1. Record Nr.   UNINA9910698641803321

   Autore   Barker Jacquie

   Titolo   Beginning Java Objects : From Concepts to Code / / by Jacquie Barker

   Pubbl/distr/stampa Berkeley, CA : , : Apress : , : Imprint : Apress, , 2023

   ISBN   9781484290606
                       1484290607

   Edizione   [3rd ed. 2023.]

   Descrizione fisica 1 online resource (845 pages)

   Disciplina   005.133

   Soggetti   Java (Computer program language)
                       Programming languages (Electronic computers)
                       Software engineering
                       Java
                       Programming Language
                       Software Engineering

   Lingua di pubblicazione Inglese

   Formato   Materiale a stampa

   Livello bibliografico Monografia

   Note generali   Previous edition: 2005.

   Nota di bibliografia Includes bibliographical references and index.

   Nota di contenuto   Part I: The ABCs of Objects -- Chapter 1: Abstraction and Modeling --
                       Chapter 2: Some Java Basics -- Chapter 3: Objects and Classes --
                       Chapter 4: Object Interactions -- Chapter 5: Relationships Between
                       Objects -- Chapter 6: Collections of Objects -- Chapter 7: Some Final
                       Object Concepts -- Part II -- Chapter 8: The Object Modeling Process
                       in a Nutshell -- Chapter 9: Formalizing Requirements Through Use
                       Cases -- Chapter 10: Modeling the Data Aspects of the System --
                       Chapter 11: Modeling the Behavioral Aspects of the System -- Chapter
                       12: Wrapping Up Our Modeling Efforts -- Chapter 13: A Few More Key
                       Java Details -- Chapter 14: Transforming Your Model into Java Code. -
                       Appendix A: Alternative Case Studies.

   Sommario/riassunto As a programming language, Java's object-oriented nature is key to
                       creating powerful, reusable code and applications that are easy to
                       maintain and extend. That being said, many people learn Java syntax
                       without truly understanding its object-oriented roots, setting them up
                       to fail to harness all of the power of Java. This book is your key to
                       learning both! This new third edition of Beginning Java Objects: From
                       Concepts to Code discusses Java syntax, object principles, and how to

properly structure the requirements of an application around an object architecture. It is unique in that it uses a single case study of a Student Registration System throughout the book, carrying the reader from object concepts, to object modeling, to building actual code for a full-blown application. A new chapter covers a technology-neutral discussion of the principles of building a three-tier architecture using Java, introducing the notion of model layer – presentation layer – data layer separation. Coding examples used throughout the book are Java version-neutral. The core object-oriented principles that you will learn from this book are timeless, and are relevant to all versions of the Java language, as well as to many other object-oriented languages. The book can be used for individual self-study or as a university-level textbook. What You Will Learn Know basic object-oriented principles, from the simplest notion of classes and objects through the power of encapsulation, abstract classes, and polymorphism Approach the requirements for an application to structure it properly around objects Render the resultant object model into Java code, building a complete functioning model layer for the Student Registration System case study Conceptually round out an object layer by adding presentation and data layers .