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Descrizione fisica	1 online resource (669 p.)
Collana	Wrox Programmer to Programmer
Disciplina	005.13 005.13/3 005.133
Soggetti	Java (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Beginning Java® Programming; About the Authors; Credits; Acknowledgments; Contents; Introduction; Chapter 1: A General Introduction to Programming ; The Programming Process; Object-Oriented Programming: A Sneak Preview; Programming Errors; Syntax/Compilation Errors; Runtime Errors; Logic/Semantic Errors; Principles of Software Testing; Software Maintenance; Adaptive Maintenance; Perfective Maintenance; Corrective Maintenance; Preventive Maintenance; Principles of Structured Programming; Chapter 2: Getting to Know Java; A Short Java History; Features of Java; Looking Under the Hood BytecodeJava Runtime Environment (JRE); Java Application Programming Interface (API); Class Loader; Bytecode Verifier; Java Virtual Machine (JVM); Java Platforms; Java Applications; Standalone Applications; Java Applets; Java Servlets; Java Beans; Java Language Structure; Classes; Identifiers; Java Keywords; Variables; Methods; Comments; Naming Conventions; Java Data Types; Primitive Data Types; Literals; Operators; Arithmetic Operators; Assignment Operators; Bitwise Operators; Logical Operators; Relational Operators; Arrays; Type Casting; Summary

Chapter 3: Setting Up Your Development Environment Integrated Development Environments; Coding in Text Editors; Choosing an IDE; Eclipse; NetBeans; IntelliJ IDEA; Continuing with One IDE; Installing Eclipse on Your Computer; Downloading and Installing Eclipse; Using Eclipse; Chapter 4: Moving Toward Object-Oriented Programming ; Basic Concepts of Object-Oriented Programming; Classes and Objects in Java; Defining Classes in Java; Creating Objects; Storing Data: Variables; Instance Variables; Class Variables; Final Variables; Variable Scope; Defining Behavior: Methods; Instance Methods Class Methods Constructors; The Main Method; Method Argument Passing; Java SE Built-in Classes; Classes in the java.lang Package; Classes in the java.io and java.nio Packages; Classes in the java.math Package; Classes in the java.net, java.rmi, javax.rmi, and org.omg.CORBA Packages; Classes in the java.awt and javax.swing Packages; Classes in the java.util Package; Collections; Other Utility Classes; Other Classes and Custom Libraries; Chapter 5: Controlling the Flow of Your Program; Comparisons Using Operators and Methods; Comparing Primitive Data Types with Comparison Operators Comparing Composite Data Types with Comparison Methods Understanding Language Control; Creating if-then Statements; Nesting if-then Statements; Creating for Loops; What Is an Enhanced for Loop?; Nesting for Loops; Creating while Loops; What Is a do while Loop?; Comparing for and while Loops; Creating Switches; Comparing Switches and if-then Statements; Reviewing Keywords for Control; Controlling with the return Keyword; Controlling with the break Keyword; Controlling with the continue Keyword; Specifying a Label for break or continue Control; Reviewing Control Structures Chapter 6: Handling Exceptions and Debugging

Sommario/riassunto

A comprehensive Java guide, with samples, exercises, case studies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains
