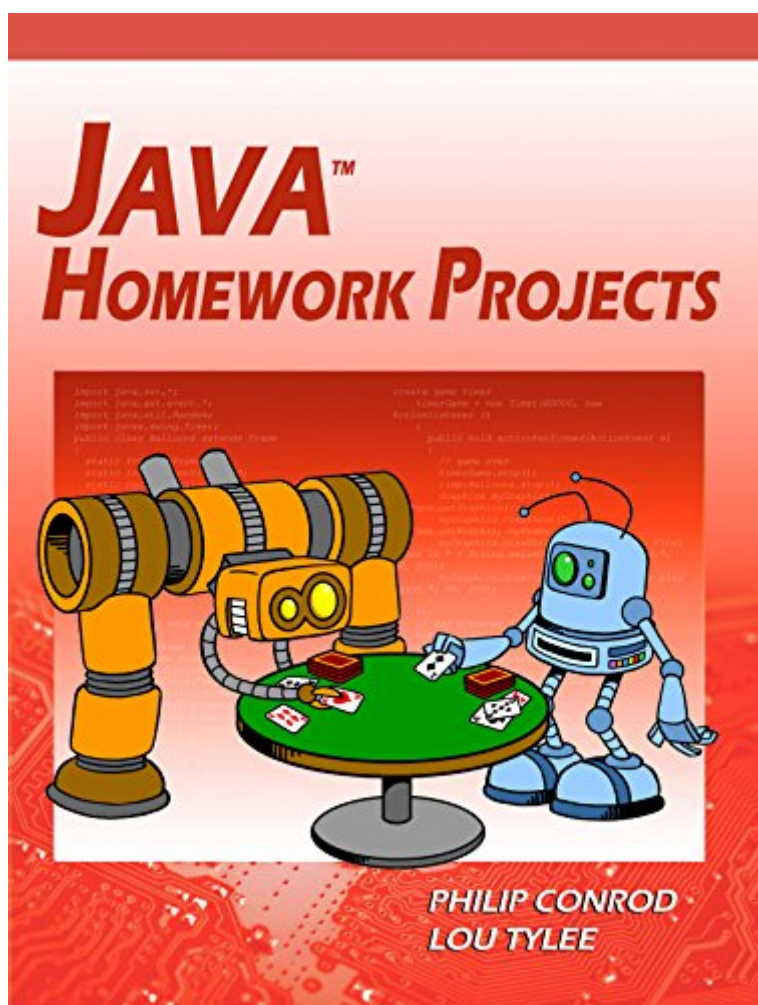The book was found

Java Homework Projects: A NetBeans GUI Swing Programming Tutorial

Synopsis

JAVA HOMEWORK PROJECTS teaches Java GUI (Graphical User Interface) Swing programming concepts and provides detailed step-by-step instructions in building many fun and useful projects. To grasp the concepts presented in JAVA HOMEWORK PROJECTS, you should possess a working knowledge of programming with Java and be acquainted with using the Swing control library. Our tutorial LEARN JAVA GUI APPLICATIONSâ ‹ can help you gain this needed exposure.JAVA HOMEWORK PROJECTS explains (in simple, easy-to-follow terms) how to build a Java GUI project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. The projects built include:â ‹â ¢ Dual-Mode Stopwatch â " Allows you to time tasks you may be doing. â ¢ Consumer Loan Assistant â " Helps you see just how much those credit cards will cost you. â ¢ Flash Card Math Quiz â " Lets you practice basic addition, subtraction, multiplication and division skills. â ¢ Multiple Choice Exam â " Quizzes a user on matching pairs of items, like countries/capitals, and words/meanings. â ¢ Blackjack Card Game â " Play the classic card game against the computer and learn why gambling is very risky. â ¢ Weight Monitor â " Track your weight each day and monitor your progress toward established goals. â ¢ Home Inventory Manager â " Helps you keep track of all your belongings â " even includes photographs. â ¢ Snowball Toss Game â " Lets you throw snowballs at another player or against the computer. â ‹â ‹The tutorial includes over 850 pages of self-study notes. The Java source code and all needed multimedia files are available after book registration from the publisher's website (KidwareSoftware.com).JAVA HOMEWORK PROJECTS requires Microsoft Windows, MAC OS X, or Linux. You also need the 8th Edition of the Java Development Kit (a free download from Oracle). This 8th edition tutorial also uses the free NetBeans 8 IDE (Integrated Development Environment) for building and testing Java applications.â ‹

Book Information

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Customer Reviews

What is ¢ "Java Homework Projects: A Netbeans GUI Swing Programming Tutorial¢ • and how it works.These lessons are a highly organized and well-indexed set of lessons in the Java v8 programming language. Netbeans, a specific IDE (Integrated Development Environment) is used throughout the lessons. They are written for the initiated programmer: the college or university student seeking to advance their computer science repertoire on their own, or the enlightened professional who wishes to embark on Java coding for the first time. Skilled programmers and beginners alike benefit from the style of presentation.While full solutions are provided, practical projects are presented in an easy-to-follow set of lessons explaining the rational for the solution ¢ " the form layout, coding design and conventions, and specific code related to the problem. The learner may follow the tutorials at their own pace while focusing upon context relevant information.The finished product is the reward, but the adult learner is fully engaged and enriched by the process. This kind of learning is often the focus of teacher training at the highest level. Every Computer Science teacher and self-taught learner knows what a great deal of work is required for projects to work in this manner, and with these tutorials, the work is done by an author who understands the adult need for streamlined learning.Graduated Lessons for Every Project. Graduated Learning. Increasing and appropriate difficulty. Great results.By presenting Homework Projects in this graduated manner, students are fully engaged and appropriately challenged to become independent thinkers who can come up with their own project ideas and design their own forms and do their own coding. Once the problem-solving process is learned, then student engagement is unlimited!These projects encourage accelerated learning - in the sense that they provide an enriched environment to learn Computer Science, but they also encourage accelerating learning because students cannot put the lessons away once they start! Computer Science provides

