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Dieses Lehrbuch führt Anfänger schrittweise in die allgemeinen Konzepte des strukturierten und objektorientierten Programmierens ein. Die praktische Anwendung der Konzepte erfolgt anhand von Beispielenentwicklungen in der Programmiersprache Java. Der Leser erwirbt so gleichermaßen Fähigkeiten im konzeptionellen wie im programmiersprachlichen Bereich. Die vorgestellten Beispiele realisieren Algorithmen und Datenstrukturen aus den Bereichen Suchen, Sortieren und der Analyse von Graphen. Die Implementierungen setzen die softwaretechnischen Prinzipien der Kapselung und Abschottung um und erläutern dabei die Grundlagen einer objektorientierten Programmgestaltung. Im Zuge der Implementierung werden nahezu alle Konstrukte der Sprache Java vorgestellt und eingesetzt, so daß der Leser eine umfassende Einführung erhält: Primitive Typen und Felder, bedingte Anweisungen, Iteration und Rekursion, Klassen mit Attributen und Methoden, Vererbung, abstrakte Klassen, Interfaces und Pakete, Ausnahmebehandlung und Nebenläufigkeit

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Essential Skills--Made Easy! Let master programmer and bestselling author Herbert Schildt teach you the fundamentals of Java programming. Updated for the newest version of Java (Java SE 6), this step-by-step guide will have you programming in Java right from the start. Herb begins by explaining why Java is the preeminent programming language of the Internet, how it relates to object-oriented programming (OOP), and the general form of a Java program. Then it's on to data types, operators, control statements, classes, objects, and methods. Next, you'll learn about inheritance, exception handling, the I/O system, and multithreading. More advanced topics such as generics, interfaces, applets, and enumerations are also covered. The book ends with an introduction to Swing, Java's powerful GUI toolkit. Start programming in Java today with help from this fast-paced, hands-on tutorial.

For courses in computer programming in Java. Provide a step-by-step introduction to programming in Java Starting Out with Java: From Control Structures through Data Structures provides a step-by-step introduction to programming in Java. This text is designed to be used in a 2 or 3 semester sequence and covers everything from the fundamentals of Java programming to algorithms and data structures. As with all Gaddis texts, every chapter contains clear and easy-to-read

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code listings, concise and practical real-world examples, and an abundance of exercises. With the 4th Edition, JavaFX has replaced Swing as the standard GUI library for Java in chapters that focus on GUI development. The Swing and Applet material from the previous edition is available online. Note: This ISBN contains an Access Code on the inside front cover that provides access to the Companion Website at [www.pearsonhighered.com/cs-resources](http://www.pearsonhighered.com/cs-resources).

A Concise, Comprehensive Approach to Java Programming Java Foundations is a comprehensive textbook for introductory programming sequences. The versatile layout supports a two-or three-semester schedule and introduces you to the world of programming--from the basics, to complex data structures. Inspired by the success of their highly successful text, Java Software Solutions, authors Lewis, DePasquale and Chase build a solid framework for lasting comprehension. The Fourth Edition is updated and revised to keep the content fully up-to-speed while incorporating changes from user feedback. One such revision is maintaining a section on Swing in addition to a separate chapter dedicated to JavaFX. Although JavaFX is slated to replace Swing as the main graphics package in Java, the large amount of existing Swing code will continue to make it relevant for some time to come. The overall flow of the text is redesigned for intuitive

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progression through programming discussions and problem solving.

Updated for Java SE 8, this book teaches the three most important topics in Java programming: the language syntax, object-oriented programming (OOP) and Java core libraries. This book introduces important programming concepts and is a guide to building real-world applications, both desktop and web-based. The coverage is the most comprehensive one can find in a beginner's book.

This easy-to-follow textbook teaches Java programming from first principles, as well as covering design and testing methodologies. The text is divided into two parts. Each part supports a one-semester module, the first part addressing fundamental programming concepts, and the second part building on this foundation, teaching the skills required to develop more advanced applications. This fully updated and greatly enhanced fourth edition covers the key developments introduced

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in Java 8, including material on JavaFX, lambda expressions and the Stream API. Topics and features: begins by introducing fundamental programming concepts such as declaration of variables, control structures, methods and arrays; goes on to cover the fundamental object-oriented concepts of classes and objects, inheritance and polymorphism; uses JavaFX throughout for constructing event-driven graphical interfaces; includes advanced topics such as interfaces and lambda expressions, generics, collection classes and exceptions; explains file-handling techniques, packages, multi-threaded programs, socket programming, remote database access and processing collections using streams; includes self-test questions and programming exercises at the end of each chapter, as well as two illuminating case studies; provides additional resources at its associated website (simply go to [springer.com](http://springer.com) and search for "Java in Two Semesters"), including a guide on how to install and use the NetBeans™ Java IDE. Offering a gentle introduction to the field, assuming no prior knowledge of the subject, Java in Two Semesters is the ideal companion to undergraduate modules in software development or programming.

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

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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 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  
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