Joyce Farrell Java Programming Sixth Edition

Learn the basics of most favored dynamic language for application development Key features Major reorganisation of chapters with a view to improve comprehension of concepts involved Comprehensive coverage of all the concepts of Core Java Simple language, crystal clear approach, user friendly book Concepts are duly supported by several examples and self explanatory analogies. DescriptionJava Language is very popularly used for creating applications for PC, Laptop, Tablet, Web and Mobile world Learning a language that can work on so many different platforms can be a challenge. This is where you would find this book immediately useful. It follows simple and easy narration style. It doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on reader's mind. Object Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this book, cover every aspect of Java programming. What will you learn Data types & Control Instructions Classes & Objects Arrays & Strings Inheritance & Polymorphism Interfaces,

Packages Exception Handling, Effective IO Multithreading & Synchronization Generics, Collection classes, GUI Using Swing Database Connectivity Using JDBC Who this book is forThis book will prove to be a "e;must have"e; for beginners as well as experienced professionals as it is a stepping stone for learning Java technology. Table of contents1. An Overview of Java 2. Getting Started 3. Java Data Types and Instructions 4. Decision Control Instruction 5. Loop Control Instruction6. Case Control Instruction7. Functions8. Advanced Features of Functions9. Introduction to OOP10. Classes and Objects11. Arrays12. Strings and Enums13. Inheritance14. Polymorphism15. Exception Handling16. Effective Input/ Output17. Multithreading In Java18. Generics19. Collection Classes20. User Interfaces21. JDBC22. Index About the authorYashavant Kanetkar Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a

much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yadhavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His Linkedin profile: linkedin.com/in/yashavant-kanetkar-9775255

Develop the strong programming skills needed for professional success with Farrell's MICROSOFT VISUAL C# 2017: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, 7E. Approachable examples and a clear, straightforward style help readers build a solid understanding of both structured and object-oriented programming concepts. You Users master critical principles and techniques that easily transfer to other programming languages. This new edition incorporates the most recent versions of both C# and Visual Studio 2017 to ensure readers have the

contemporary skills required in business today. Short You Do It hands-on features and a variety of new debugging exercises, programming exercises, and running case studies help users prepare for success in today's programming environment. Discover the latest tools and expertise for programming success in this new edition. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far

beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

With a clear writing style that is stripped of highly technical jargon, Programming Logic and Design, Introductory, Sixth Edition provides beginning programmers with a guide to developing structured program logic. The book's main goal is to introduce universal programming concepts, while enforcing good style and logical thinking along the way. The Sixth Edition will offer clearer explanations, reorganization to better reflect how programming languages are taught, increased emphasis on modularity, and two new appendices Flowchart Symbols and Structures. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Let us Java

Microsoft Visual C# 2010: An Introduction to Object-Oriented Programming

OBJECT-ORIENTED PROGRAMMING USING C++

PHP Object-Oriented Solutions

Game Design Workshop

With the surge of popularity of PHP 5, object-oriented programming is now an important consideration for PHP developers. This version-neutral book is a gentle introduction to object-oriented programming (OOP) that won't overburden you with complex theory. It teaches you the essential basics of OOP that you'll need to know before moving onto a more advanced level, and includes a series of prepackaged scripts that you can incorporate into your existing sites with the minimum of effort. It shows how object-oriented programming can be used to create reusable and portable code by walking you through a series of simple projects. The projects feature the sorts of things developers run up against every day, and include a validator for filtering user input, a simple Date class that avoids the need to remember all the esoteric format codes in PHP, and an XML generator. Teaches the fundamentals of OOP Simple projects show how OOP concepts work in the real world Prepackaged scripts can easily be added to your own projects Readers develop the strong programming skills they need for professional success with the latest edition of Farrell's MICROSOFT VISUAL C# 2015: AN INTRODUCTION TO OBJECT-ORIENTED

PROGRAMMING, 6E. Approachable examples and a clear, straightforward style help build a solid understanding of both structured and object-oriented programming concepts. Readers are introduced to fundamental principles and techniques that are easily transferrable to other programming languages. This new edition incorporates the most recent versions of both C# and Visual Studio to ensure readers have the contemporary skills required in business today. Short You Do It hands-on features, new debugging exercises, programming exercises, and running case studies effectively prepare readers for programming success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Now in its sixth edition, JAVASCRIPT guides beginning programmers through web application development using the JavaScript programming language. As with previous editions of the book, the authors introduce key web authoring techniques with a strong focus on industry application. New coverage includes developing for touchscreen and mobile devices, and using the jQuery library. A real-world project, similar to what students would encounter in a professional setting, is developed chapter by chapter. Because professional web development jobs often require programmers to add features to existing sites, each chapter project uses a professionally designed web site. After completing a course using this textbook, students will be able to use

