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Java Classes/Objects. Java is an object-oriented programming language. Everything in Java is associated with classes and objects, along with its attributes and methods. For example: in real life, a car is an object. The car has attributes, such as weight and color, and methods, such as drive and brake.

A Modern Approach to Functional Programming Objects First with Java: A Practical Introduction is an introduction to object-oriented programming for beginners. The main focus of the book is general object-oriented and programming concepts from a software engineering perspective. The first chapters are written for students with no programming experience with later chapters being more suitable for advanced or professional programmers. The Java programming language and BlueJ-the Java development environment - are the two tools used throughout the book. BlueJ's clear visualisation of classes and objects means that students 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. The Sixth Edition goes beyond just adding the new language constructs of Java 8. The book's exploration of this new language demonstrates a renaissance of functional ideas in modern programming. While functional programming isn't new in principle, it's seen a boost in popularity based on the current computer hardware available and the changing nature of projects programmers wish to tackle. Functional language constructs make it possible to efficiently automate currency, make use of multiple cores without much effort on the side of the programmer, are both more elegant and readable, and offer great potential in solving the issue of parallel hardware. Functional programming has become an essential part of the field, and Objects First with Java gives students a basic understanding of an area they'll need to master in order to succeed in the future.

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This introductory programming textbook integrates BlueJ with Java. It provides a thorough treatment of object-oriented principles.

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The BlueJ development environment was specifically designed to support introductory teaching of object-orientations and helps users grasp the complicated concepts of class structure. Unlike most books on the subject, this text uses BlueJ to get readers started on object-oriented programming from day one. Uses a spiral approach that introduces a topic in a simple context early on, then revisits it later to increase understanding; Offers an abundance of projects for hands-on practice; Chapters are ordered around software development concepts rather than language features; Language-feature introduction is naturally driven by problems to be solved; Chapters are based around distinct projects for more variety; Does not cover traditional topics like control structures. A useful reference for programmers.

This introductory programming textbook integrates BlueJ with Java. It provides a thorough treatment of object-oriented principles.

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

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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