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exercises. Now expanded to  
include more extensive  
coverage of advanced Java

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topics, this new edition is available two ways. Choose the Comprehensive edition (chapters 1-29) that includes the new advanced material or choose the Custom Core version (chapters 1-16) that covers material through exception handling and IO. The early chapters outline the conceptual basis for understanding Java and guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail, including using objects for design,

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Introduction to Programming in Java, Second Edition, by Robert Sedgewick and Kevin

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Wayne is an accessible, interdisciplinary treatment that emphasizes important and engaging applications, not toy problems. The authors supply the tools needed for students and professionals to learn that programming is a natural, satisfying, and creative experience, and to become conversant with one of the world's most widely used languages. This example-driven guide focuses on Java's most useful features and brings programming to life for every student in the sciences, engineering, and

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computer science. Coverage includes Basic elements of programming: variables, assignment statements, built-in data types, conditionals, loops, arrays, and I/O, including graphics and sound Functions, modules, and libraries: organizing programs into components that can be independently debugged, maintained, and reused Algorithms and data structures: sort/search algorithms, stacks, queues, and symbol tables Applications from applied math, physics, chemistry, biology, and computer

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science Drawing on their extensive classroom experience, throughout the text the authors provide Q&As, exercises, and opportunities for creative engagement with the material. Together with the companion materials described below, this book empowers people to pursue a modern approach to teaching and learning programming. Companion web site ([introcs.cs.princeton.edu/java](http://introcs.cs.princeton.edu/java)) contains Chapter summaries Supplementary exercises, some with solutions Detailed

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instructions for installing a Java programming environment Program code and test data suitable for easy download Detailed creative exercises, projects, and other supplementary materials Companion studio-produced online videos ([informit.com/sedgewick](http://informit.com/sedgewick)) are available for purchase and provide students and professionals with the opportunity to engage with the material at their own pace and give instructors the opportunity to spend their time with students helping them to succeed on

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Summary Functional Programming in Java teaches Java developers how to incorporate the most powerful benefits of functional programming into new and existing Java code. You'll learn to think functionally about coding tasks in Java and use FP to make your applications easier to understand,



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optimize, maintain, and scale. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Here's a bold statement: learn functional programming and you'll be a better Java developer. Fortunately, you don't have to master every aspect of FP to get a big payoff. If you take in a few core principles, you'll see an immediate boost in the scalability, readability, and maintainability of your code. And did we mention that

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you'll have fewer bugs? Let's get started! About the Book Functional Programming in Java teaches you how to incorporate the powerful benefits of functional programming into new and existing Java code. This book uses easy-to-grasp examples, exercises, and illustrations to teach core FP principles such as referential transparency, immutability, persistence, and laziness. Along the way, you'll discover which of the new functionally inspired features of Java 8 will help you most. What's Inside Writing code

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that's easier to read and reason about Safer concurrent and parallel programming Handling errors without exceptions Java 8 features like lambdas, method references, and functional interfaces About the Reader Written for Java developers with no previous FP experience. About the Author Pierre-Yves Saumont is a seasoned Java developer with three decades of experience designing and building enterprise software. He is an R&D engineer at Alcatel-Lucent Submarine Networks. Table of Contents

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What is functional programming? Using functions in Java Making Java more functional Recursion, corecursion, and memoization Data handling with lists Dealing with optional data Handling errors and exceptions Advanced list handling Working with laziness More data handling with trees Solving real problems with advanced trees Handling state mutation in a functional way Functional input/output Sharing mutable state with actors Solving common problems functionally

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This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. For courses in Java Programming. Java Programming Concepts for AP Computer Science A Written for AP students, Introduction to Java Programming: AP Edition covers all Java programming material and concepts required as part of the AP Computer Science A curriculum. Daniel Liang teaches concepts of problem-

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solving and object-oriented programming using a fundamentals-first approach and effectively communicates critical problem-solving techniques to beginning programmers. The text focuses on problem solving through Java programming and emphasizes both imperative and object-oriented problem solving and design. It is divided into two parts: in the first, students learn the fundamental concepts and techniques of selection statements, loops, methods, and arrays, before building

