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This book offers a thorough introduction to the concepts and practices of object-oriented programming in Java. It also introduces the most common data structures and related algorithms and their implementations in the Java collections framework. Chapters 1 14 follow the syllabus of the AP Computer Science in Java course. They will prepare you well for the AP CS exam. Chapters 15-18 on file input and output, graphics, graphical user interfaces, and events handling in Java will give you a better sense of real-world Java programming; this material also makes case studies, labs, and exercises more fun. Chapters 19-26 deal with more advanced data structures and algorithms. Chapter 27, Design Patterns, introduces more intricate aspects of object-oriented design and serves as an introduction to design patterns. The last chapter, Computing in Context, discusses creative, responsible, and ethical computer use.

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

Once again, the Litvins bring you a textbook that expertly covers the subject, is fun to read, and works for students with different learning styles. In one volume, this edition covers both introductory Java/OOP A-level material and AB-level topics (data structures and algorithms). The book follows Java 5.0 and incorporates many other changes, big and small, to reflect the current priorities of the AP CS program. This edition offers an early focus on object-oriented programming and design and an expanded discussion of the Java collections framework. What has not changed is the authors' respect for students, clear explanation of concepts, common sense about practical software development issues, and realistic and fun case studies and labs. By choosing this book, you have joined the many thousands of students who have mastered computer science fundamentals and received high grades on AP CS exams using the Litvins' C++ and Java books. - Back cover.

Inspired by the success of their best-selling introductory programming text, Java Software Solutions, authors Lewis, DePasquale, and Chase now release Java Foundations, Second Edition. This text is a comprehensive resource for instructors who want a two-or three-semester introduction to programming textbook that includes detail on data structures topics. Java Foundations introduces a Software Methodology early on and revisits it throughout to ensure students develop sound program development skills from the beginning. Control structures are covered before writing classes, providing a solid foundation of fundamental concepts and sophisticated topics.

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