An Object First Approach



Fintan Culwin

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Java An Object First Approach

Fintan Culwin

Java An Object First Approach:

Java Fintan Culwin,1998 A textbook for a first or second course in software development based on the belief that the concept of an object in the form of a class declaration is fundamental to effective software and that its production must be accomplished by a defined process involving its prior design and subsequent testing Proceeds from those fundamentals to such topics as concurrency testing data structures an example of a graphical user interface and an extensive case study

Objects First with Java David John Barnes, David J. Barnes, Michael Kölling, 2005 This introductory programming textbook integrates Blue with Java It provides a thorough treatment of object oriented principles Objects First with Java David J. Barnes, Michael Kolling, 2011-11-21 This is the eBook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book Access to the student Companion website can be purchased separately here https register pearsoncmg com reg buy buy1 jsp productID 111110 Objects First with Java A Practical Introduction Using Blue 5 is ideal for introductory courses in Java Introduction to Programming and Object Oriented Programming and for beginning programmers This is the only introductory programming textbook that uses the Blue I integrated development environment IDE to teach introductory and object oriented programming principles using Java Its close integration with the BlueJ development environment allows this book to focus on key aspects of object oriented software development from day one Blue Is clear visualization of classes and objects means that readers 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 Language features are introduced as a response to the problems to be solved A large number of different interesting projects are used to provide variety and avoid the monotony of a running problem This book takes an objects first approach to teaching the traditionally difficult concepts of objects in a manipulative visual form Throughout the emphasis is on developing a practical approach to programming with students encouraged to add code to existing programs rather than working with an intimidating sheet of blank paper Comprehensive object-oriented learning Annita Fjuk, Amela Karahasanović, Jens Kaasbøll, 2006 There is a high demand for understanding the learner's actions strategies and thoughts while solving object oriented problems The book provides new insight into knowledge acquiring processes and shows how to successfully integrate the empirically based findings into pedagogical design Valuepack: Objects First with Java David Barnes, Mike Parr, 2005-08-01 An Introduction to Programming and Object-Oriented Design Using Java Jaime Ni?o,Frederick A. Hosch,2004-10-28 Nino and Hosch have updated their popular introductory text that provides an objects first introduction to programming and software design using Java The emphasis throughout is on problem modeling using fundamental software engineering princi ples and concepts Java used as a vehicle for teaching these topics New constructs and features of Java 5 0 such as generics are introduced The text includes optional interactive exercises using the DrJava

integrated development environment IDE The UML is employed very informally for denoting objects object relationships and system dynamics No specific previous programming experience is assumed and the text is appropriate for first year computer science majors The text could also carry over to a second course on data structures or software OO design About DrJava DrJava is an IDE designed primarily for students and includes an easy to use facility for interactively evaluating Java code Optional DrJava exercises are included throughout the text if instructors want their students doing more pro gramming DrJava is the IDE chosen by the authors but any IDE can be used for these exercises This update of the text provides Java code in newly released Version 5 0 S.Chand∏s Rapid Revision in ISC Computer Science for Class 12 Dheeraj Mehrotra & Yogita Mehrotra, A book on Computers *Object - Oriented Database Systems : Approaches and Architectures* Prabhu C.s.r., 2010-11 This well received book now in its third edition is a comprehensive presentation of the fundamentals of object oriented database systems OODBMS It provides extensive coverage of the different approaches to object data management including the three major approaches semantic database systems approach object oriented programming language extension approach and the relational extension approach as well as the various types of architectures of object oriented database systems. The book discusses all recent developments in this field such as the emergence of Java as the dominant object oriented programming language resulting in upcoming OODBMS products such as Ozone and the provision of object oriented database features in object relational database systems ORDBMS products such as Oracle 9i and DB2 The new edition provides an extensive discussion of PostgreSQL a popular open source object oriented database system which has emerged as a viable alternative to expensive commercial database systems such as Oracle The book is extensively illustrated which enables students to develop a firm grasp of the underlying concepts The chapter end exercises help in testing the students comprehension of the fundamental principles The book is primarily meant for students of IT related programmes having courses in database systems Computer professionals will also find the book immensely useful

Reflections on the Teaching of Programming Jens Bennedsen, Michael E. Caspersen, Michael Kölling, 2008-05-20 This state of the art survey reflecting on the teaching of programming has been written by a group of primarily Scandinavian researchers and educators with special interest and experience in the subject of programming The 14 chapters contributed by 24 authors present practical experience gathered in the process of teaching programming and associated with computing education research work Special emphasis is placed on practical advice and concrete suggestions The authors are all members of the Scandinavian Pedagogy of Programming Network SPoP and bring together a diverse body of experiences from the Nordic countries The 14 chapters of the book have been carefully written and edited to present 4 coherent units on issues in introductory programming courses object oriented programming teaching software engineering issues and assessment Each of these individual parts has its own detailed introduction The topics addressed span a wide range of problems and solutions associated with the teaching of programming such as introductory programming courses exposition

of the programming process apprentice based learning functional programming first problem based learning the use of on line tutorials object oriented programming and Java the Blue environment to introduce programming model driven programming as opposed to the prevailing language driven approach teaching software engineering testing extreme programming frameworks feedback and assessment active learning technology based individual feedback and mini project Objects First with Java David J. Barnes, Michael Kölling, 2012-01 This introductory programming textbook integrates Blue with Java It provides a thorough treatment of object oriented principles Streib, Takako Soma, 2023-03-12 This textbook presents a focused and accessible primer on the fundamentals of Java programming with extensive use of illustrative examples and hands on exercises Addressing the need to acquire a good working model of objects in order to avoid possible misconceptions the text introduces the core concepts of object oriented programming at any stage supported by the use of contour diagrams Each chapter has one or more complete programs to illustrate the various ideas presented and to help readers learn how to write programs on their own Chapter summaries and practical exercises also are included to help the reader to review their progress and practice their skills This substantially updated second edition has been expanded with additional exercises and includes new material on bit manipulation and parallel processing Topics and features Introduces computing concepts in Chapter 0 for new programmers Adds new chapters on bit manipulation and parallel processing Contains exercises at the end of each chapter with selected answers Supports both text based and GUI based Input Output Objects can be introduced first last or intermixed with other material Uses contour diagrams to illustrate objects and recursion Discusses OOP concepts such as overloading class methods and inheritance Introduces string variables and illustrates arrays and array processing Discusses files elementary exception processing and the basics of Javadoc This concise and easy to follow textbook guide is ideal for students in an introductory programming course It is also suitable as a self study guide for both practitioners and academics Advanced Debuagina Methods Raimondas Lencevicius, 2012-09-07 Object relationships in modern software systems are becoming increasingly numerous and complex and program errors due to violations of object relationships are difficult to detect Programmers need new tools that allow them to explore objects in a large system more efficiently and to detect broken object relationships instantaneously Such tools incorporate approaches used in such areas as data visualization pattern matching and extraction database querying active databases and rule based programming The query based debugging approach developed by the author of this book is another powerful yet efficient tool to be added to the developer's tool chest Advanced Debugging Methods presents practice and tools for debugging computer programs This book proposes new powerful approaches that simplify the daunting task of debugging complex software systems Although debugging has been addressed in numerous research papers many of its methods have yet to be explored in a book length format This book helps to fill this gap by presenting an overview of existing debugging tools with motivating examples and case studies as well as presenting new

