to learn what might not seem to come naturally to us at first--the secret is to understand how the brain works so we can unlock its power. This book explains:

- Why sometimes letting your mind wander is an important part of the learning process
- How to avoid "rut think" in order to think outside the box
- Why having a poor memory can be a good thing
- The value of metaphors in developing understanding
- A simple, yet powerful, way to stop

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procrastinating Filled with illustrations, application questions, and exercises, this book makes learning easy and fun.

A comprehensive guide to programming for Access 2010 and 2007 Millions of people use the Access database applications, and hundreds of thousands of developers work with Access daily. Access 2010 brings better integration with SQL Server and enhanced XML support; this Wrox guide shows developers how to take advantage of these and other improvements. With in-depth coverage of VBA, macros, and other programming methods for building Access applications, this book also provides real-world code examples to demonstrate each topic. Access 2010 Programmer's Reference is a comprehensive guide to the best-of-breed techniques for programming Access applications. Coverage Includes: Introduction to Microsoft Access 2010 New Features Upgrading and Converting to Access 2010 Macros in Access 2010 Using the VBA Editor VBA Basics Using VBA in Access Creating Classes in VBA Extending VBA with APIs Working with the Windows Registry Using DAO to Access Data Using ADO to Access Data Using SQL with VBA Using VBA to Enhance Forms Enhancing Reports with VBA Customizing the Ribbon Customizing the Office Backstage Working with Office 2010 Working with SharePoint Working with .NET Building Client-Server Applications with Access The Access 2010 Templates Access Runtime Deployment Database Security Access 2010 Security Features

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This Manuscript Discover How to Take Advantage of the Tremendous Development Tools and Versatility of Java in 2021! Java is a widely-used programming language on the Web and in computing applications. It is a free download solution that allows users to access the latest versions and implement updates. This particular Programming Language is present in the majority of today's Web Applications and Computing Technologies. Java's scalable characteristics make it suitable for deployment in a wide range of applications, including apps for small electronic devices like cell phones and software solutions for large scale operations such as data centres. The growing preference for deploying Java is attributable to its robust functional features and sound security credentials. Java bears the Unique Distinction of Operating as a Modernized Programming Language but also as a Platform. This book includes: Why is Java crucial in 2021 ? ? Get to know the Richest Application Programming Interface ? Different Type Open Source Libraries ? Discover the 7 Best Development Tools of Java ? Get access to Extraordinary Documentation Support ? Identifiers ? What are the Variables ? ? Java Runtime Environment ? The book provides details of the different basic aspects of Java to guide you through the beginner's level of this Programming Language. This guide highlights the underlying concepts of Java, provides relevant examples, and incorporates exercises that will help you understand its fundamental parameters, structure, characteristics, and operations. Get Your Customer Addicted to Your Store! The design and analysis of efficient data structures has long been recognized as a key

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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.

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 exercises that highlight new Java strengths.

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

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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 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.

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography.

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A step by step guide that will help you learn the Java programming language

KEY FEATURES ?Get familiar with the features in Java 8 And Java 9

?Understand the working of various Java APIs ?Learn Modular Programming with

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Java 9 ?Learn to use features such as Lambda, Time API, and Stream API.
?Learn how to access databases from a Java application DESCRIPTION 100+
Solutions in Java is an easy-to-understand step-by-step guide that helps you develop applications using Java 8 and Java 9. It is for everyone, from beginners to professionals, who wish to begin development in Java. The content is designed as per increasing complexity and is explained in detail with appropriate examples. This book follows a practical approach by providing ample examples and assignments for you to test your understanding of each concept. You will also get familiar with the important features introduced in Java 10. This book is a “beginner’s guide” that will help you upskill your knowledge in Java. By the end of the book, you will know the different features introduced in Java over the years and will learn to implement these features to develop real-world applications.

WHAT YOU WILL LEARN ?Work with the newly introduced features in Java 8 And Java 9 ?Get to know in-depth about the Java Stream API ?Learn how to work with Java regular expressions ?Get an overview of Inheritance and Interfaces in Java ?Get familiar with Design Patterns in Java WHO THIS BOOK IS FOR This book is for Developers and Technical Specialists who are interested in learning Java. Prior knowledge of programming languages such as C, C++, or Python and any DBMS such as SQL Server, MySQL will be an added advantage.

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TABLE OF CONTENTS 1. Introduction to Java 2. Java Programming Constructs 3. Java Application Components 4. Java Reference Types 5. Subclasses and Interfaces 6. Exceptions and Regular Expressions 7. Collections and Stream API 8. Generics and Time API 9. File Manipulation in Java 10. Threads and JDBC 11. Design Patterns and I18N 12. More about JDK 8, 9 and 10

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.

The right preparation makes all the difference. Prepare your students to face the AP exam with: Java 6.0 language topics, AP-style review questions, Tie-ins with the AP case study, AP topic correlation guide. - Back cover.

This book takes an object-oriented approach to Java using it in a way that is appropriate for those just learning to write high-quality programs. The book features both text-based and GUI-based examples to demonstrate computing concepts and provide readers with maximum versatility. This title has an early evolution of object concepts, developed in a way that capitalizes on the power of

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objects without overwhelming beginning programmers. It places less emphasis on applets and more emphasis on GUI-based applications, while still maintaining a clean division between graphical and non-graphical topics. This book is appropriate for beginning programmers who want to learn to program with Java as well as experienced programmers who want to add Java to their skill-set. The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts

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and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike

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