Object-oriented programming with Java: an introduction.

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Object-Oriented Programming with Java: An Introduction

Barnes, David J. (2000) *Object-Oriented Programming with Java: An Introduction.* Prentice-Hall, 1028 pp. ISBN 0-13-086900-7. (The full text of this publication is not currently available from this repository. You may be able to access a copy if URLs are provided)

Abstract

From the Preface This book is designed for those readers who wish to start learning to program in an object-oriented programming language. It has been designed primarily as a first programming text. It is also suitable for those who already have some experience with another programming language, and who now wish to move on to an object-oriented one. Indeed, much of the material is based on courses delivered by the author to students with a wide range of both non-programming and programming backgrounds. The book is 1028 pages long and contains 21 chapters, plus appendices: 1: Bits, Bytes, and Java; 2: Common Program Components; 3: Creating and Using Objects; 4: Defining Classes; 5: Adding Sequential Behavior; 6: Adding Selective Behavior; 7: Adding Repetitive Behavior; 8: Packages and Utility Classes; 9: Arrays and Further Statements; 10: Collection Classes; 11: Exceptions; 12: Input-Output; 13: Interfaces; 14: Class Inheritance; 15: Abstract and Nested Classes; 16: AWT Applications; 17: Swing; 18: Threads; 19: Networking; 20: Applets; 21: Simulation. Key Features The following are key features of this book: * An 'objects-early'

approach; showing how to interact with fully-fledged objects, before moving on, in Chapter 4, to define classes from scratch. * Frequent in-place exercises and reviews. * A thorough glossary, explaining many of the highlighted items of terminology found in the text. * An accessible introduction to the fundamental object-oriented topics of polymorphism and inheritance. * Significant coverage of the many GUI classes belonging to both the Abstract Windowing Toolkit (AWT) and Swing (JFC), which support both standalone applications and applets. * Up-to-date coverage of the Java 2 Platform API. * How to use the power of threads for multi-threaded programs, while avoiding hazards such as deadlock, livelock and thread starvation. * Timely coverage of networking, via TCP/IP, to interact with non-Java programs. * A unique chapter on event-driven simulation. Full details of this book may be found [1]on the local web site. References 1. http://www.cs.ukc.ac.uk/people/staff/djb/book/

Item Type:	Book
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Object-oriented programming with Java: an introduction, as follows from the above particular case, marketing is heterogeneous in composition.