JavaScript to build professional quality, dynamic web sites. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Only Doyle's C# PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 4E, International Edition brilliantly balances today's most important programming principles and concepts with the latest insights into C#. This perfect introductory book highlights the latest Visual Studio® 2012 and C# 4.0 with a unique, principles-based approach to give readers a deep understanding of programming.You'll find just the right amount of detail to create an important foundation in programming. This edition's straightforward approach and understandable vocabulary make it easier for readers to grasp new programming concepts without distraction. The book introduces a variety of fundamental programming concepts, from data types and expressions to arrays and collections, all using the popular C# language. New programming exercises and new numbered examples throughout this edition reflect the latest updates in Visual Studio® 2012, while learning objectives, case studies and Coding Standards summaries in each chapter ensure mastery. While the book assumes no prior programming knowledge, coverage extends beyond traditional books to cover new advanced topics, such as portable class libraries used to create applications

for Windows® Phone and other platforms.
Advanced Linux Programming
Programming Logic and Design, Comprehensive
An Object-Oriented Approach to Programming
Logic and Design
Introductory
From Problem Analysis to Program Design
The Java PAL is designed to be paired with the Sixth
Edition of Joyce Farrell's Programming Logic and
Design text. Together, the two books provide the perfe
opportunity for those who want to learn the fundamer
of programming and gain exposure to an actual
programming language. Readers can discover how real
Java code behaves within the context of the traditiona
language-independent logic and design course. Importa
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description or the product text may not be available in
ebook version.

JAVA PROGRAMMING, Sixth Edition provides the
beginning programmer with a guide to developing
applications using the Java programming language. Java
is popular among professional programmers because it
can be used to build visually interesting GUI and Web-
based applications. Java also provides an excellent
environment for the beginning programmer -- students
can quickly build useful programs while learning the
basics of structured and object-oriented programming
techniques. Important Notice: Media content reference
within the product description or the product text may
be available in the ebook version.

Game Design Workshop is a truly great book, and has become, in my opinion, the de facto standard text for beginner- to intermediate-level game design education. This updated new edition is extremely relevant, useful inspiring to all kinds of game designers. — Richard Lemarchand, Interactive Media & Games Division, School of Cinematic Arts, University of Southern California ——— This is the perfect time for The updates refresh elements of the book that are important as examples, but don't radically alter the th about the book that is great: a playcentric approach t game design. — Colleen Macklin, Associate Professor, Parsons The New School for Design ————————— ———————————————————————————————————

Fullerton's Game Design Workshop covers pretty much everything a working or wannabe game designer need know. She covers game theory, concepting, prototypin testing and tuning, with stops along the way to discu what it means to a professional game designer and h land a job. When I started thinking about my game stu course at the University of Texas at Austin, this was book I knew I had to use. — Warren Spector, Studio Director, OtherSide Entertainment ————————— ———————————————————————————————————

digital games you love to play." Discover an exercise-driven, non-technical approach to game design, withou the need for programming or artistic expertise with G Design Workshop, Fourth Edition. Tracy Fullerton

demystifies the creative process with clear and acces
analysis of the formal and dramatic systems of game
design. Using examples of popular games, illustrations
design techniques, and refined exercises to strengthe
your understanding of how game systems function an
give you the skills and tools necessary to create a
compelling and engaging game. Game Design Worksho
puts you to work prototyping, playtesting, and revisin
your own games with time-tested methods and tools
These skills will provide the foundation for your caree
any facet of the game industry including design,
producing, programming, and visual design. Tracy
Fullerton is an award-winning game designer and
educator with over 20 years of professional experienc
most recently winning the Games for Change Game of
Year Award for her independent game Walden, a game
She has also been awarded the 2016 GDC Ambassado
Award, the 2015 Games for Change Game Changer
Award, and the IndieCade 2013 Trailblazer award for h
pioneering work in the independent games community
Tracy is a Professor of Interactive Media & Games at
USC School of Cinematic Arts and the Director of the
USC Games Program, the #1 game design program in
North America as ranked by the Princeton Review. Key
Features Provides step-by-step introduction to the ar
game designing, prototyping and playtesting innovativ
games A design methodology used in the USC Interact
Media program, a cutting edge program with hands-o
exercises that demonstrate key concepts and the des

methodology Insights from top industry game designe
presented through interview format

