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Revised edition of: Introduction to Java programming and data structures / Y. Daniel Liang, Armstrong Atlantic State University. Eleventh edition. Comprehensive version. 2018. Introduction to Programming Using Python is intended for use in the introduction to programming course. Daniel Liang is known for his "fundamentals-first" approach to teaching programming concepts and techniques. Learning basic logic and fundamental programming techniques are essential for

new programmers to succeed. A distinctive fundamentals-first approach and clear, concise writing style characterize this unique new text. Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Abstract concepts are carefully and concretely explained using simple, short, and stimulating examples. Explanations are presented in brief segments, with many figures and tables. Continuing the success of the popular second edition, the updated and revised Object-Oriented Data Structures Using Java, Third Edition is sure to be an

essential resource for students learning data structures using the Java programming language. It presents traditional data structures and object-oriented topics with an emphasis on problem-solving, theory, and software engineering principles. Beginning early and continuing throughout the text, the authors introduce and expand upon the use of many Java features including packages, interfaces, abstract classes, inheritance, and exceptions. Numerous case studies provide readers with real-world examples and demonstrate possible solutions to interesting problems. The authors' lucid writing style guides readers

through the rigor of standard data structures and presents essential concepts from logical, applications, and implementation levels. Key concepts throughout the Third Edition have been clarified to increase student comprehension and retention, and end-of-chapter exercises have been updated and modified. New and Key Features to the Third Edition: - Includes the use of generics throughout the text, providing the dual benefits of allowing for a type safe use of data structures plus exposing students to modern approaches. -This text is among the first data structures textbooks to address the topic

of concurrency and synchronization, which are growing in the importance as computer systems move to using more cores and threads to obtain additional performance with each new generation. Concurrency and synchronization are introduced in the new Section 5.7, where it begins with the basics of Java threads. -Provides numerous case studies and examples of the problem solving process. Each case study includes problem description, an analysis of the problem input and required output, and a discussion of the appropriate data structures to use. - Expanded chapter exercises allow you as the instructor to

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clarity and presentation, and includes new and expanded content, examples, and exercises. First on the market to cover Sun's new IDE Forte, this special edition of a Liang's widely used Java book is a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming. The book is easy to read and well paced, and is ideal for self-study. The book covers all subjects required in the Level I Java Certification Exam -- fundamentals of programming (including primitive data types, control statements, methods, and arrays); object-oriented programming; graphics programming; exception

handling; internalization; multithreading; multimedia; I/O; networking; and Java data structures Tutorial to use tools to develop Java projects, by editing, compiling and running programs. This value pack consists of Introduction to Java Programming- Comprehensive Version, 6/e by Y Daniel Liang (ISBN:9780132221580); Computer Science: An Overview: International edition, 9/e by J. Glenn Brookshear (ISBN:9780321434456) Rather than being clustered in one or two chapters, Liang introduces Visual J++ 6.0 in an incremental approach that makes learning easy."--Jacket. This volume presents basic

logic and fundamental programming techniques that are considered essential for new programmers to succeed. Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. It demonstrates all the essential subjects in C++ from fundamental programming techniques to object-oriented programming, from simple functions to STL, from simple data types to classic structures. The author provides games, business applications, and mathematical problems to accentuate and demonstrate the information presented in this text. A

fundamentals-first introduction to basic programming concepts and techniques. Introduction to Java Programming and Data Structures seamlessly integrates programming, data structures, and algorithms into one text. With a fundamentals-first approach, the text builds a strong foundation of basic programming concepts and techniques before teaching students object-oriented programming and advanced Java programming. Liang explains programming in a problem-driven way that focuses on problem solving rather than syntax, illustrating basic concepts by example and providing a large number of exercises with various levels of

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Introduction to Java Programming is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams--resulting in better performance in the course--and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience To provide a better teaching and learning experience, for both instructors and students, this program offers: Personalized Learning: Through the power of practice and immediate personalized feedback,

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programming and key advanced Java topics. Book jacket. Software -- Programming Languages. A practical introduction to Java programming—fully revised for long-term support release Java SE 11 Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and

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Francisco, USA, in 2019, it covers a wide range of important topics, including, but not limited to, computing, electronics, artificial intelligence, robotics, security and communications and their applications to the real world. As such, it is an interesting, exciting and inspiring read. Maybe Someday presents 26 new stories from over 50 creators who are as diverse as the tales they tell. Though staying away from dystopia, these stories are hardly free from conflict. Instead, they show how the human spirit can rise up to defeat war, disease, environmental disaster, and any other challenge that might come our way. There are

stories that deal with advanced technology, a return to nature, alien contact, and even time travel. Themes include inclusivity, environmentalism, gender relations, and exploration. "A most inquisitive poet who relishes living inside her expansive vocabulary."—C.D. Wright A web of wholly original madhattery, Flemish showcases serious language play and the skill of a master craftsperson. Caroline Knox is writing at the top of her game, and reading her is a pleasure not to be missed. Our font is full of construction- paper fish, made by the church school for us to each take home one of, a reverse tithe. Caroline Knox is

the recipient of numerous awards and has been a visiting fellow at Harvard University. 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 un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. 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

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people have created; but that's nothing compared to the joy and satisfaction of creating things that other people consume and use. Yep, coding is fun! And if that weren't enough, when you learn to code you develop all sorts of invaluable skills and traits beyond just coding. These include planning, problem solving, communication, logic, empathy, attention to detail, patience, resilience, persistence, and creativity. And it turns out that these skills (especially creativity and creative problem solving) are some of the most in-demand out there. So, coding will help your future career, too, regardless of what that career

may be. But, where to start? Captain Code is a welcoming, engaging, and fun introduction to becoming a coder, designed for the young (ages 10-17) and young-at-heart. Experienced educators and coders Ben & Shmuel Forta will guide you using Python, one of the most popular programming languages in the world. You'll learn by creating games, yes, games, from simple projects to retro text-based adventures to complete graphical arcade style games. Captain Code is 400 glossy color pages of goodness packed with welcoming images, useful tips and tidbits, and engaging, readable text that focuses on doing while having fun. All

code listings are in full-color and QR codes link to bonus content, downloads, challenge solutions, and more. Captain Code makes coding exciting and rewarding, as it prepares a new generation to take their next steps forward—in education, careers, or both. So, are you ready to unleash your coding superpower and become Captain Code? NOTE Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which

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