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KEY=LESSON - KIRBY MELANY

BLUE PELICAN JAVA

Virtualbookworm Publishing "Blue Pelican Java" is a somewhat unusual high school computer science textbook. Most computer science texts will begin with a section on the history of computers followed with a flurry of definitions that are just "so many words" to the average student. The approach here is to first give the student some experience upon which to hang the definitions that come later. The usual practice of introducing classes and objects is deferred until the student has a firm grasp of the fundamentals (loops, decision structures, etc). Thus, the beginning student is not overwhelmed by the simultaneous introduction of OOPs and the fundamentals. The book includes plenty of exercises (many in "contest" form), programming projects, and a huge appendix.

OBJECTS FIRST WITH JAVA

A PRACTICAL INTRODUCTION USING BLUEJ

Pearson PTR Interactive This introductory programming textbook integrates Bluej with Java. It provides a thorough treatment of object-oriented principles.

OBJECTS FIRST WITH JAVA

A PRACTICAL INTRODUCTION USING BLUEJ WITH PRACTICAL DEBUGGING IN JAVA

Prentice Hall The previous three editions have established Fluid Mechanics as the key textbook in its field. This fourth edition continues to offer the reader an excellent and comprehensive treatment of the essentials of what is a truly cross-disciplinary subject, while also providing in-depth treatment of selected areas. This book is suitable for all students of civil, mechanical, chemical, environmental and building services engineering. The fourth edition retains the underlying philosophy of the previous editions - guiding the reader from the general to the particular, from fundamentals to specialist applications - for a range of flow conditions from bounded to free surface and steady to time dependent. The basic 'building block' equations are identified and their development and application to problems of considerable engineering concern are demonstrated and discussed. The fourth edition of Fluid Mechanics includes: end of chapter summaries outlining all essential concepts, an entirely new chapter on the simulation of unsteady flow conditions, from free surface to air distribution networks, enhanced treatment of dimensional analysis and similarity and an introduction to the fundamentals of CFD

THINK JAVA

HOW TO THINK LIKE A COMPUTER SCIENTIST

"O'Reilly Media, Inc." Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by 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 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

HEAD FIRST JAVA

A BRAIN-FRIENDLY GUIDE

"O'Reilly Media, Inc." 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.

BUILDING JAVA PROGRAMS

A BACK TO BASICS APPROACH

Addison-Wesley 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 your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 0133437302/ 9780133437300 Building Java Programs: A Back to Basics Approach plus MyProgrammingLab with Pearson eText -- Access Card Package, 3/e Package consists of: 0133360903/ 9780133360905 Building Java Programs, 3/e 0133379787/ 9780133379785 MyProgrammingLab with Pearson eText -- Access Card -- for Building Java Programs, 3/e

INTRODUCTION TO PROGRAMMING USING JAVA

Orange Grove Text Plus

BAD PROGRAMMING PRACTICES 101

BECOME A BETTER CODER BY LEARNING HOW (NOT) TO PROGRAM

Apres This book takes a humorous slant on the programming practice manual by reversing the usual approach: under the pretence of teaching you how to become the world's worst programmer who generally causes chaos, the book teaches you how to avoid the kind of bad habits that introduce bugs or cause code contributions to be rejected. Why be a code monkey when you can be a chaos monkey? OK, so you want to become a terrible programmer. You want to write code that gets vigorously rejected in review. You look forward to reading feedback plastered in comments like "WTF???". Even better, you fantasize about your bug-ridden changes sneaking through and causing untold chaos in the codebase. You want to build a reputation as someone who writes creaky, messy, error-prone garbage that frustrates your colleagues. Bad Programming Practices 101 will help you achieve that goal a whole lot quicker by teaching you an array of bad habits that will allow you to cause maximum chaos. Alternatively, you could use this book to identify those bad habits and learn to avoid them. The bad practices are organized into topics that form the basis of programming (layout, variables, loops, modules, and so on). It's been remarked that to become a good programmer, you must first write 10,000 lines of bad code to get it all out of your system. This book is aimed at programmers who have so far written only a small portion of that. By learning about poor programming habits, you will learn good practices. In addition, you will find out the motivation behind each practice, so you can learn why it is considered good and not simply get a list of rules. What You'll Learn Become a better coder by learning how (not) to program Choose your tools wisely Think of programming as problem solving Discover the consequences of a program's appearance and overall structure Explain poor use of variables in programs Avoid bad habits and common mistakes when using conditionals and loops See how poor error-handling makes for unstable programs Sidestep bad practices related specifically to object-oriented programming Mitigate the effects of ineffectual and inadequate bug location and testing Who This Book Is For Those who have some practical programming knowledge (can program in at least one programming language), but little or no professional experience, which they would like to quickly build up. They are either still undergoing training in software development, or are at the beginning of their programming career. They have at most 1-2 years of professional experience.

