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Marco Faella



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Object-Oriented Design And Patterns Cay Horstmann, 2009-08 Cay Horstmann offers readers an effective means for mastering computing concepts and developing strong design skills This book introduces object oriented fundamentals critical to designing software and shows how to implement design techniques The author s clear hands on presentation and outstanding writing style help readers to better understand the material

A Crash Course in Java The Object Oriented Design Process Guidelines for Class Design Interface Types and Polymorphism Patterns and GUI Programming

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Big Java Cay S. Horstmann,2019-02-21 Big Java Early Objects 7th Edition focuses on the essentials of effective learning and is suitable for a two semester introduction to programming sequence This text requires no prior programming experience and only a modest amount of high school algebra Objects and classes from the standard library are used where appropriate in early sections with coverage on object oriented design starting in Chapter 8 This gradual approach allows students to use objects throughout their study of the core algorithmic topics without teaching bad habits that must be unlearned later The second half covers algorithms and data structures at a level suitable for beginning students

C++ for Everyone Cay S. Horstmann,2011-06-14 Thorough and updated coverage on all the essential C concepts Aimed at providing you with a solid foundation in programming with C this new edition incorporates programming exercises with helpful self check questions that reinforce the concepts discussed throughout the book You ll benefit from the how to sections that show you how concepts are applied and advanced materials are featured on the accompanying Web site when you re ready to take your programming skills to the next level Shows you how to use C to your benefit Includes advice for avoiding pitfalls Incorporates self check questions and programming exercises to reinforce what you learn Encourages you to take your C programming skills to the next level with the advanced material featured on the accompanying Web site C for Everyone Second Edition is the go to guide for getting started with C

Big C++ 3rd Edition Horstmann,2017-10-20

Core HTML5 Canvas David Geary,2012-05-14 One of HTML5 s most exciting features Canvas provides a powerful 2D graphics API that lets you implement everything from word processors to video games In Core HTML5 Canvas best selling

author David Geary presents a code fueled no nonsense deep dive into that API covering everything you need to know to implement rich and consistent web applications that run on a wide variety of operating systems and devices Succinctly and clearly written this book examines dozens of real world uses of the Canvas API such as interactively drawing and manipulating shapes saving and restoring the drawing surface to temporarily draw shapes and text and implementing text controls You ll see how to keep your applications responsive with web workers when you filter images how to implement smooth animations and how to create layered 3D scrolling backgrounds with parallax In addition you ll see how to implement video games with extensive coverage of sprites physics collision detection and the implementation of a game engine and an industrial strength pinball game The book concludes by showing you how to implement Canvas based controls that you can use in any HTML5 application and how to use Canvas on mobile devices including iOS5 This authoritative Canvas reference covers The canvas element using it with other HTML elements handling events printing a canvas and using offscreen canvases Shapes drawing dragging erasing and editing lines arcs circles curves and polygons using shadows gradients and patterns Text drawing positioning setting font properties building text controls Images drawing scaling clipping processing and animating Animations creating smooth efficient and portable animations Sprites implementing animated objects that have painters and behaviors Physics modeling physical systems falling bodies pendulums and projectiles and implementing tweening for nonlinear motion and animation Collision detection advanced techniques clearly explained Game development all aspects of game development such as time based motion and high score support implemented in a game engine Custom controls infrastructure for implementing custom controls implementing progress bars sliders and an image panner Mobile applications fitting Canvas apps on a mobile screen using media queries handling touch events and specifying iOS5 artifacts such as app icons Throughout the book Geary discusses high quality reusable code to help professional developers learn everything they really need to know with no unnecessary verbiage All of the book s code and live demonstrations of key techniques are available at corehtml5canvas.com

Core Java Cay S. Horstmann, 2020-09-28 The 1 Guide for Serious Programmers Fully Updated for Java SE 9 10 11 Cay Horstmann s Core Java Volume I Fundamentals Eleventh Edition is the definitive guide to writing robust maintainable code with the Java SE 9 10 and 11 language and libraries Horstmann writes for serious programmers who use Java in production projects and need a deep practical understanding of the language and API Throughout he delivers what you need most hundreds of real non toy examples revealing the most powerful effective ways to get the job done Updated examples reflect the new var keyword and take advantage of improvements in the Java API You ll learn how to use JShell s new Read Eval Print Loop REPL for more rapid and exploratory development and apply new features of the APIs for streams input output processes and concurrency In this first of two volumes Horstmann offers in depth coverage of fundamental Java and UI programming including object oriented programming generics collections lambda expressions Swing design concurrency and functional programming If you re an experienced programmer moving to Java SE

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Object-Oriented Analysis and Design Sarnath Ramnath,Brahma Dathan,2010-12-06 Object oriented analysis and design OOAD has over the years become a vast field encompassing such diverse topics as design process and principles documentation tools refactoring and design and architectural patterns For most students the learning experience is incomplete without implementation This new textbook provides a comprehensive introduction to OOAD The salient points of its coverage are A sound footing on object oriented concepts such as classes objects interfaces inheritance polymorphism dynamic linking etc A good introduction to the stage of requirements analysis Use of UML to document user requirements and design An extensive treatment of the design process Coverage of implementation issues Appropriate use of design and architectural patterns Introduction to the art and craft of refactoring Pointers to resources that further the reader s knowledge All the main case studies used for this book have been implemented by the authors using Java The text is liberally peppered with snippets of code which are short and fairly self explanatory and easy to read Familiarity with a Java like syntax and a broad understanding of the structure of Java would be helpful in using the book to its full potential

