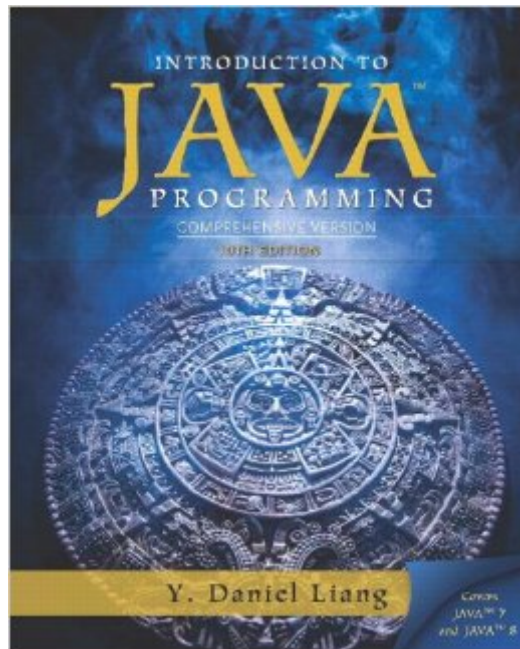


The book was found

# Intro To Java Programming, Comprehensive Version (10th 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: 0133813460/ISBN-13: 9780133813463. That package includes ISBN-10: 0133761312/ISBN-13: 9780133761313 and ISBN-10: 0133762513 /ISBN-13: 9780133762518.

MyProgrammingLab should only be purchased when required by an instructor. This text is intended for a 1-, 2-, or 3-semester CS1 course sequence. Comprehensive coverage of Java and programming make this a useful reference for beginning programmers and IT professionals. 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. Liang approaches Java GUI programming using JavaFX, not only because JavaFX is much simpler for new Java programmers to learn and use but because it has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications on desktop computers, on hand-held devices, and on the Web. Additionally, for instructors, JavaFX provides a better teaching tool for demonstrating object-oriented programming. Teaching and Learning Experience To provide a better teaching and learning experience, for both instructors and students, this program offers: Fundamentals-First Approach: Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Problem-Driven Motivation: The examples and exercises throughout the book emphasize problem solving and foster the concept of developing reusable components and using them to create practical projects. A Superior Pedagogical Design that Fosters Student Interest: Key concepts are reinforced with objectives lists, introduction and chapter overviews, easy-to-follow examples, chapter summaries, review questions, programming exercises, and interactive self-tests. The Most Extensive Instructor and Student Support Package Available: The author maintains a website at [www.pearsonhighered.com/liang](http://www.pearsonhighered.com/liang) that includes multiple interactive resources.

## Book Information

Paperback: 1344 pages

Publisher: Pearson; 10 edition (January 6, 2014)

Language: English

ISBN-10: 0133761312

ISBN-13: 978-0133761313

Product Dimensions: 8 x 1.8 x 10 inches

Shipping Weight: 4.4 pounds (View shipping rates and policies)

Average Customer Review: 3.8 out of 5 stars See all reviews (73 customer reviews)

Best Sellers Rank: #18,071 in Books (See Top 100 in Books) #12 in Books > Computers & Technology > Programming > Languages & Tools > Java #17 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design #68 in Books > Textbooks > Computer Science > Programming Languages

## Customer Reviews

I have been programming for over 40 years (fortran and cobol) and only in my retirement have I started to learn OOP with JAVA. This book is excellent - it's very thorough. Reading the negative reviews I can relate to their pain - it's the same pain that I have seen in young engineers learning a complicated subject for the first time (thermodynamics, hydrodynamics, and so on). It takes a while to develop the specific technical sophistication to comprehend the subject matter. Don't give up - it takes reading, and re-reading, and doing all the exercises (and spend the time to actually type in the examples (don't just download them)). The phases involved in the creative process were first described by German physiologist Herman Helmholtz in the late nineteenth century. (Edwards, 1986, p. 3) He identified three stages of creativity: saturation, incubation and illumination. In the first decade of twentieth century, French mathematician Henri Poincaré identified a fourth step that follows the other three. Verification is putting a solution into concrete form and checking it for errors or usefulness. (shamelessly stolen from <http://www.statpac.org/walonick/creativity.htm>). So remember - the first painful step in learning is having your brain saturated, then it has to sit there a while before the 'lightbulb comes on". Finally you have to put it into practice for your brain to 'close the loop.' Again - this is the best JAVA book I have found that teaches without having to sit in classroom.