OBJECT-ORIENTED DESIGN AND PATTERNS

John Wiley & Sons 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 · Inheritance and Abstract Classes · The Java Object Model · Frameworks · Multithreading · More Design Patterns

THE CAMBRIDGE HANDBOOK OF COMPUTING EDUCATION RESEARCH

Cambridge University Press This Handbook describes the extent and shape of computing education research today. Over fifty leading researchers from academia and industry (including Google and Microsoft) have contributed chapters that together define and expand the evidence base. The foundational chapters set the field in context, articulate expertise from key disciplines, and form a practical guide for new researchers. They address what can be learned empirically, methodologically and theoretically from each area. The topic chapters explore issues that are of current interest, why they matter, and what is already known. They include discussion of motivational context, implications for practice, and open questions which might suggest future research. The authors provide an authoritative introduction to the field and is essential reading for policy makers, as well as both new and established researchers.

INTRODUCTION TO PROGRAMMING WITH GREENFOOT

OBJECT-ORIENTED PROGRAMMING IN JAVA WITH GAMES AND SIMULATIONS

Prentice Hall Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with games and Simulations is ideal for introductory courses in Java Programming or Introduction to Computer Science. The only textbook to teach Java programming using Greenfoot—this is “Serious Fun.” Programming doesn't have to be dry and boring. This book teaches Java programming in an interactive and engaging way that is technically relevant, pedagogically sound, and highly motivational for students. Using the Greenfoot environment, and an extensive collection of compelling example projects, students are given a unique, graphical framework in which to learn programming.

INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING WITH JAVA

JAVA COOKBOOK

SOLUTIONS AND EXAMPLES FOR JAVA DEVELOPERS

"O'Reilly Media, Inc." From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

FUNDAMENTALS OF BUSINESS (BLACK AND WHITE)

(Black & White version) Fundamentals of Business was created for Virginia Tech's MGT 1104 Foundations of Business through a collaboration between the Pamplin College of Business and Virginia Tech Libraries. This book is freely available at: <http://hdl.handle.net/10919/70961> It is licensed with a Creative Commons-NonCommercial ShareAlike 3.0 license.

ABSOLUTE JAVA

Pearson NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content If you would like to purchase MyProgrammingLab search for ISBN-10:0134243935 /ISBN-13: 9780134243931. That package includes ISBN-10: 0134041674 /ISBN-13: 9780134041674 and ISBN-10: 0134254015 /ISBN-13: 9780134254012. For courses in computer programming and engineering. Beginner to Intermediate Programming in Java Absolute Java provides a comprehensive reference to programming in the Java language. Accessible to both beginner and intermediate programmers, the text focuses around specifically using the Java language to practice programming techniques. The Sixth Edition is extremely flexible and easily applicable to a wide range of users. Standalone and optional chapters allow instructors to adapt the text to a variety of course content. Highly up-to-date with new content and information regarding the use of Java, this text introduces readers to the world of programming through a widely used and relevant language. Also Available with MyProgrammingLab™ This title is also available with MyProgrammingLab - an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. Students, if interested in purchasing this title with MyProgrammingLab, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. Interactive Practice helps students gain first-hand programming experience in an interactive online environment. Step-by-step VideoNote Tutorials enhance the programming concepts presented in your Pearson textbook by allowing students to view the entire problem-solving process outside of the classroom—when they need help the most. Pearson eText gives students access to their textbook anytime, anywhere. In addition to note taking, highlighting, and bookmarking, the Pearson eText offers interactive and sharing features. Rich media options let students watch lecture and example videos as they read or do their homework. Instructors can share their comments or highlights, and students can add their own, creating a tight community of learners in your class. The Pearson eText companion app allows existing subscribers to access their titles on an iPad or Android tablet for either online or offline viewing. Dynamic grading and assessment ensure your students' submissions are automatically graded, both saving you time, and offering students immediate learning opportunities. Gradebook results can be exported to Excel to use with your LMS.

