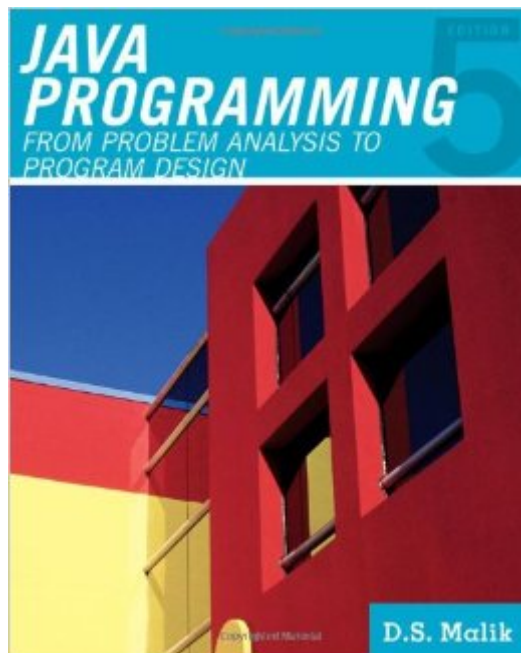


The book was found

Java™ Programming: From Problem Analysis To Program Design (Introduction To Programming)



Synopsis

Designed for a first Computer Science (CS1) Java course, JAVA PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN 5e will motivate readers while building a cornerstone for the Computer Science curriculum. With a focus on readers' learning, this text approaches programming using the latest version of Java, and includes updated programming exercises and programs. The engaging and clear-cut writing style will help readers learn key concepts through concise explanations and practice in this complex and powerful language.

Book Information

Series: Introduction to Programming

Paperback: 1072 pages

Publisher: Cengage Learning; 5 edition (January 26, 2011)

Language: English

ISBN-10: 111153053X

ISBN-13: 978-1111530532

Product Dimensions: 9 x 7.3 x 1.2 inches

Shipping Weight: 3.4 pounds (View shipping rates and policies)

Average Customer Review: 3.9 out of 5 starsÂ Â See all reviewsÂ (30 customer reviews)

Best Sellers Rank: #90,215 in Books (See Top 100 in Books) #22 inÂ Books > Computers & Technology > Programming > Languages & Tools > Java > Beginner's Guides #114 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design #196 inÂ Books > Computers & Technology > Programming > Introductory & Beginning

Customer Reviews

This book is poorly organized. The examples are vague, and you often have to read ahead to understand what was demonstrated earlier. The sound of constant page turning is the soundtrack to studying with this text. The author is fond of words, and often uses word salad to explain what are essentially simple concepts. Furthermore, this book is out of date. The text focuses on Java 6 and Java 7. Java 8 has been available since early 2014. For example: there is no coverage of ArrayLists in the text. This is a useful feature of Java that has introduced as an alternative to vectors, and is much more efficient. Another example of outdated material is in the sections dealing with Java Applets. Applets used to be executable within web browsers, but that functionality has been terminated in most browsers because it is a major security issue to be able to execute Java code on

another computer through a web browser. Applets are still an important aspect of Java, but the instruction and examples given in this book are mostly useless now. Overall, I have found that when taking classes in Java, I have had to reference other books and the internet frequently to understand what I am doing. The basic concepts in the early chapters is easy enough to understand, but the more complex aspects of Java are very difficult to understand from this text. If you have the choice, I would suggest finding a different, more concise, and up to date textbook.

Purchased the book as part of the text-book requirement for course-work. I have already gone into the Chapter 3. The explanations are made simple and make sense. End of chapter does have some good exercises that help think differently. Unlike many other text-book end-of-chapter exercises, this book's exercises cover different aspects taught in the chapter. I doubt if an absolute beginner to the subject; Java or Programming, would appreciate it.

I'll say that it has accurate information. The way the information is presented, however, is terrible. The first half of the book is designed for you to gimmick, not learn. Its not until chapter 7 do they truly start explaining the concepts you've been utilizing. If you're like me and need to understand the *why* behind what you're doing, this book will be an uphill battle for you. They introduce GUI concepts in a single Chapter 3 example but then not again until chapter 6. While not a tragedy, it gives a glimpse into the structure and flow of this book. Essentially, the first 5 chapters could be eliminated from this book and replaced with a glossary of terms. Chapter 6 is GUI stuff and unnecessary to learn before you learn calling methods, instantiating classes, inheritance, etc.

Obtuse. Verbose. Spends way too much time discussing obvious or irrelevant topics. Glosses over important points. Frequently ignores critical nuances altogether. There are far better books out there for lower prices.

This book is awful. I tried to like it, seriously. Having never programmed in my life, I thought this book would be useful for learning how to program as well as to learn Java. In the introduction of the book the author states "My primary goal is to motivate and excite all programming students, regardless of their level.". Let me put it this way; I was excited when I began the course and I am now completely lost. It all happened after chapter 5. The examples after that point get very confusing and throws all sorts of information at you (WAYYY too much information for one semester)... Too much for any person who has never programmed to possibly absorb in one

semester (Book is over 1000 pages!!!). This book is not just designed for the beginner CS1 course as it also states, it is designed for an entire year (at least) of a level 2 or 3 java programming course. Seldom does it provide any real world examples or programming code, it also does not provide an answer key for all of the practice problems in the textbook. I find this extremely aggravating, especially when I finally find a programming exercise problem I think I might actually understand and something in the program does not work. I have absolutely nothing to reference my code to. Is it just me, or is that kind of useless? Unless you are the type of person who avoids even numbers altogether, or are the type of person who is above a complete beginner level of Java programming, I do not recommend this book for you.

Ordered the book on a Friday night and got it Sunday...thank goodness for Sunday delivery as I had homework due that night. The book seems odd at first as the programming ins and outs are taught in a manner that relates more to actual problem solving manner. Having said that, it does do a thorough job of teaching the language and it is a valuable resource.

I've hashed over quite a few Java programming books in my day. This is one of the easier books to understand. It explains concepts in such a way that you can understand without insulting your intelligence. I would recommend this for someone with some programming experience that's looking to learn the Java language.

I use this in my Java programming class and it is awesome. I can't imagine doing as well in that class without this book.

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

JavaTM Programming: From Problem Analysis to Program Design (Introduction to Programming)
Algorithms: C++: Data Structures, Automation & Problem Solving, w/ Programming & Design (app design, app development, web development, web design, jquery, ... software engineering, r programming) C++ Programming: From Problem Analysis to Program Design Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) MATLAB - Programming with MATLAB for Beginners - A Practical Introduction to Programming and Problem Solving (Matlab for Engineers, MATLAB for Scientists,

Matlab Programming for Dummies) Principles of Program Design: Problem-Solving with JavaScript (Logic and Design) Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) Problem Solving and Program Design in C (8th Edition) Problem Solving and Program Design in C (7th Edition) Problem Solving and Program Design in C C#: Design Patterns: The Easy Way Standard Solutions for Everyday Programming Problems; Great for: Game Programming, System Administration, App Programming, ... & Database Systems (Design Patterns Series) Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Raspberry Pi 2: Raspberry Pi 2 Programming Made Easy (Raspberry Pi, Android Programming, Programming, Linux, Unix, C Programming, C+ Programming) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding) FORTRAN Programming success in a day:Beginners guide to fast, easy and efficient learning of FORTRAN programming (Fortran, C++, C, C programming, ... Programming, MYSQL, SQL Programming) Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming, Prolog Logic, ... Programming, Programming Code, Java)

[Dmca](#)