

The book was found

Objects First With Java: A Practical Introduction Using BlueJ (5th Edition)



Synopsis

Objects First with Java: A Practical Introduction Using BlueJ, 5e, is ideal for introductory courses in Java/Introduction to Programming and Object-Oriented Programming and for beginning programmers. This is the only introductory programming textbook that uses the BlueJ integrated development environment (IDE) to teach introductory and object-oriented programming principles using Java. Its close integration with the BlueJ development environment allows this book to focus on key aspects of object-oriented software development from day one. BlueJ's clear visualization of classes and objects means that readers can immediately appreciate the differences between them, and gain a much better understanding of the nature of an object than they would from simply reading source code. Unlike traditional textbooks, the chapters are not ordered by language features but by software development concepts. Language features are introduced as a response to the problems to be solved. A large number of different, interesting projects are used to provide variety and avoid the monotony of a running problem. This book takes an "objects first" approach to teaching the traditionally difficult concepts of objects in a manipulative visual form. Throughout, the emphasis is on developing a practical approach to programming, with students encouraged to add code to existing programs rather than working with an intimidating sheet of blank paper. This textbook is printed in four-color to aid pedagogy and reader learning.

Book Information

Paperback: 560 pages

Publisher: Pearson; 5 edition (December 15, 2011)

Language: English

ISBN-10: 0132492660

ISBN-13: 978-0132492669

Product Dimensions: 7.4 x 0.8 x 9.1 inches

Shipping Weight: 1.7 pounds

Average Customer Review: 3.9 out of 5 stars 25 customer reviews

Best Sellers Rank: #141,792 in Books (See Top 100 in Books) #47 in Books > Computers & Technology > Programming > Languages & Tools > Java > Beginner's Guides #65 in Books > Textbooks > Computer Science > Object-Oriented Software Design #229 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design

Customer Reviews

David Barnes is a Lecturer in Computer Science at the University of Kent, in Canterbury, England. He has been teaching introductory programming for over 25 years, and has practical experience of a wide range of programming languages. He has been teaching object-oriented programming in Java for over 10 years. David is passionate about the excitement that is inherent in computer science and is actively involved in promoting it as a subject area to high-school children. In addition to computing education, his main research is in the area of software engineering. ã ã Michael KÃfÃ¶lling is a Senior Lecturer at the Computing Laboratory, University of Kent, in Canterbury, England. He holds a PhD in computer science from Sydney University, and has worked in Australia, Denmark and the UK. MichaelÃ¶s research interests are in the areas of object-oriented systems, programming languages, software tools, computing education. He has published numerous papers on object-orientation and computing education topics. Michael is one of the developers of BlueJ and, more recently, the Greenfoot platform.

Had to get this book for programming course and is an extremely easy read. The only down side I had was I bought this used acceptable and it had lots of used stickers on the back and side of book. But besides that this book was a great read with examples and definitions very helpful in my course.

Really helpful. Great way to learn Java. It's clear that the teachers know how to get the material across to students.

This book has a healthy mixture of guidance and mixes in some exercises that make you think. I'm enjoying my class with this material.

Very easy to follow and makes concepts easy to understand, but rather boring and drab at times. I had to get it for my Java class.

The book is very well written with clear steps and clear exercises. Obviously written by good teachers of the subject. Highly recommended.

Exactly what it says it was great

I am so glad I found this on amazon. It is more expensive everywhere else. The book is easy to

follow and has made learning Java a joy. Thanks

Great book. Great examples. Had a lot of fun reading through the chapters.

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

Objects First with Java: A Practical Introduction Using BlueJ (5th Edition) Objects First with Java: A Practical Introduction Using BlueJ (6th Edition) Java: 2017 Ultimate Beginners Guide to Learn Java Programming (java for dummies, java apps, java for beginners, java apps, hacking, hacking exposed) ... Programming, Developers, Coding, CSS, PHP) Java: The Ultimate Guide to Learn Java and Javascript Programming Programming, Java, Database, Java for dummies, how to program, javascript, javascript ... Developers, Coding, CSS, PHP Book 2) Data Structures and Other Objects Using Java (4th Edition) Starting Out with Java: From Control Structures through Objects (6th Edition) Java How to Program, Early Objects (11th Edition) (Deitel: How to Program) Indian Handcrafts: How To Craft Dozens Of Practical Objects Using Traditional Indian Techniques (Illustrated Living History Series) A Guide to Programming in Java: Java 2 Platform Standard Edition 5 Java: Beginner's Guide to Programming Code with Java Java: Advanced Guide to Programming Code with Java (Volume 4) Learn Java 8 In a Week: A Beginner's Guide to Java Programming (Black Book) Java: Tips and Tricks to Programming Code with Java Java 8 Pocket Guide: Instant Help for Java Programmers Passport's Illustrated Guide to Bali & Java (Passport's Illustrated Guide to Bali & Java, 2nd Ed) Java And Her Neighbors: A Traveler's Notes In Java, Celebes, The Moluccas And Sumatra (Legacy Reprint) Java: Best Practices to Programming Code with Java A First Course in Scientific Computing: Symbolic, Graphic, and Numeric Modeling Using Maple, Java, Mathematica, and Fortran90 by Rubin H. Landau (2005-05-01) Data Structures and Other Objects Using C++ (4th Edition) Data Structures and Other Objects Using C++ (3rd Edition)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)