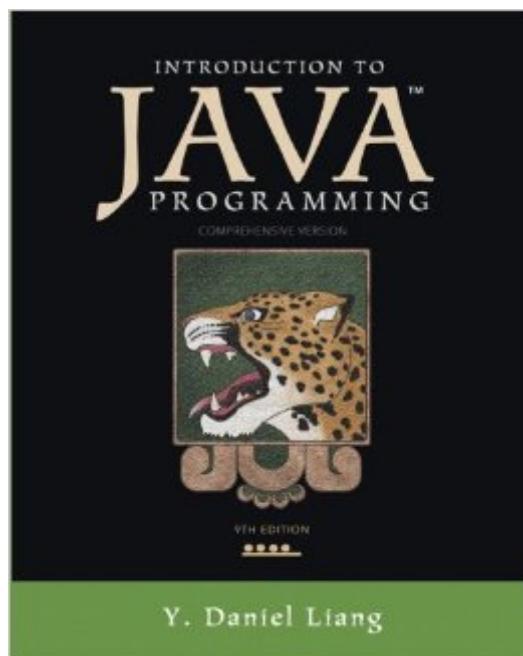


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Introduction To Java Programming, Comprehensive Version (9th Edition)



Synopsis

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133050572/ISBN-13: 9780133050578. That package includes ISBN-10:0132936526/ ISBN-13: 9780132936521 and ISBN-10: 0132991705/ISBN-13: 9780132991704. MyProgrammingLab should only be purchased when required by an instructor. Introduction to Java Programming, Comprehensive, 9e, features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Daniel Liang teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java.

Book Information

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Customer Reviews

If you prefer your computer technology learning in textbook style, then this is an excellent choice in books... Introduction to Java Programming - Comprehensive Version (Sixth Edition) by Y. Daniel Liang. It's an entire college-level course in Java in one very big (and well-written) volume...

Try to learn Java from the tutorials available online, and you encounter breezy references to unfamiliar concepts and examples so complicated you can't tell the predefined Java classes from

those the programmer has added. But if you make an investment and buy this book, a master teacher leads you by the hand. The organization of the text seems odd at first. Why, for example, does Liang introduce a single GUI component, JOptionPane, at the beginning? It turns out he is showing you how to parse strings into other data types. Why does coverage of the String class intervene in the middle? It turns out to be a good example of an object, following up on the previous chapter. Every concept is presented in a logical progression. Along the way, Liang makes excursions to topics like 2D arrays and Wrapper classes. I recently finished the brief version of this book and then needed to use a Swing feature, tables, which is covered only in the comprehensive version. So I had to rely on Sun's tutorial, which is excellent but assumes you know the basics. It gives no explanation of the object type used to hold a table's data -- but Liang's intro had prepared me to recognize and use a 2D array. My first attempt didn't work. Closer review showed that booleans and integers should be surrounded with extra code -- which, having read Liang, I knew were wrappers. That's when I decided to continue on to this comprehensive version. Liang is that good, you'll want all 1300 pages. Throughout the book are beautifully designed examples, presenting exactly the code necessary to illustrate the target concepts and no more, and presented in full. If you're new to OOP and unsure where to place certain code, you can use Liang's examples as guides.

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