"It's uncommon to have a programming language wonl
who can speak in such comfortable and friendly langu
as David does. His walk through the syntax and sema
of JavaScript is both charming and hugely insightful;
reminders of gotchas complement realistic use cases,
paced at a comfortable curve. You'll find when you fin
the book that you've gained a strong and comprehens
sense of mastery." —Paul Irish, developer advocate,
Google Chrome "This is not a book for those looking f
shortcuts; rather it is hard-won experience distilled in
guided tour. It's one of the few books on JS that I'll
recommend without hesitation." —Alex Russell, TC39
member, software engineer, Google In order to truly
master JavaScript, you need to learn how to work
effectively with the language's flexible, expressive
features and how to avoid its pitfalls. No matter how
you've been writing JavaScript code, Effective JavaScr
will help deepen your understanding of this powerful
language, so you can build more predictable, reliable,
and maintainable programs. Author David Herman, with
his years of experience on Ecma's JavaScript
standardization committee, illuminates the language's
inner workings as never before—helping you take full
advantage of JavaScript's expressiveness. Reflecting t
latest versions of the JavaScript standard, the book o
well-proven techniques and best practices you'll rely o
for years to come. Effective JavaScript is organized

around 68 proven approaches for writing better
JavaScript, backed by concrete examples. You'll learn
how to choose the right programming style for each
project, manage unanticipated problems, and work mo
successfully with every facet of JavaScript programm
from data structures to concurrency. Key features inc
Better ways to use prototype-based object-oriented
programming Subtleties and solutions for working wit
arrays and dictionary objects Precise and practical
explanations of JavaScript's functions and variable
scoping semantics Useful JavaScript programming
patterns and idioms, such as options objects and met
chaining In-depth guidance on using JavaScript's uniqu
"run-to-completion" approach to concurrency
Effective JavaScript
Java Programs to Accompany Programming Logic and
Design
JavaScript and JQuery
68 Specific Ways to Harness the Power of JavaScript
Hands-On Microsoft Windows Server 2019
The perfect resource for learning from the ground up,
Eckert's HANDS-ON MICROSOFT WINDOWS SERVER 2019
is designed to build a foundation in basic server
administration -- no prior server experience required. It
covers all of the core Windows Server 2019 features using a
logical topic flow and step-by-step exercises that can be
performed within a home or college lab environment, making
it an ideal choice for a Windows Server 2019 administration
course. It teaches you how to deploy Windows Server 2019
in a variety of settings, including data center and cloud

environments that rely on virtualization and containers. It also covers configuring and managing server storage, troubleshooting performance issues as well as working with common Windows Server technologies and network services, including Active Directory, DNS, DHCP, IPAM, file sharing, printing and remote access. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book covers: 1. Basic programming concepts - assuming no prior knowledge of programming beyond an ability to create a web page using HTML & CSS ; 2. Core elements of the JavaScript language - so you can learn how to write your own scripts from scratch ; 3. jQuery - which will allow you to simplify the process of writing scripts (this is introduced half-way through the book once you have a solid understanding of JavaScript) ; 4. How to recreate techniques you will have seen on other web sites such as sliders, content filters, form validation, updating content using Ajax, and more. Each chapter: Breaks subjects down into bite-sized chunks with a new topic on each page ; Contains clear descriptions of syntax, each one demonstrated with inspiring code samples ; Uses diagrams and photography to explain complex concepts in a visual way. This book enables you to use & customize thousands of scripts, JavaScript APIs, and jQuery plugins that are freely available on the web as well as create your own scripts from scratch.

Readers can take their PHP skills to the next level with this fully revised and updated PHP Advanced: Visual QuickPro Guide, Third Edition! Filled with fourteen chapters of step-by-step content and written by bestselling author and PHP programmer Larry Ullman, this guide teaches specific topics in direct, focused segments, shows how PHP is used in real-world applications. The book teaches developing web applications using advanced PHP techniques and advanced

database concepts, and this edition offers several chapters devoted to object-oriented programming and all-new chapters on debugging, testing, and performance and using the Zend framework. Author hosts a popular companion website at www.larryullman.com, where readers can freely download code used in the book, access a user forum and book updates, and get advice directly from the author. Although the number of commercial Java games is still small compared to those written in C or C++, the market is expanding rapidly. Recent updates to Java make it faster and easier to create powerful gaming applications-particularly Java 3D-is fueling an explosive growth in Java games. Java games like Puzzle Pirates, Chrome, Star Wars Galaxies, Runescape, Alien Flux, Kingdom of Wars, Law and Order II, Roboforge, Tom Clancy's Politika, and scores of others have earned awards and become bestsellers.Java developers new to graphics and game programming, as well as game developers new to Java 3D, will find Killer Game Programming in Java invaluable. This new book is a practical introduction to the latest Java graphics and game programming technologies and techniques. It is the first book to thoroughly cover Java's 3D capabilities for all types of graphics and game development projects.Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games. In addition to the most thorough coverage of Java 3D available, Killer Game Programming in Java also clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. Killer Game Programming in Java is a must-have for anyone who wants to create adrenaline-fueled games in Java.

Interactive Front-End Web Development Hardcover
Programming Logic and Design, Introductory
Visual QuickPro Guide
An Object-oriented Approach to Programming Logic and Design
Programming Logic and Design

Using object-oriented terminology from the start, Object-Oriented Programming Using C++, Fourth Edition, will provide readers with a solid foundation in C++ programming. Like its predecessors, the fourth edition uses clear, straightforward examples to teach both the syntax of the C++ language and sound programming principles. It begins with an overview of object-oriented programming and C++, and then builds upon this knowledge to teach increasingly complex concepts, such as inheritance, templates, handling exceptions, and advanced input and output. Aimed at providing readers with the most current programming knowledge, this edition has been updated to reflect the latest software, Visual C++ 2008. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Provide beginning programmers with a guide to developing object-oriented program logic with Farrell's AN OBJECT-ORIENTED APPROACH TO PROGRAMMING LOGIC AND DESIGN, 4E. This text takes a unique, language-independent approach to ensure students develop a strong foundation in traditional programming principles and object-oriented concepts before learning the details of a specific programming language. The author presents object-oriented programming terminology without highly technical language, making the book ideal for students with no previous programming experience. Common business examples clearly illustrate key points. The book begins with a strong object-oriented focus in updated chapters that make even the most challenging programming concepts accessible. A wealth of updated programming exercises in every chapter provide diverse practice opportunities, while new Video Lessons by the author clarify and expand on key topics. Use this text alone or with a language-specific companion text that emphasizes C++, Java or Visual Basic for the solid introduction to object-oriented

programming logic your students need for success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Advanced Linux Programming is divided into two parts. The first covers generic UNIX system services, but with a particular eye towards Linux specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section covers material that is entirely Linux specific. These are truly advanced topics, and are the techniques that the gurus use to build great applications. While this book will focus mostly on the Application Programming Interface (API) provided by the Linux kernel and the C library, a preliminary introduction to the development tools available will allow all

*who purchase the book to make
immediate use of Linux.*
*"A quick reference for simplified
Enterprise Java development"--Cover.*
*A Playcentric Approach to Creating
Innovative Games, Fourth Edition*
Early Objects
Killer Game Programming in Java
*An Introduction to Programming Using
Visual Basic 6.0*
*A Modular Structured Approach Using
C++*

This text is intended for use in the Java programming
course Tony Gaddis's accessible, step-by-step
presentation helps beginning students understand the
important details necessary to become skilled
programmers at an introductory level. Gaddis
motivates the study of both programming skills and
the Java programming language by presenting all the
details needed to understand the "how" and the
"why"—but never losing sight of the fact that most
beginners struggle with this material. His approach is
both gradual and highly accessible, ensuring that
students understand the logic behind developing high-
quality programs. In Starting Out with Java: Early
Objects, Gaddis looks at objects—the fundamentals of
classes and methods—before covering procedural
programming. As with all Gaddis texts, clear and easy-
to-read code listings, concise and practical real-world
examples, and an abundance of exercises appear in

every chapter. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Enhance Learning with the Gaddis Approach: Gaddis's accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Keep Your Course Current: Content is refreshed to provide the most up-to-date information on new technologies for your course. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text.

