

The book was found

Object-Oriented Programming In Java: A Graphical Approach, Preliminary Edition



Synopsis

This book has a strong focus on object-oriented design and gives readers a realistic experience of writing programs that are systems of cooperating objects. Programming fundamentals are learned through visually appealing graphics applications in all examples and exercises. Introduction of object-oriented concepts from the beginning including objects, classes, polymorphism, inheritance, and interfaces. It fully embraces Java 5.0 topics including the standard scanner class and makes extensive use of graphical user-interfaces and real graphics applications. 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.

Book Information

Paperback: 640 pages

Publisher: Pearson (September 8, 2005)

Language: English

ISBN-10: 0321245741

ISBN-13: 978-0321245748

Product Dimensions: 7.4 x 0.9 x 9 inches

Shipping Weight: 2.1 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars 8 customer reviews

Best Sellers Rank: #268,605 in Books (See Top 100 in Books) #111 in Books > Textbooks > Computer Science > Object-Oriented Software Design #312 in Books > Computers & Technology > Programming > Languages & Tools > Java #380 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design

Customer Reviews

This principle-driven introduction to programming with Java and its standard Swing graphics library by world-renowned computer science professor Andy van Dam and professor Kate Sanders emphasizes object-oriented design and programming. It covers all important object-oriented programming mechanisms at the beginning of the book—from encapsulation through inheritance, interfaces, and polymorphism. It uses numerous executable examples to teach modularization and other good programming habits that will stay with students for a lifetime. Most of the programming examples and exercises take advantage of the visual appeal of interactive graphics to provide essential motivation for first-time programmers. With *Object-Oriented Programming in Java: A Graphical Approach*, students will:

- Use an approach to learning object-oriented design and

programming that has been tested for a decade and used successfully at multiple universities. • Experience reading and writing non-trivial, interactive programs that are systems of cooperating objects. • Capitalize on the powerful features of Java 5.0 including Swing class, generics, and static imports. • Get a good introduction to fundamental data structures (stacks, queues, linked lists and trees) and a complete chapter on design patterns. "Strong Object-Oriented Design skills in combination with experience working on non-trivial projects are a requirement for succeeding in today's software industry. Students who follow the approach of this book are bound to be successful later in their software careers; you need only see the number of former Andy van Dam students at current industry powerhouses to believe it!" -Matt Chotin, Sr. Software Engineer, Macromedia and former student of Andy van Dam "Graphics are a useful motivator because students enjoy graphics far more than text or arithmetic examples, and graphics are inherently object-oriented." -Karl R. Wurst, Worcester State College "Andy van Dam and Kate Sanders do a great job of hitting Objects first-teaching OO early and letting the procedural stuff come along naturally. I have seen a number of texts that claim they do this, but I haven't seen anyone who does it like these authors do."-Ben Shaffer, University of Northern Iowa

The author of the book, Dr. Sanders, was my professor for introductory Java. She explained topics fairly well, but the book was not too useful. This book is a bit confusing for use in an introductory course. It's rather wordy and can raise more questions than answers. I believe it would be best used for an intermediate/ advanced course. Still, it was better than nothing to have as a reference.

It's a great book that teaches a lot about java. I also had a great professor so I can't say this book taught me everything I needed to know, but it covered all the important topics. I would recommend it for anyone trying to learn java.

Incredible book for learning , really good for learning and developing intuition in object oriented programming.

Thank you for not ripping me off

its is difinitely a good book for a java learner or a new to java for first time. the books does not goes into detail for everything but its does a good enough job to get started.

Dear Prospective Buyer, I remember that this book was the choice for my Introduction to Computer Science course and I can tell you that this book is wonderful. The inclusion of the "Wheels" library allowed for us to immediately implement object-oriented programming from the start, which elucidated a lot of the logic of Java in the beginning. This book is also well written, and the simple examples really allow one to understand the simplest case of each concept, which then allows one to generalize more easily. I found this to be an awesome textbook, and it together with my professor have left Java indelibly built into my brain. I highly recommend this book.

Good introductory book. So I was the teaching assistant for a undergraduate course using this book. Before this, I only had 2 semester of java experience, 7 years ago in high school. This book is great for bringing me up to speed, and the students liked it because graphic approach is more fun than sorting words etc. It covers basic concepts like how to put stuff on the screen, loops, conditionals, arrays etc. Pros: It have simple explanations with working code examples so it's easy to read. Too often do I see programming books with snippets of code that doesn't work, or have parts missing so you can't implement, or pseudo code. You can't learn a programming language without coding. This book have complete working code, and explains what the code means as well as the concept behind it in the text so you can follow along. Students with/without prior programming background were able to understand it. The cons, ahh yes. This takes a graphical approach, so some of the things like interacting with user input (other than the mouse), data structures etc are touched only briefly. It does cover basic concepts like polymorphism, encapsulation etc so you know what they are, but don't dig deep into it. Also, there are numerous ways to implement a program, and some of the code in the book are not most efficient. But, overall it is a good book to get you started in Java but not if you already know the basics and want to be a serious programmer.

Excellent book. I've had the honor of being in many of Prof. Sanders' classes at Rhode Island college. She is one of the best teachers I've ever had. Reading this book feels a lot like being in her classes. She makes java really easy and fun to learn. This is the first Java book, I've owned, and it's what I would recommend to anybody who wants to start learning Java, especially if it's your first programming language. Anyone can learn to code from this book

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

Object-Oriented Programming in Java: A Graphical Approach, Preliminary Edition Java: 2017 Ultimate Beginners Guide to Learn Java Programming (java for dummies, java apps, java for beginners, java apps, hacking, hacking exposed) ... Programming, Developers, Coding, CSS, PHP)

Java: The Ultimate Guide to Learn Java and Javascript Programming Programming, Java, Database, Java for dummies, how to program, javascript, javascript ... Developers, Coding, CSS, PHP Book 2) Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations (2nd Edition) Java Programming: Intermediate Concepts for the Fundamentals of Object Oriented Programming Beginning Java Programming: The Object-Oriented Approach Java Methods: An Introduction to Object Oriented Programming An Introduction to Object-Oriented Programming with Java C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) Programming Python: Powerful Object-Oriented Programming An Object-Oriented Approach to Programming Logic and Design Object Oriented Software Development Using Java (2nd Edition) Object-Oriented Data Structures Using Java Object-Oriented Programming in C++ (4th Edition) An Introduction to Object-Oriented Programming (3rd Edition) Microsoft Visual C#: An Introduction to Object-Oriented Programming Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced Systems Analysis and Design: An Object-Oriented Approach with UML A Guide to Programming in Java: Java 2 Platform Standard Edition 5 Java: Beginner's Guide to Programming Code with Java

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)