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In a conversational style, best-selling author Walter Savitch teaches programmers problem solving and programming techniques with Java.Introduces object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. Includes thorough coverage of the Swing libraries and event-driven programming. Provides a concise, accessible introduction to Java that covers key language features. Covers objects thoroughly and early, with an emphasis on applications over applets.A useful reference for programmers who want to brush up on their Java skills.

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Trusted authors Savitch and Carrano examine problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important concepts such as testing and debugging techniques, program style, inheritance, and exception handling. More emphasis on design and algorithms before coding in programming examples and case studies. More attention given to using methods prior to defining methods. Coverage of enumerations and the for-each loop.. Additional coverage of interfaces and polymorphism New glossary of terms.. A useful reference for programmers who need to brush up their Java skills.

Multicore microprocessors are now at the heart of nearly all desktop and laptop computers. While these chips offer exciting opportunities for the creation of newer and faster applications, they also challenge students and educators. How can the new generation of computer scientists growing up with multicore chips learn to program applications that exploit this latent processing power? This unique book is an attempt to introduce concurrent programming to first-year computer science students, much earlier than most competing products. This book assumes no programming background but offers a broad coverage of Java. It includes over 150 numbered and numerous inline examples as well as more than 300 exercises categorized as "conceptual," "programming," and "experiments." The problem-oriented approach presents a problem, explains supporting concepts, outlines necessary syntax, and finally provides its solution. All programs in the book are available for download and experimentation. A substantial index of at least 5000 entries makes it easy for readers to locate relevant information. In a fast-changing field, this book is continually updated and refined. The 2014 version is the seventh "draft edition" of this volume, and features numerous revisions based on student feedback. A list of errata for this version can be found on the Purdue University Department of Computer Science website.

Introduction to Programming with Java: A Problem Solving Approach teaches the reader how to write programs using Java. It does so with a unique approach that combines fundamentals first with objects early. The book transitions smoothly through a carefully selected set of procedural programming fundamentals to object-oriented fundamentals. During this early transition and beyond, the book emphasizes problem solving. For example, Chapter 2 is devoted to algorithm development, Chapter 8 is devoted to program design, and problem-solving sections appear throughout the book. The second edition adds new language features and end-of-chapter GUI sections that include animation. New chapters include an introduction to the Java Collections Framework and an in-depth treatment of recursion. Two new supplementary chapters on the book's companion website describe the JavaFX GUI platform. Before diving into object-oriented programming (OOP) in Chapter 6, the second edition includes a "mini-chapter" that describes how to write multiple-method programs in a non-OOP environment. Those who want to continue this theme can follow an optional "late objects" approach by reading two chapters on the book's website before returning to OOP in Chapter 6. Some key features include: •A conversational, easy-to-follow writing style. •Simple GUI programming early, in an optional standalone graphics track. •Well-identified alternatives for altering the book's sequence to fit individual needs. •Well-developed projects in six different academic disciplines, with a handy summary. •Detailed customizable PowerPointTM lecture slides, with icon-keyed hidden notes. I have used the Dean and Dean book in my Introduction to Java Programming class for the past year. This is an excellent text and I am very happy with it. It is the only text that I have ever used that always gets positive comments from students on my class evaluations even though there is no question asked about the text. The chapters are well thought out and the coverage is complete. The progression from topic-to-topic is masterful, and the writing is exceptionally clear and at the perfect level for an introductory Java class. – Ralph Duffy, South Seattle Community College