Program Development In Java Abstraction Specification And Object Oriented Design

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SIMPSON HOWARD

Functional Programming in Scala BPB Publications
"The Object of Java uses an "object-centric" approach to give students a solid introduction to the power of programming with Java. This edition fully incorporates features of the Java 5.0 language, along with the use of Java's awt and swing classes, providing students with an opportunity to practice the skills and techniques that serve as the building blocks of modern software development."--BOOK JACKET.
Data Abstraction and Problem Solving with Java "O'Reilly Media, Inc."
Our textbook Introduction to Programming in Java is an interdisciplinary approach to the traditional CS1 curriculum. We teach all of the classic elements of programming, using an "objects-in-the-middle" approach that emphasizes data abstraction. A key feature of the book is the manner in which we motivate each programming concept by examining its impact on specific applications, taken from fields ranging from materials science to genomics to astrophysics to internet commerce. The book is organized around four stages of learning to program.--
Object-oriented Programming with Java Course Technology
Gain the fundamental concepts of object-oriented programming with examples in Java. This second edition comes with detailed coverage and enhanced discussion on fundamental topics such as inheritance, polymorphism, abstract classes, interfaces, and packages. This edition also includes discussions on multithread programming, generic programming, database programming, and exception handling mechanisms in Java. Finally, you will get a quick overview of design patterns including the full implementation of some important patterns. Interactive Object-Oriented Programming in Java begins with the fundamental concepts of object-oriented programming alongside Q&A sessions to further explore the topic. The book concludes with FAQs from all chapters. It also contains a section to test your skills in the language basics with examples to understand Java fundamentals including loops, arrays, and strings. You'll use the Eclipse IDE to demonstrate the code examples in the book. After reading the book, you will have enhanced your skills in object-oriented programming in Java and you will be able to extend them in interesting ways. What You Will Learn Discover object-oriented programming with Java Test your programming skills Crack Java-based interviews with confidence Use the Eclipse IDE to write code and generate output Who This Book Is For Novice to intermediate programmers, software developers, and software testers.
Java, Java, Java Pearson
Connecting with students of all levels in the Introductory Programming course, Gary Bronson builds the problem solving skills that students need to be successful in Computer Science. Bronson presents a new and unique method of introducing class and object-oriented design using familiar examples of recipes and product plans, both of which contain lists of procedures and materials. These fundamental ideas and design techniques are clearly applied throughout the text and further highlighted in the "Program Design and Development" sections in later chapters. This very well written text engages a wide variety of students. It includes a wealth of pedagogical learning aids to guide students while enriching the course for more advanced students with special features like the "Closer Look" boxes. Teaching object-oriented programming from the beginning, the book also introduces the Unified Modeling Language (UML) and provides an Internet Development Environment on the accompanying CD-ROM. Overall, this book equips students for success with a solid foundation in problem-solving and object-oriented programming.
Developing Java Software Springer Science & Business Media
Accompanying CD-ROM has complete source code for abstract data types in Java as discussed in the book and Java development kit (JDK) version 1.13.
Java by Dissection Addison Wesley Publishing Company
A unique, practical approach to working with collection classes in Java 2 Software developers new to Java will find the practical, software-engineering based approach taken by this book extremely refreshing. With an emphasis more on software design and less on theory, Java Collections explores in detail Java 2 collection classes, helping programmers choose the best collection classes for each application they work on. Watt and Brown explore abstract data types (ADTs) that turn up again and again in software design, using them to provide context for the data structures required for their implementation and the algorithms associated with the data structures. Numerous worked examples, several large case studies, and end-of-chapter exercises are also provided.
Object-Orientation, Abstraction, and Data Structures Using Scala Simon and Schuster
This book is intended for a one-semester, beginner's level course on Java programming. It includes the new features included in JDK1.7. Each of its 16 chapters provide review questions for the readers to self-test their learning. "Try It Out" programs that enable the readers to develop programs for real life problems have also been included. Introduction to Java Programming will help budding programmers solidify their foundation on Java and move on to higher level topics like Swing, JDBC, Servlets etc. Key Features • Simple presentation with an in-depth explanation of concepts up to the required level • Complete programs provided for each concept • New features included in JDK1.7 • Updated to J2SE7 •

Uses the recently introduced printf() method defined in Console class instead of the classical statement System.out.println().

Beginning Java Programming CRC Press
This thorough introduction to the Java programming process features carefully developed working programs that clarify key features of the Java language. Each chapter includes executable complete programs and full working explanations.