Thanks to Liang's creative ways to challenge us through programming problems such as moving a ball across a sine wave or creating a random-walk pattern, I've created many cool programs that no other study of programming had ever taught me. His programming challenges grasp your mind into the passion of puzzle solving and you'll be so addicted that you can't stop working on the problem until you've created something you can be proud of and thus increase your confidence as a programmer and excel to the top of your field. Teaching the basics of programming is easy, but

creating puzzles of programming to develop your skills as a computer scientist is hard - and Liang's book achieves that. I hope he creates more programming puzzles so I can code for days on end.

I've been programming with Java for a while now, and I can't stress how useful this textbook has been for me. If you're looking forward to grasp the full potential of Java, I definitely recommend this textbook over any other. When you purchase a new copy, you will also receive online access and more chapters. Just keep in mind that some chapters are exclusively on the web only.

I knew nothing about Java or Eclipse, and this book got me a job as a Junior Java Developer working for an Enterprise level company. I highly recommend this book in tandem to a Java class and a class on how to use Eclipse. This book covers all the bases that you will experience as an entry level developer, and I reference to it daily at work so I highly recommend it if your looking to break into the world of software development. Its the entry level java developers bible.

I was a student in numerous classes with Dr. Liang and have always kept up abreast of changes in the Java API by purchasing Dr. Liang's books. He is a great teacher and really knows and keeps up with the latest. Add this one to your collection as a great resource. Dr. Liang has really made significant improvements in the style, format and readability of the book and as always, has great examples and numerous supplemental resources to go deeper into any specific topic.

I think Liang's book contains all one needs to learn Java Programming and to start writing applications. It worked for me and I find it better than other books on Java. Dr. Liang's style of writing also makes this book superior to others - it encourages you to apply what you learned.

This book is pretty comprehensive for a beginner learning java. It covers a great deal of topics, and in each section code examples are given and are explained in great detail. The overall layout of the book is easy to follow.

1. Comprehensive: Covered basically everything you need, including data structures.2. Everything is explained in plain language. You can absolutely understand every word.3. Start from scratch: From newbie to at least intermediate programmer. So far I did not find another book that can be compared with this one.

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

JAVA: Quick and Easy JAVA Programming for Beginners (Java, java programming, java for dummies, java ee, java swing, java android, java mobile java apps) JAVA: The Ultimate Guide to Learn Java Programming Fast (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, Javascript, ... Developers, Coding, CSS, PHP Book 1) Intro to Java Programming, Comprehensive Version (10th Edition) Java: The Ultimate Guide to Learn Java and C++ (Programming, Java, Database, Java for dummies, coding books, C programming, c plus plus, programming for ... Developers, Coding, CSS, PHP Book 2) JAVA: Easy Java Programming for Beginners, Your Step-By-Step Guide to Learning Java Programming (Java Series) Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Javascript: Beginner to Expert with Javascript Programming (Javascript, Javascript Programming, Javascript for Beginners, Java, Java Programming, Java for Beginners,) Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming, Prolog Logic, ... Programming, Programming Code, Java) C++: Beginners Guide to Learn C++ Programming Fast and Hacking for Dummies (c plus plus, C++ for beginners, JAVA, programming computer, hacking, how to ... Programming, Coding, CSS, Java, PHP Book 5) Introduction to Java Programming: Brief Version, 10th Edition Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) JAVA: JAVA 100 Tests, Answers & Explanations, Pass Final Exam, Pass Job Interview Exam, Pass Engineer Certification Exam, Examination, Learn JAVA programming in easy steps: A Beginner's Guide Introduction to Java Programming, Comprehensive Version (9th Edition) App Development: Swift Programming : Java Programming: Learn In A Day! (Mobile Apps, App Development, Swift, Java) Raspberry Pi 2: Raspberry Pi 2 Programming Made Easy (Raspberry Pi, Android Programming, Programming, Linux, Unix, C Programming, C+ Programming) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App

Development, ... App Programming, Rails, Ruby Programming) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming)

[Dmca](#)