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on this foundation in the second part, as the text introduces concepts of object-oriented programming. Because knowledge is cumulative, the early chapters provide the conceptual basis for understanding programming, guiding students through simple examples and exercises; subsequent chapters progressively present programming and problem solving in more detail, culminating with the development of comprehensive applications. Throughout the text,

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understanding of Java concepts is supported by frequent practice and the use of relevant examples. Also Available with MyProgrammingLab™ MyProgrammingLab is an online learning system designed to engage students and improve results. MyProgrammingLab consists of a set of programming exercises correlated to the programming concepts in this book. Through practice exercises and immediate, personalized feedback, MyProgrammingLab improves the programming



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competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab™ & Mastering™ does not come packaged with this content. Students, if interested in purchasing this title with MyLab & Mastering, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information.

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**programming course, Introduction to Java Programming and Data Structures, Brief Version teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner 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 JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet**

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**This means Groovy can integrate seamlessly with applications written in Java, while avoiding the complexities of the full Java language. This bare-bones structure also means Groovy can be used as an introduction to Java and to programming in general. Its simpler constructions and modern origins make it ideal as a first language and for introducing principles such as object-oriented programming. This book introduces all the major aspects of Groovy development and emphasizes Groovy's potential as a learning tool. Case studies and exercises are included, along with**

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techniques then move on to  
grasp the key concepts of object-  
oriented, GUI programming,**

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**advanced GUI and Web programming using Java. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Authors' fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Authors' approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters**

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introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Tenth Edition ideal for a full course on data structures.

## **BRIEF CONTENTS-**

===== 1. Introduction to Computers, Programs, and Java-1  
2. Elementary Programming -23  
3. Selections-71  
4. Loops-115  
5. Methods-155  
6. Single-

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- Dimensional Arrays-197 7.**
- Multidimensional Arrays-235 8.**
- Objects and Classes-263 9.**
- Strings and Text-I/O 301 10.**
- Thinking in Objects-343 11.**
- Inheritance and**
- Polymorphism-373 12. GUI**
- Basics-405 13. Exception**
- Handling-431 14. Abstract**
- Classes and Interfaces-457 15.**
- Graphics-497 16. Event-Driven**
- Programming-533 17. Creating**
- Graphical User Interfaces-571**
- 18. Applets and Multimedia-613**
- 19. Binary I/O-649 20.**
- Recursion-677 APPENDIXES A.**
- Java Keywords-707 B. The ASCII**
- Character Set-710 C. Operator**
- Precedence Chart-712 D. Java**
- Modifiers-714 E. Special Floating-**

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thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

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level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

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pattern matching • Using  
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package manager, to build,  
test, and document your code  
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plenty of code examples  
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This text is intended for a 1-, 2-, or 3-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

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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 handheld devices, and on the Web. Additionally, for instructors, JavaFX provides a better teaching tool for demonstrating object-oriented programming. Teaching and

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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

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good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great

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itself—but you’ll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you’ve learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples. Understand how to formulate problems, think creatively about solutions, and write programs

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clearly and accurately Determine  
which development techniques  
work best for you, and practice  
the important skill of debugging  
Learn relationships among input  
and output, decisions and loops,  
classes and methods, strings and  
arrays Work on exercises  
involving word games, graphics,  
puzzles, and playing cards  
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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 difficulty for students to practice. The 12th Edition is completely revised in every detail to enhance clarity, presentation, content,

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*This unique approach allows readers to test their understanding of the key material at hand. Sample exams urge readers to assess their progress through the course and are ideal study aids for in-class testing. The author's innovative, accessible approach engages and excites students on the capabilities of programming using Java! TuringsCraft CodeLab access is available for adopting professors. Custom CodeLab: CodeLab is a web-based interactive programming exercise service that has been customized to accompany this text. It provides numerous short exercises, each focused on a particular programming idea or language construct. The student types in code and the system immediately judges its correctness, offering hints when the submission is incorrect. See CodeLab in action! A Jones & Bartlett Learning demonstration site is available online at*

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*jblearning.turingscraft.com. Look to the Samples and Additional Resources section below to review sample chapters!*

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- An integrated lab manual enhances the learning process with hands-on projects.
- Uses a computer in lab exercises to teach students some of the finer points of Java
- Introduces Objects early (Ch.1)
- Explains abstract classes and interfaces in the context of generic programming.