Programming Abstractions in C++ Lulu.com
Summary Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to the everyday business of coding. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Functional programming (FP) is a style of software development emphasizing functions that don't depend on program state. Functional code is easier to test and reuse, simpler to parallelize, and less prone to bugs than other code. Scala is an emerging JVM language that offers strong support for FP. Its familiar syntax and transparent interoperability with Java make Scala a great place to start learning FP. About the Book Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to their everyday work. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. This book assumes no prior experience with functional programming. Some prior exposure to Scala or Java is helpful. What's Inside Functional programming concepts The whys and hows of FP How to write multicore programs Exercises and checks for understanding About the Authors Paul Chiusano and Rúnar Bjarnason are recognized experts in functional programming with Scala and are core contributors to the Scalaz library. Table of Contents PART 1 INTRODUCTION TO FUNCTIONAL PROGRAMMING What is functional programming? Getting started with functional programming in Scala Functional data structures Handling errors without exceptions Strictness and laziness Purely functional state PART 2 FUNCTIONAL DESIGN AND COMBINATOR LIBRARIES Purely functional parallelism Property-based testing Parser combinators PART 3 COMMON STRUCTURES IN FUNCTIONAL DESIGN Monoids Monads Applicative and traversable functors PART 4 EFFECTS AND I/O External effects and I/O Local effects and mutable state Stream processing and incremental I/O

Java Collections Jaico Publishing House
For an undergraduate course in Object-Oriented Programming or a course in Intermediate Java Programming. Appealing to programmers and non-programmers alike, this complete introduction to Java shows students how to use this versatile and popular object-oriented programming language as a primary tool in many different aspects of their programming work (not just for creating programs with graphical content within Web pages), and includes complete descriptions of the fundamental elements of Java with step-by-step instructions on how to compile and run a program. Well-organized, clearly written, and visually engaging, it gives students real hands-on experience as it guides them through all of Java's functions and capabilities reinforcing their understanding with periodic reviews and helping them see Java's everyday applicability through many interesting case studies. Emphasizing the importance of good programming style particularly the need to maintain an object's integrity from outside interference it teaches students how to harness the power of Java in object-oriented programming, and enables them to create their own interesting and practical every-day applications.

Abstract Data Types in Java Addison-Wesley Professional
This text is intended for use in the second programming course Programming is a matter of learning by doing. Eric Roberts' Programming Abstractions in C++ gives students opportunities to practice and learn with engaging graphical assignments. A client-first approach to data structures helps students absorb, and then apply the material. Teaching and Learning Experience This program presents a better teaching and learning experience--for you and your students. It will help: Improve Student Comprehension with a Client-first Approach to Data Structures: To aid in student understanding, this book presents the full set of collection classes early. Defer the Presentation of C++ Features that Require a Detailed Understanding of the Underlying Machine: Introducing collection classes early enables students to master other equally important topics without having to struggle with low-level details at the same time. Engage Students with Exciting Graphical Assignments: An open-source library supports graphics and interactivity in a simple, pedagogically appropriate way. Support Instructors and Students: The companion website provides source code, sample run PDFs, answers to review questions, and more.

JAVA Programming Simplified McGraw-Hill Companies
Covering the latest in Java technologies, Object-Oriented Programming and Java teaches the subject in a systematic, fundamentals-first approach. It begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and executed using object-oriented programming paradigm. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, this book provides readers with the pre-requisites for writing proper object-oriented programs using Java.

Introduction to Programming in Java Prentice Hall
OBJECT ORIENTED PROGRAMMING WITH JAVA

Learn Java Programming in 24 Hours Prentice Hall Professional
This book takes the reader from the basic principles of object-oriented design and programming using Java, through to class library construction and application development. It teaches fundamental programming concepts, object-oriented principles and how to exploit class-based abstraction. This is supported by a detailed description of how programs are designed and is illustrated by substantial examples. With the core concepts in place the book then provides a Java programming language reference detailing each language feature from types and variables through to classes, exceptions and threads. A key part of the reference is the provision of many small example programs, allowing the reader to see how the language features are used.

Object-Orientation, Abstraction, and Data Structures Using Scala, Second Edition Addison-Wesley Longman
For any computer science instructor who has lost first-year students to boredom or frustration, Java by Abstraction: A Client-View Approach comes as a welcome breath of fresh air: an introduction to Java programming that encourages students to build interesting applications from its first page. Instead of following the conventional approach to CSE, Roumani presents the fundamentals of object-oriented programming through an "objects-first" model. It's like learning to drive a car before opening the hood and examining the engine: a way to show students that

with just a little practice, they can program in Java with ease. Intended for use in a first course in object-oriented programming in undergraduate computer science or computer engineering programs, this book helps students develop system thinking and a deeper understanding of the underlying concepts of Java programming. By urging students to build meaningful apps from the beginning, this innovative approach engages them more effectively and quickly.

