



Introduction to Programming Using Java: An Object-Oriented Approach

By David M. Arnow, Gerald Weiss

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This introductory programming in Java book offers a truly object-oriented approach, introducing the concepts of object, class, and message as early as the first chapter. The code has been thoroughly updated to the Java 2 platform. This object-oriented approach is used throughout the text, as students learn the fundamentals of object-oriented programming along with the basics of imperative programming. The authors place a strong emphasis on the software development process, presenting a clear and usable procedure for solving problems by developing classes that is used throughout the text. In addition, each chapter has an optional supplemental section that introduces graphical user interface (GUI) concepts through the medium of the Java AWT. Java's support for GUI and network programming makes a great setting for diverse programming examples: a calculator, a strategy game, reading the Dow Jones from Yahoo!, a Web surveyor application, scheduling songs for a radio station, as well as traditional payroll and student GPA computations. Working with these and other examples, students learn to think like a programmer, analyze problems, devise solutions, design classes, and write code.

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Editorial Review

From the Back Cover

Java's support for GUI and network programming makes a great setting for diverse programming examples: a calculator, a strategy game, reading the Dow Jones from Yahoo!, a Web surveyor application, scheduling songs for a rock-and-roll radio station, as well as traditional payroll and student GPA computations. Working with these and other examples, students learn to think like a programmer, analyze problems, devise solutions, design classes, and write code.

Features

Uses the necessary features of Java 1.1 while teaching CS1 concepts. Uses object-oriented concepts from the very beginning--classes, objects, and messages are all introduced in Chapter 1--and develops them throughout. Applies a consistent class design procedure, usable by beginners. Contains graphic user interface (GUI) supplements in each chapter. Provides an early introduction to testing, covering test drivers, debugging, and test case selection. Includes a chapter with three robust applications--a LOGO turtle, a Web surveyor, and Mancala (a strategy game)--which use the text's class design procedure and allow the students to tie the material together.

About the Author

David Arnow is a Professor in the Department of Computer and Information Science at Brooklyn College. Since joining Brooklyn College in 1981, his research has encompassed data structures, distributed programming, scripting languages, and parallelization of decision support software. He has published papers on CS education in SIGCSE and related settings, led two NSF-funded projects in areas of CS education, and organized or co-organized several nationally attended workshops on logic and formal methods in CS education.

Gerald Weiss is an Associate Professor in the Department of Computer and Information Science at Brooklyn College. Since joining Brooklyn College in 1980, his research has encompassed data structures, programming language design and translation, object-oriented programming, and multimedia conferencing. He has published papers on CS education in SIGCSE and in other ACM and IEEE publications. He has also acted as an educational consultant to industry.

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