With this approach, students quickly grasp the conceptual and technical aspects of these constructs.

*Introduction to Java Programming, Comprehensive, 8e, features comprehensive coverage ideal for a one-, two-, or three-semester CSI course*



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*sequence. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Liang's fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Liang's approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures*

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*chapters make the Eighth Edition ideal for a full course on data structures. Introduction to Java Programming is a book for software developers to familiarize them with the concept of object-oriented programming (OOP). The book enables the reader to understand the basic features of Java. The line-by-line explanation of the source code, a unique feature of the book, enables the students to gain a thorough and practical understanding of Java. The chapters in this book are structured in a pedagogical sequence, which makes this book very effective in learning the features and capabilities of the software. Salient Features Each concept discussed in the book is exemplified by an application to clarify and facilitate better understanding. This book introduces the key ideas of object-oriented programming in an innovative way. The concepts are*

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*illustrated through best programs, covering the basic aspects of Java. Additional information is provided to the users in the form of notes. There is an extensive use of examples, schematic representation, screen captures, tables, and programming exercises. Table of Contents*

*Chapter 1: Introduction to Java*  
*Chapter 2: Fundamental Elements in Java*  
*Chapter 3: Control Statements and Arrays*  
*Chapter 4: Classes and Objects*  
*Chapter 5: Inheritance*  
*Chapter 6: Packages, Interfaces, and Inner Classes*  
*Chapter 7: Exception Handling*  
*Chapter 8: Multithreading*  
*Chapter 9: String Handling*  
*Chapter 10: Introduction to Applets and Event Handling*  
*Chapter 11: Abstract Window Toolkit*  
*Chapter 12: The Java I/O System*  
*Index*

*Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University.*

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2015.*

*An Introduction to Network  
Programming with Java*

*The Rust Programming Language  
(Covers Rust 2018)*

*Intro to Programming Java  
Programming, AP Version*

*A Back to Basics Approach*

*The Object-Oriented Approach*

**This text is intended for a  
1-, 2-, or 3-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**

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programming, advanced GUI and Web programming using Java. 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

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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

Introduction to Java  
Programming Comprehensive  
Version Prentice Hall  
Java's support for GUI and network programming makes a great setting for diverse programming examples: a calculator, a strategy game,

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reading the Dow Jones from Yahoo , a Web surveyor application, scheduling songs for a rock-and-roll radio station, as well as traditional payroll and student GPA computations. Working with these and other examples, students learn to think like a programmer, analyze problems, devise solutions, design classes, and write code. Features

- \*Uses the necessary features of Java 1.1 while teaching CS1 concepts.
- \*Uses object-oriented concepts from the very beginning--classes, objects, and messages are all introduced in Chapter 1--and develops them throughout.
- \*Applies a

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consistent class design procedure, usable by beginners. \*Contains graphic user interface (GUI) supplements in each chapter. \*Provides an early introduction to testing, covering test drivers, debugging, and test case selection. \*Includes a chapter with three robust applications--a LOGO turtle, a Web surveyor, and Mancala (a strategy game)--which use the texts class design procedure and allow the students to tie the material together.

A student-friendly text, A Concise Introduction to Data Structures Using Java takes a developmental approach,



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starting with simpler concepts first and then building toward greater complexity. Important topics, such as linked lists, are introduced gradually and revisited with increasing depth. More code and guidance are provided at the beginning, allowing students time to adapt to Java while also beginning to learn data structures. As students develop fluency in Java, less code is provided and more algorithms are outlined in pseudocode. The text is designed to support a second course in computer science with an emphasis on elementary data structures. The clear, concise

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explanations encourage students to read and engage with the material, while partial implementations of most data structures give instructors the flexibility to develop some methods as examples and assign others as exercises. The book also supplies an introductory chapter on Java basics that allows students who are unfamiliar with Java to quickly get up to speed. The book helps students become familiar with how to use, design, implement, and analyze data structures, an important step on the path to becoming skilled software developers.

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