CONCISE GUIDE TO OBJECT-ORIENTED PROGRAMMING

AN ACCESSIBLE APPROACH USING JAVA

Springer This engaging textbook provides an accessible introduction to coding and the world of Object-Oriented (OO) programming, using Java as the illustrative programming language. Emphasis is placed on what is most helpful for the first-time coder, in order to develop and understand their knowledge and skills in a way that is relevant and practical. The examples presented in the text demonstrate how skills in OO programming can be used to create applications and programs that have real-world value in daily life. Topics and features: presents an overview of programming and coding, a brief history of programming languages, and a concise introduction to programming in Java using BlueJ; discusses classes and objects, reviews various Java library objects and packages, and introduces the idea of the Application Programming Interface (API); highlights how OO design forms an essential role in producing a useful solution to a problem, and the importance of the concept of class polymorphism; examines what to do when code encounters an error condition, describing the exception handling mechanism and practical measures in defensive coding; investigates the work of arrays and collections, with a particular focus on fixed length arrays, the ArrayList, HashMap and HashSet; describes the basics of building a Graphical User Interface (GUI) using Swing, and the concept of a design pattern; outlines two complete applications, from conceptual design to implementation, illustrating the content covered by the rest of the book; provides code for all examples and projects at an associated website. This concise guide is ideal for the novice approaching OO programming for the first time, whether they are a student of computer science embarking on a one-semester course in this area, or someone learning for the purpose of professional development or self-improvement. The text does not require any prior knowledge of coding, software engineering, OO, or mathematics.

JAVA

AN EVENTFUL APPROACH

Prentice Hall Java, an object-oriented language with many standard libraries, offers both complexities and opportunities. This introductory book makes use of a new approach to understanding programming in Java. Provides an objects-first approach to programming. Introduces object-oriented graphics and writing methods early in the book. Motivates readers to use event-driven programming. Reinforces the importance of understanding several threads. For anyone interested in the programming language of Java.

PROGRAMMING FUNDAMENTALS

A MODULAR STRUCTURED APPROACH USING C++

Programming Fundamentals - A Modular Structured Approach using C++ is written by Kenneth Leroy Busbee, a faculty member at Houston Community College in Houston, Texas. The materials used in this textbook/collection were developed by the author and others as independent modules for publication within the Connexions environment. Programming fundamentals are often divided into three college courses: Modular/Structured, Object Oriented and Data Structures. This textbook/collection covers the rest of those three courses.

JAVA NETWORK PROGRAMMING

"O'Reilly Media, Inc." A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension.

GUIDE TO TEACHING COMPUTER SCIENCE

AN ACTIVITY-BASED APPROACH

Springer This textbook presents both a conceptual framework and detailed implementation guidelines for computer science (CS) teaching. Updated with the latest teaching approaches and trends, and

expanded with new learning activities, the content of this new edition is clearly written and structured to be applicable to all levels of CS education and for any teaching organization. Features: provides 110 detailed learning activities; reviews curriculum and cross-curriculum topics in CS; explores the benefits of CS education research; describes strategies for cultivating problem-solving skills, for assessing learning processes, and for dealing with pupils' misunderstandings; proposes active-learning-based classroom teaching methods, including lab-based teaching; discusses various types of questions that a CS instructor or trainer can use for a range of teaching situations; investigates thoroughly issues of lesson planning and course design; examines the first field teaching experiences gained by CS teachers.

INTRODUCTION TO JAVA PROGRAMMING

Prentice Hall An audience-centered approach to public speaking *Public Speaking: An Audience-Centered Approach* brings theory and practice together. Its distinctive and popular approach emphasizes the importance of analyzing and considering the audience at every point in the speech making process. This model of public speaking is the foundation of the text, and it guides students through the step-by-step process of public speaking, focusing their attention on the dynamics of diverse audiences, and narrowing the gap between the classroom and the real world. MyCommunicationLab is an integral part of the Beebe/Beebe program. MyCommunicationLab is an integral part of the Beebe/Beebe program. With extensive opportunities for the application of course content, MyCommunicationLab helps students become better speakers and master key public speaking concepts. Interactive videos provide students with the opportunity to watch and evaluate sample speeches. Online self-assessments and pre- and post-tests help students assess their comfort level with public speaking and their knowledge of the material. MediaShare allows students to post speeches and share them with classmates and instructors. ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. --

HOW TO DESIGN PROGRAMS, SECOND EDITION

AN INTRODUCTION TO PROGRAMMING AND COMPUTING

MIT Press A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

LEARN JAVA WITH EXAMPLES IN BLUEJ

A BEGINNER'S HANDS-ON APPROACH TO LEARNING JAVA

Independently Published *Learn Java with examples in Bluej*, gets you started programming in Java right away. Learning a complex new language is not an easy task especially when it's an object-oriented programming language like Java. This practical beginner's guide enables you to: Gain a solid understanding of Java. Understand difference between Procedure Oriented Programming (POP) and Object Oriented Programming (OOP). Teach you fundamental concepts of Object Oriented Programming, Objects and Classes. Each program shown with its associated output. Explanation of difficult lines of code. All programs compiled and executed in the Bluej Development Environment. Extensive examples provided in each chapter. Empower you to develop logical and analytical thinking using object-oriented approach in Java. A hands-on and exercise-rich book in Java programming for beginners. Start brewing up great programs with Java! Knowledge of other programming languages is not required. Book designed to teach Java in readable style with small and direct programs making even arcane concepts clear.

JAVA PROGRAMMING: FROM THE GROUND UP

McGraw-Hill Education *Java Programming, From The Ground Up*, with its flexible organization, teaches Java in a way that is refreshing, fun, interesting and still has all the appropriate programming pieces for students to learn. The motivation behind this writing is to bring a logical, readable, entertaining approach to keep your students involved. Each chapter has a Bigger Picture section at the end of the chapter to provide a variety of interesting related topics in computer science. The writing style is conversational and not overly technical so it addresses programming concepts appropriately. Because of the flexible organization of the text, it can be used for a one or two semester introductory Java programming class, as well as using Java as a second language. The text contains a large variety of carefully designed exercises that are more effective than the competition.

JAVA PROGRAMMING FOR KIDS

This illustrated book teaches kids to write computer programs. Kids will learn basics of programming while creating such computer games as Tic-Tac-Toe, Ping-Pong and others. This book can be useful for three categories of people: kids from 10 to 18 years old, school computer teachers, parents who want to teach their kids programming.

JAVA PROJECTS

The *java projects* book enables you to develop java applications using an easy and simple approach. The book is designed for the readers, who are familiar with java programming. The book provides numerous listings and figures for an affective understanding of java concepts. The book consists of a CD that includes source code for all the java applications. Table of contents: Chapter 1 Creating a calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application Chapter 9 Online banking applications

JAVA SOFTWARE SOLUTIONS

FOUNDATIONS OF PROGRAM DESIGN

Java Software Solutions teaches a foundation of programming techniques to foster well-designed object-oriented software. Heralded for its integration of small and large realistic examples, this worldwide best-selling text emphasizes building solid problem-solving and design skills to write high-quality programs. MyProgrammingLab, Pearson's new online homework and assessment tool, is available with this edition.

JAVA PROGRAMMING

FROM PROBLEM ANALYSIS TO PROGRAM DESIGN

Course Technology Ptr This revision of Dr. D.S. Malik's successful *Java Programming* text will guarantee a student's success in the CS1 course by using detailed programming examples and color-coded programming codes.

KING LEAR: QUESTIONS & ANSWERS

VISIONS AND CONCEPTS FOR EDUCATION 4.0

PROCEEDINGS OF THE 9TH INTERNATIONAL CONFERENCE ON INTERACTIVE COLLABORATIVE AND BLENDED LEARNING (ICBL2020)

Springer Nature This book contains papers in the fields of Interactive, Collaborative, and Blended Learning; Technology-Supported Learning; Education 4.0; Pedagogical and Psychological Issues. With growing calls for affordable and quality education worldwide, we are currently witnessing a significant transformation in the development of post-secondary education and pedagogical practices. Higher education is undergoing innovative transformations to respond to our urgent needs. The change is hastened by the global pandemic that is currently underway. The 9th International Conference on Interactive, Collaborative, and Blended Learning: Visions and Concepts for Education 4.0 was conducted in an online format at McMaster University, Canada, from 14th to 15th October 2020, to deliberate and share the innovations and strategies. This conference's main objectives were to discuss guidelines and new concepts for engineering education in higher education institutions, including emerging technologies in learning; to debate new conference format in worldwide pandemic and post-pandemic conditions; and to discuss new technology-based tools and resources that drive the education in non-traditional ways such as Education 4.0. Since its beginning in 2007, this conference is devoted to new learning approaches with a focus on applications and experiences in the fields of interactive, collaborative, and blended learning and related new technologies. Currently, the ICBL conferences are forums to exchange recent trends, research findings, and disseminate practical experiences in collaborative and blended learning, and engineering pedagogy. The conference bridges the gap between 'pure' scientific research and the everyday work of educators. Interested readership includes policymakers, academics, educators, researchers in pedagogy and learning theory, school teachers, industry-centric educators, continuing education practitioners, etc.

