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| Nota di contenuto | Cover -- Table of Contents -- 1. Java Fundamentals -- 2. Decision Structures -- 3. Loops and Files -- 4. Methods -- 5. A First Look at Classes -- 6. A First Look at GUI Applications -- 7. Arrays and the ArrayList Class -- 8. A Second Look at Classes and Objects -- 9. Text Processing and More about Wrapper Classes -- 10. Inheritance -- 11. Exceptions and Advanced File I/O -- 12. Advanced GUI Applications -- |

13. Applets and More -- 14. Recursion -- 15. Stacks and Queues --
16. Binary Trees, AVL Trees, and Priority Queues -- Case Study: The
Amortization Class -- Case Study: The PinTester Class -- Case Study:
Parallel Arrays -- Case Study: The FeetInches Class -- Case Study: The
SerialNumber Class -- Case Study: A Simple Text Editor Application --
Java Quick Reference -- Index.

Sommario/riassunto

Starting Out with Java: From Control Structures through Data Structures is designed to be used in a 2 or 3 semester/quarter sequence for beginning programmers. Tony Gaddis emphasizes problem-solving and program design by teaching the Java programming language through a step-by-step detailed presentation. He introduces procedural programming early and covers control structures and methods before objects. Students are engaged and have plenty of opportunity to practice using programming concepts through practical tools that include end-of-section and chapter exercises, case studies and programming projects.