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that uses the Java programming language Its hands on exercises are intended to help students improve their understanding of the fundamental structures in Java The order of the topics in this manual reflects an objects first approach with the goal of helping students understand the object oriented paradigm This manual is divided into three parts The first part presents the core of the Java language These six sessions provide experience with core features and principles of the Java programming language They provide enough breadth and depth for readers to learn more of Java on their own or in later courses The second part of the manual helps students explore issues pertaining to algorithms Recursion is considered here as well important searching algorithms Finally methods of algorithm analysis are examined The final part of the manual covers a number of additional topics that are not decribed in the core sessions such as graphics inheritance and object design Features Includes eighteen laboratories each with Introductory Material New Skills that students will develop in the exercise Prerequisite Skills to ensure students are prepared for the session Required Files to use modify and extend in the exercises Discussion of topics covered in the laboratory session Experiments to reinforce the discussion Post Laboratory Problems to enhance understanding Notes on selected problems Focuses on applications but includes optional material on applets Provides an objects first approach to working with Java Written on the Java 2 platform Designed to work with any Java textbook 0201612674B04062001 Spring Boot 3 and Spring Framework 6 Rheinwerk Publishing, Inc, Christian Ullenboom, 2025-06-19 Master Spring Boot 3 and Spring Framework 6 to create scalable Java applications Learn database integration web development monitoring and deployment with modern best practices Key Features Comprehensive coverage of Spring Boot 3 and Spring Framework 6 core concepts and modules Detailed guidance on relational and NoSQL database integration for versatile data management Focus on practical deployment monitoring and logging techniques for production ready applications Book DescriptionThis book takes readers on a comprehensive journey through Spring Boot 3 and Spring Framework 6 starting with the essentials of dependency injection and Spring managed containers It then explores core modules and proxies to establish a strong foundation for Java application development Early chapters guide readers through configuring Spring Boot projects and managing dependencies efficiently The middle sections focus heavily on database integration including relational databases using Spring JDBC Jakarta Persistence and advanced Spring Data JPA techniques Readers will also learn to work with NoSQL databases like MongoDB and Elasticsearch enhancing their ability to handle various data storage solutions The book covers the development of web applications using Spring MVC RESTful API design and securing web endpoints The final chapters emphasize application monitoring with Spring Boot Actuator logging strategies and practical deployment options including containerization Alongside the core content a dedicated migration chapter assists developers transitioning from Spring Boot 2 to version 3 ensuring they stay current with evolving best practices This structured approach prepares readers to confidently build monitor and deploy modern production ready Java applications What you will learn Build Spring Boot projects using dependency injection effectively Configure relational and

NoSQL databases for scalable applications Develop RESTful APIs using Spring Web MVC and security best practices Implement Jakarta Persistence and Spring Data JPA for data management Monitor and log applications using Spring Boot Actuator and Micrometer Deploy Spring Boot applications with containers and cloud ready setups Who this book is for Ideal for Java developers aiming to deepen their Spring Boot and Spring Framework knowledge Readers should have basic Java programming skills and familiarity with object oriented programming concepts Some prior experience with Java EE or Spring is helpful but not required The book suits both beginners and intermediate developers ready to build full featured modern Communicating Process Architectures 2008 P. H. Welch, 2008 Communicating Process Architectures 2008 contains the proceedings of the thirty first Communicating Process Architectures Conference CPA 2008 organized under the auspices of WoTUG and the Department of Computer Science of the University of York The aim of this book is to cover both theoretical aspects and industrial applications of Communicating Processes Two invited speakers have given excellent contributions to this topic Professor Samson Abramsky has worked in the areas of semantics and logic of computation and concurrency His work on game semantics considers interaction and information flow between multiple agents and their environment This has yielded new approaches to compositional model checking and to analysis for programs with state concurrency probability and other features Professor Colin O Halloran has been instrumental in the uptake of formal methods in the development and verification of high assurance systems on an industrial scale His research interests are in automating the use of formal methods and using these techniques at reasonable cost and on an industrial scale

ECOOP 2005 - Object-Oriented Programming Andrew Black, 2005-08-25 The 19th Annual Meeting of the European Conference on Object Oriented Programming ECOOP 2005 took place during the last week of July in Glasgow Scotland UK This volume includes the refereed technical papers p sented at the conference and two invited papers It is traditional to preface a volume of proceedings such as this with a note that emphasizes the importance of the conference in its respective eld Although such self evaluations should always be taken with a large grain of salt ECOOP is undisputedly the pre inent conference on object orientation outside of the United States In its turn object orientationis today s principaltechnology not only for programming but also for design analysisand speci cation of softwaresystems As a consequence ECOOP has expanded far beyond its roots in programming to encompass all of these areas of research whichis why ECOOP has remained such an interesting conference But ECOOP is more than an interesting conference It is the nucleus of a technical and academic community a community whose goals are the creation and dissemination of new knowledge Chance meetings at ECOOP have helped to spawn collaborations that span the boundaries of our many subdisciplines bring together researchers and practitioners cross cultures and reach from one side of the world to the other The ubiquity of fast electronic communication has made maintaining these collaborations easier than we would have believed possible only a dozen years ago But the role of conferences like ECOOP in establishing collaborations has not diminished

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