BEYOND KAREL J ROBOT

A GENTLE INTRODUCTION TO THE ART OF OBJECT-ORIENTED PROGRAMMING IN JAVA

Beyond Karel J Robot trades comprehensive coverage of Java low level detail for an understanding of how a language like Java is used to build real programs. It's organization is not that of a reference work, but an unfolding of interesting and necessary concepts used by real programmers. A number of users have asked for more material in the spirit of Karel J Robot. The original book is intended for only the beginning weeks of a course, which leaves some the dilemma of what to do for the rest of the term. This volume is an attempt to discuss some additional ideas as well as some more Java features. The chapter numbering begins where Karel J Robot leaves off and we will frequently make mention of what was learned there. However, we begin to leave the robot world here and will discuss many ideas from beyond that world. The two volumes together should form the basis of a first course in computing using Java. While I have generally followed the guidelines of the College Board recommendations for the APCS AB advanced placement course, I have not attempted to be encyclopedic. We will see int, double, char, etc., but no attempt was made to provide all the rules and caveats of such things. Many books that call themselves text-books seem to me to be, instead, reference works, with everything gathered together nicely to ease looking up information, rather than books to learn from. Instead, I have attempted to show, for the most part, how the features of Java are used to build real programs. This is a book about writing programs, including some quite interesting and difficult programs. You may struggle with some of this material, but the struggle will take you to a better place. I hope you agree that it is worth the work you will put in to it.

RADIOGRAPHIC PHOTOGRAPHY AND IMAGING PROCESSES

Springer Science & Business Media The imaging aspects of radiography have undergone con many sources and was in general freely given when requested siderable change in the last few years and as a teacher of and this is gratefully acknowledged. In particular I would radiography for many years I have often noticed the lack of a like to express my sincere thanks for help and information to comprehensive reference book for students. This book is an Mr J. Day of DuPont (UK) Ltd. particularly for the infor attempt to correct that situation and I hope this text will be mation and illustrations in the chapter on automated film of value not only to student radiographers but also prac handling; Mr D. Harper and Mr R. Black of Kodak Ltd. ; tising radiographers as well. Fujimex Ltd. ; CEA of Sweden; 3M (UK) Ltd. ; Wardray Much of the information is based on personal experiment Products Ltd. ; D. A. Pitman Ltd. ; Agfa-Gevaert; PSR Ltd. and the knowledge gained of students' difficulties in studying for their help with information on silver recovery, and this subject. I have attempted to gather together in one book Radiatron Ltd. for their help with safelighting. All were most all the information required to understand the fundamentals helpful in my many requests for information. of the subject both for examination and for practice. Some To Mrs A. Dalton and Mrs P.

A COMPREHENSIVE INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING WITH JAVA

McGraw-Hill Higher Education An Introduction to Object-Oriented Programming with Java provides an accessible and technically thorough introduction to the basics of programming using java. The text takes a truly object-oriented approach. Objects are used early so that students think in objects right from the beginning.

SOFTWARE DEVELOPMENT, DESIGN AND CODING

WITH PATTERNS, DEBUGGING, UNIT TESTING, AND REFACTORING

Apress Learn the principles of good software design, and how to turn those principles into great code. This book introduces you to software engineering — from the application of engineering principles to the development of software. You'll see how to run a software development project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. It's also about code construction — how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. With Software Development, Design and Coding, author and professor John Dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding. What You'll Learn Review modern agile methodologies including Scrum and Lean programming Leverage the capabilities of modern computer systems with parallel programming Work with design patterns to exploit application development best practices Use modern tools for development, collaboration, and source code controls Who This Book Is For Early career software developers, or upper-level students in software engineering courses

EFFECTIVE JAVA

Addison-Wesley Professional Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language Focus on the language and its most fundamental libraries: java.lang, java.util, and, to a lesser extent, java.util.concurrent and java.io Simply put, Effective Java™, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

DEPLOYING RASPBERRY PI IN THE CLASSROOM

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