The Java Programming Language Ken Arnold,James Gosling,David Holmes,2000 Restructured to deliver in depth coverage of Java s critical new features this guide contains code examples to help developers make the most of new Java features It offers a creator s eye view of the rationale behind Java s design and its latest enhancements all designed to help developers make the most of Java s power portability and flexibility

Head First Java Kathy Sierra,Bert Bates,2005-02-09 Learning a complex new language is no easy task especially when it s an object oriented computer programming language like Java You might think the problem is your brain It seems to have a mind of its own a mind that doesn t always want to take in the dry technical stuff you re forced to study The fact is your brain craves novelty It s constantly searching scanning waiting for something unusual to happen After all that s the way it was built to help you stay alive It takes all the routine ordinary dull stuff and filters it to the background so it won t interfere with your brain s real work recording things that matter How does your brain know what matters It s like the creators of the Head First approach say suppose you re out for a hike and a tiger jumps in front of you what happens in your brain Neurons fire

Emotions crank up Chemicals surge That's how your brain knows And that's how your brain will learn Java Head First Java combines puzzles strong visuals mysteries and soul searching interviews with famous Java objects to engage you in many different ways It's fast it's fun and it's effective And despite its playful appearance Head First Java is serious stuff a complete introduction to object oriented programming and Java You'll learn everything from the fundamentals to advanced topics including threads network sockets and distributed programming with RMI And the new second edition focuses on Java 5.0 the latest version of the Java language and development platform Because Java 5.0 is a major update to the platform with deep code level changes even more careful study and implementation is required So learning the Head First way is more important than ever If you've read a Head First book you know what to expect a visually rich format designed for the way your brain works If you haven't you're in for a treat You'll see why people say it's unlike any other Java book you've ever read By exploiting how your brain works Head First Java compresses the time it takes to learn and retain complex information Its unique approach not only shows you what you need to know about Java syntax it teaches you to think like a Java programmer If you want to be bored buy some other book But if you want to understand Java this book's for you

Python For Everyone Cay S. Horstmann, Rance D. Necaise, 2019-02-21 Python for Everyone 3rd Edition is an introduction to programming designed to serve a wide range of student interests and abilities focused on the essentials and on effective learning It is suitable for a first course in programming for computer scientists engineers and students in other disciplines This text requires no prior programming experience and only a modest amount of high school algebra Objects are used where appropriate in early chapters and students start designing and implementing their own classes in Chapter 9 New to this edition are examples and exercises that focus on various aspects of data science

JavaServer Faces: The Complete Reference Chris Schalk, Ed Burns, James Holmes, 2006-08-25 Ideal for the 3 million Java developers this fast paced tutorial offers in depth coverage of JavaServer Faces JSF Sun Microsystem's Web application architecture for the future Co written by the 1 JSF expert in the Java community this book offers the most complete resource on JSF available Extensive coverage on JSF custom component development Serves as a thorough introduction to AJAX technology and techniques Numerous custom JSF component examples including AJAX enabled components provided

Big C++ Cay S. Horstmann, 2020-08-04 Big C++ Late Objects 3rd Edition focuses on the essentials of effective learning and is suitable for a two semester introduction to programming sequence This text requires no prior programming experience and only a modest amount of high school algebra It provides an approachable introduction to fundamental programming techniques and design skills helping students master basic concepts and become competent coders The second half covers algorithms and data structures at a level suitable for beginning students Horstmann and Budd combine their professional and academic experience to guide the student from the basics to more advanced topics and contemporary applications such as GUIs and XML programming More than a reference Big C++ provides well developed exercises examples and case studies that engage students in the details of

useful C applications Choosing the enhanced eText format allows students to develop their coding skills using targeted progressive interactivities designed to integrate with the eText All sections include built in activities open ended review exercises programming exercises and projects to help students practice programming and build confidence These activities go far beyond simplistic multiple choice questions and animations They have been designed to guide students along a learning path for mastering the complexities of programming Students demonstrate comprehension of programming structures then practice programming with simple steps in scaffolded settings and finally write complete automatically graded programs The perpetual access VitalSource Enhanced eText when integrated with your school s learning management system provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter

Python Chris Fehily, 2002 Named after the Monty Python comedy troupe Python is an interpreted open source object oriented programming language It s also free and runs portably on Windows Mac OS Unix and other operating systems Python can be used for all manner of programming tasks from CGI scripts to full fledged applications It is gaining popularity among programmers in part because it is easier to read and hence debug than most other programming languages and it s generally simpler to install learn and use Its line structure forces consistent indentation Its syntax and semantics make it suitable for simple scripts and large programs Its flexible data structures and dynamic typing allow you to get a lot done in a few lines To learn it you ll need is some basic programming experience and a copy of Python Visual QuickStart Guide In patented Visual QuickStart Guide fashion the book doesn t just tell you how to use Python to develop applications it shows you breaking Python into easy to digest step by step tasks and providing example code Python Visual QuickStart Guide emphasizes the core language and libraries which are the building blocks for programs Author Chris Fehily starts with the basics expressions statements numbers strings then moves on to lists dictionaries functions and modules before wrapping things up with straightforward discussions of exceptions and classes Some additional topics covered include Object oriented programming Working in multiple operating systems Structuring large programs Comparing Python to C Perl and Java Handling errors gracefully

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