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ISBN	1-118-41756-9 1-118-46106-1
Edizione	[Fourth edition.]
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Collana	For Dummies
Disciplina	005.133
Soggetti	Java (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Making Everything Easier." Includes index.
Nota di contenuto	Title Page; Copyright Page; Contents at a Glance; Table of Contents; Introduction; About This Book; How to Use This Book; Conventions Used in This Book; What You Don't Have to Read; Foolish Assumptions; How This Book Is Organized; Icons Used in This Book; Beyond the Book; Where to Go from Here; Part I: Getting Started with Java Programming; Chapter 1: Getting Started; What's It All About?; From Your Mind to the Computer's Processor; Your Java Programming Toolset; Chapter 2: Setting Up Your Computer; If You Don't Like Reading Instructions . . ; Getting This Book's Sample Programs Setting Up JavaSetting Up the Eclipse Integrated Development Environment; What's Next?; Chapter 3: Running Programs; Running a Canned Java Program; Typing and Running Your Own Code; What's All That Stuff in Eclipse's Window?; Part II: Writing Your Own Java Programs; Chapter 4: Exploring the Parts of a Program; Checking Out Java Code for the First Time; The Elements in a Java Program; Understanding a Simple Java Program; Chapter 5: Composing a Program; Computers Are Stupid; A Program to Echo Keyboard Input; Expecting the Unexpected Chapter 6: Using the Building Blocks: Variables, Values, and Types Using Variables; What Do All Those Zeros and Ones Mean?; Reading Decimal Numbers from the Keyboard; Variations on a Theme; Chapter 7: Numbers and Types; Using Whole Numbers; Creating New Values by

Applying Operators; Size Matters; Chapter 8: Numbers? Who Needs Numbers?; Characters; The boolean Type; The Remaining Primitive Types; Part III: Controlling the Flow; Chapter 9: Forks in the Road; Decisions, Decisions!; Making Decisions (Java if Statements); Variations on the Theme; Chapter 10: Which Way Did He Go? Forming Bigger and Better Conditions Building a Nest; Enumerating the Possibilities; Chapter 11: How to Flick a Virtual Switch; Meet the switch Statement; Using Fall-Through to Your Advantage; Using a Conditional Operator; Chapter 12: Around and Around It Goes; Repeating Instructions Over and Over Again (Java while Statements); Thinking about Loops (What Statements Go Where); Thinking about Loops (Priming); Chapter 13: Piles of Files: Dealing with Information Overload; Running a Disk-Oriented Program; Writing a Disk-Oriented Program; Writing, Rewriting, and Re-rewriting Chapter 14: Creating Loops within Loops Paying Your Old Code a Little Visit; Creating Useful Code; Chapter 15: The Old Runaround; Repeating Statements a Certain Number of Times (Java for Statements); Using Nested for Loops; Repeating Until You Get What You Need (Java do Statements); Repeating with Predetermined Values (Java's Enhanced for Statement); Part IV: Using Program Units; Chapter 16: Using Loops and Arrays; Some Loops in Action; Reader, Meet Arrays; Arrays, Meet the Reader; Working with Arrays; Looping in Style; Deleting Several Files; Chapter 17: Programming with Objects and Classes Creating a Class

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## Sommario/riassunto

A practical introduction to programming with Java Beginning Programming with Java For Dummies, 4th Edition is a comprehensive guide to learning one of the most popular programming languages worldwide. This book covers basic development concepts and techniques through a Java lens. You'll learn what goes into a program, how to put the pieces together, how to deal with challenges, and how to make it work. The new Fourth Edition has been updated to align with Java 8, and includes new options for the latest tools and techniques. Java is the predominant language used to program Android and cloud

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