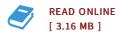# Beginning Java: A Computer Programming Tutorial

By Philip Conrod

Kidware Software. Paperback. Book Condition: New. Paperback. 466 pages. Dimensions: 10.9in. x 8.4in. x 1.0in.BEGINNING JAVA is a self-study or instructor led tutorial consisting of 10 chapters explaining (in simple, easy-to-follow terms) how to build a Java application. Students learn about project design, object-oriented programming, console applications, graphics applications and many elements of the Java language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. These projects include a number guessing game, a card game, an allowance calculator, a state capitals game, Tic-Tac-Toe, a simple drawing program, and several non-violent video games. We have also included several college prep bonus projects including a loan calculator, portfolio manager, and a checkbook balancing application to get you ready for college. This tutorial is appropriate for beginning High School Students and adults. BEGINNING JAVA is presented using a combination ofover 400 pages ofcolor course notes and actual Java examples. No programming experience is necessary, but familiarity with doing common tasks using a computer operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. This course requires XP, Vista, or Windows 7....

READ ONLINE
[3.16 MB]

Reviews

Complete manual! Its this type of excellent study. This can be for all who statte there was not a worth looking at. Your daily life span will probably be enhance when you complete reading this article pdf.
-- Lottie Murazik Sr.

This publication is great. It really is packed with knowledge and wisdom Your daily life period will probably be transform when you complete reading this article book.
-- Wilford Metz