this unique opportunity to challenge students, and it is a great testament to the authors that they are successful in achieving such levels of engagement with consistency.My history with the Kidware Software products.As a learner who just wants to get down to business, these lessons match my learning style. I do not waste valuable time ensconced in language reference libraries for programming environments and help screens which can never be fully remembered! With every Home Project, the pathway to learning is clear and immediate, though the topics in Computer Science remain current, relevant and challenging.Some of the topics covered in these tutorials include:Ã¢Â Â¢ Structure of a Java and Java GUI ProgramÃ¢Â Â¢ Swing ControlsÃ¢Â Â¢ Managing Netbeans FilesÃ¢Â Â¢ Data Types and RangesÃ¢Â Â¢ Scope of VariablesÃ¢Â Â¢ Naming ConventionsÃ¢Â Â¢ Arithmetic, Comparison and Logical OperatorsÃ¢Â Â¢ String Functions, Dates and Times, Random Numbers,Ã¢Â Â¢ Decision Making (Selections)Ã¢Â Â¢ LoopingÃ¢Â Â¢ Language Functions Ã¢Â Â“ String, Date, NumericalÃ¢Â Â¢ ArraysÃ¢Â Â¢ Writing Your own Methods and ClassesÃ¢Â Â¢ Sequential File Access, Error-Handling and Debugging techniquesÃ¢Â Â¢ Distributing a Java Project (in the Appendices)Ã¢Â Â¢ and moreÃ¢Â Â| itÃ¢Â Â™s all integrated in Homework Projects.The specific Homework Projects include:Ã¢Â Â¢ Dual-Mode StopwatchÃ¢Â Â¢ Consumer Loan AssistantÃ¢Â Â¢ Flash Card Math QuizÃ¢Â Â¢ Multiple Choice Exam ProjectÃ¢Â Â¢ Black Jack Card GameÃ¢Â Â¢ Weight Monitor ProjectÃ¢Â Â¢ Home Inventory ManagerÃ¢Â Â¢ Snowball Toss GameQuick learning curve by Contextualized LearningÃ¢Â ÂœJava Homework ProjectsÃ¢Â Â• encourages contextualized, self-guided learning.With the Netbeans GUI Swing Programming tutorials, sound advice regarding generally accepted coding strategies (Ã¢Â Âœbuild and test your code in stagesÃ¢Â Â•, Ã¢Â Âœlearn input, output, formatting and data storage strategies for different data typesÃ¢Â Â•, build graphical components from JavaÃ¢Â Â™s Swing Control class libraries, etc..) encourage independent thought processes among learners. After mastery, then it is much more likely that students can create their own problems and solutions from scratch. Students are ready to create their own summative projects for their computer science course Ã¢Â Â“ or just for fun, and they may think of projects for their other courses as well!Students may trust the order of presentation in order to have sufficient background information for every project. But the lessons are also highly indexed, so that students may pick and choose projects if limited by time.Materials already condense what is available from the Java SDK help files (which tends to be written for adults) and in a context and age-appropriate manner, so that students remember what they learn.The time savings for parents, teachers and students is enormous as they need not sift through pages and pages of on-line help to find what they need.Meet Different State and Provincial Curriculum Expectations and MoreDifferent

states and provinces have their own curriculum requirements for Computer Science. With the Kidware Software products, you may pick and choose from Home Projects which best suit your learning needs. Learners focus upon design stages and sound problem-solving techniques from a Computer Science perspective. In doing so, they become independent problem-solvers, and will exceed the curricular requirements of secondary and post-secondary schools everywhere.Computer Science topics not explicitly covered in tutorials can be added at the learnerÃ¢Â Â™s discretion. The language - whether it is Visual Basic, Visual C#, Visual C++, or Console Java, Java GUI, etc... is really up to the individual learner !Lessons encourage your own programming extensions.Once Computer Science concepts are learned, it is difficult to NOT know how to extend the learning to your own Home Projects and beyond!Having my own projects in one language, such as Java, I know that I could easily adapt them to other languages once I have studied the Kidware Software tutorials. I do not believe there is any other reference material out there which would cause me to make the same claim! In fact, I know there is not as I have spent over a decade looking!Having used Kidware Software tutorials for the past decade, I have been successful at the expansion of my own learning to other platforms such as XNA for the Xbox, the Kinect, and recently the Unity game programming environment.I thank Kidware Software and its authors for continuing to stand for what is right in the teaching methodologies which not only inspire, but propel the self-guided learner through what can be a highly intelligible landscape of opportunities.Regards,Alan Payne, B.A.H. , B.Ed.Computer Science Teacher

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