Program Development in Java Addison Wesley

Computer Science: Reflections on the Field, Reflections from the Field provides a concise characterization of key ideas that lie at the core of computer science (CS) research. The book offers a description of CS research recognizing the richness and diversity of the field. It brings together two dozen essays on diverse aspects of CS research, their motivation and results. By describing in accessible form computer science's intellectual character, and by conveying a sense of its vibrancy through a set of examples, the book aims to prepare readers for what the future might hold and help to inspire CS researchers in its creation.

Functional Programming for Java Developers CRC Press

Índice abreviado: General techniques -- Objects and equality -- Exception handling -- Performance -- Multithreading -- Classes and interfaces -- Appendix: learning Java.

Object-Oriented Programming and Java Simon and Schuster

This book will help you learn the basics of Java programming in an easy way. This Edition is a comprehensive guide for beginners to learn the most popular programming languages worldwide. It will familiarize you with various JAVA coding concepts like decisions, loops, arrays, methods, variables, lambda expressions, etc. As well as a brief introduction to various framework it supports like Java SE8, Java Swing, Java Oracle, Java Eclipse, etc. The book explains thoroughly on how to encounter the programming challenges and how to align different code together to make it work. The book also links to additional resources, guidance, and tutorials for further reference. Each chapter in the book comprised of several “items” presented in the form of a short, standalone essay for Java Web Development. It provides specific insight into Java platform subtleties, like Java Virtual Machines, servlets, applets, JavaBeans, etc. It also involves comprehensive libraries and tools that can help you in developing your own programs. The detailed descriptions and explanations for each item illuminate what to do, what not to do, and why. Getting proficient in these areas will help you to become an expert in Java programming. After reading this book, you will have mid-level skills and a basic understanding of Java programing. The new edition has been updated to align with Java 8, and includes new options for the latest tools and techniques. Bear in mind that reading this book is just the beginning of your journey towards learning Java Table of Contents Introduction: Chapter 1: Introduction 1. What is Java Platform ? 2. Working of Java Virtual Machine(JVM) & its Architecture 3. How to install Java JDK 8 and Java 8 download 4. Creating Your First Java Program Chapter 2: OOPS 1. Easily understand concept of Object Oriented Programming(OOP's) 2. What is Abstraction in OOPS ? 3. Learn Java Encapsulation in 10 Minutes 4. Java Inheritance & Polymorphism Chapter 3 Data Type 1. Java Variables and Data Types 2. Objects and Classes in Java 3. Java Array 4. Java String Tutorial 5. How to Split a String in Java 6. How to convert a Java String to Integer? 7. Working with HashMap in Java 8. How to use Java Arraylist Chapter 4 Must Know Stuff! 1. Java "THIS" Keyword 2. Java Command Line Arguments Chapter 5 Java Inheritance 1. Java Abstract Class and Methods 2. Concept of Inheritance Java and Java Polymorphism Chapter 6 Memory 1. Java Stack and Heap 2. Java Static Methods and Variables 3. How "Garbage Collection" Works in Java? Chapter 7 Conditional Loops 1. How to Loop/Iterate an array in Java 2. Java Switch Case Tutorial Chapter 8 Exception Handling 1. Java Exception Handling 2. Guide to Java Exception Hierarchy 3. Create User Defined Exception in Java 4. How to use "throws" keyword in Java Exception Chapter 9 Math 1. Java Math Class Tutorial 2. Chapter 10 Important Stuff 3. Multithreading in Java 4. How to use Date in Java 5. How to use Java Timer and Example

Interactive Object-Oriented Programming in Java National Academies Press

*JS123-6, 0-201-71359-4, Riley, David; The Object of Data Abstraction and Structures (Using Java) This book covers traditional data structures using an early object-oriented approach, and by paying special attention to developing sound software engineering skills. Provides extensive coverage of foundational material needed to study data structures (objects and classes, software specification, inheritance, exceptions, and recursion). Provides an object-oriented approach to abstract design using UML class diagrams and several design patterns. Emphasizes software-engineering skills as used in professional practice.MARKET Readers who want to use the most powerful features of Java to program data structures.

OBJECT ORIENTED PROGRAMMING WITH JAVA Addison-Wesley Professional

Liskov (engineering, Massachusetts Institute of Technology) and Guttag (computer science and engineering, also at MIT) present a component- based methodology for software program development. The book focuses on modular program construction: how to get the modules right and how to organize a program as a collection of modules. It explains the key types of abstractions, demonstrates how to develop specifications that define these abstractions, and illustrates how to implement them using numerous examples. An introduction to key Java concepts is included. Annotation copyrighted by Book News, Inc., Portland, OR.