Introduction to Programming Using Java: An Object-Oriented Approach

David M. Arnow, Gerald Weiss

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Using the Java language, this book introduces the beginning computer science student to the concepts of class, object, and message in the first chapter. This object-oriented approach is used throughout the text, as students learn the fundamentals of object-oriented programming along with the basics of imperative programming. Because Java is an object-oriented language that reflects the acquired wisdom of thirty years of programming language design, the book can effectively focus on programming and the process of class design. Early on, a clear, usable procedure for solving problems by developing classes is presented and then used throughout the text.Java's support for GUI and network programming makes a great setting for diverse programming examples: a calculator, a strategy game, reading the Dow Jones from Yahoo!, a Web surveyor application, scheduling songs for a rock-and-roll radio station, as well as traditional payroll and student GPA computations. Working with these and other examples, students learn to think like a programmer, analyze problems, devise solutions, design classes, and write code.Features * Uses the necessary features of Java 1.1 while teaching CS1 concepts. * Uses object-oriented concepts from the very beginning--classes, objects, and messages are all introduced in Chapter 1--and develops them throughout. * Applies a consistent class design procedure, usable by beginners. * Contains graphic user interface (GUI) supplements in each chapter. * Provides an early introduction to testing, covering test drivers, debugging, and test case selection. * Includes a chapter with three robust applications--a LOGO turtle, a Web surveyor, and Mancala (a strategy game)-- which use the text's class design procedure and allow the students to tie the material together. 0201311844B04062001

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