An Object-Oriented Approach to Programming Logic and Design, 3e, International Edition provides the beginning programmer with a guide to developing object-oriented program logic. This textbook assumes no programming language experience. The writing is nontechnical and emphasizes good programming practices. The examples are business examples; they do not assume mathematical background beyond high school business math. Additionally, the examples illustrate one or two major points; they do not contain so many features that students become lost following irrelevant and extraneous details.

Using engaging examples and a clear, straightforward approach, MICROSOFT VISUAL C# 2010: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, FOURTH EDITION guides beginning programmers through developing programs in the C# language. The book provides readers with a strong background knowledge of structured programming,

method calling, and parameter passing, all of which are important concepts easily transferable to other programming languages. The Fourth Edition has been written and tested using the latest version of C#, Visual C# 2010, and now offers supplementary video lessons, expanded coverage of methods, and the option to study GUI applications earlier in the text. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This compact book presents a clear and thorough introduction to the object-oriented paradigm using the C++ language. It introduces the readers to various C++ features that support object-oriented programming (OOP) concepts. In an easy-to-comprehend format, the text teaches how to start and compile a C++ program and discusses the use of C++ in OOP. The book covers the full range of object-oriented topics, from the fundamental features through classes, inheritance, polymorphism, template, exception handling and standard template library. KEY FEATURES • Includes several pictorial descriptions of the concepts to facilitate better understanding. • Offers numerous class-tested programs and examples to show the practical application of theory. • Provides a summary at the end of each chapter to help students in revising all key facts. The book is designed for use as a text by undergraduate students of engineering, undergraduate and postgraduate students of computer applications, and postgraduate students of management.

Microsoft Visual C# 2015: An Introduction to Object-Oriented Programming
Starting Out with Java: Early Objects PDF eBook, Global Edition
Just Enough Programming Logic and Design
Java EE 6 Pocket Guide
Data Structures and Algorithms Using Java

Assuming no prior computer programming knowledge on the part of the reader, the updated edition of David Schneider's best-selling Visual Basic 6 book now includes an introduction to Visual Basic.NET. This book uses Visual Basic 6.0 to explore the fundamentals of programming in general and to explain how to use Visual Basic as a front end to take control of major applications such as Microsoft Office. A broad range of examples, case studies, exercises, and programming projects gives readers significant hands-on experience. Introducing good programming practices that are in-step with modern programming methodology, this book uses well-chosen examples to illustrate every new concept. It includes carefully designed examples that both reinforce the text and challenge the reader to make original connections. The book also incorporates real, current, and sometimes humorous data throughout to add fun and

interest to the overall presentation. The updated edition of Introduction to Programming with Visual Basic 6 includes the addition of "named constants" throughout the book, an update of all the data, and the addition of new programming projects in each chapter. An essential reference for every programming professional.
Data Structures & Theory of Computation
Find exactly what you need to introduce your students to the fundamentals of programming logic with Farrell's direct, efficient JUST ENOUGH PROGRAMMING LOGIC AND DESIGN, 2E. This unique, language-independent approach to logic provides seven chapters focused on key programming and logic content in a concise format that helps readers progress through the subject matter quickly. Students study introductory concepts, structure, decision-making, looping, array manipulation, and calling methods as well as an introduction to object-oriented programming. Everyday examples and clear explanations in this edition's streamlined presentation make this a perfect choice for students with no prior programming experience. Twenty-five brief new videos from the author expand upon and clarify topics, while new Debugging Exercises

and a wealth of review and programming exercises in each chapter help students hone their coding and programming skills. Use this concise approach alone or as a companion text in any programming language course. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Helps you discover the power of Java for developing applications. This book incorporates the latest version of Java with a reader-friendly presentation and meaningful real-world exercises that highlight new Java strengths.

New Perspectives on HTML5, CSS3, and JavaScript

JavaScript: The Web Warrior Series Comprehensive

C# Programming

PHP Advanced and Object-Oriented Programming

Today's current and future professionals can now discover the thorough instruction needed to build dynamic, interactive Web sites from scratch with NEW PERSPECTIVES ON HTML5, CSS3, AND JAVASCRIPT, 6E. Part of the popular New Perspectives Series, this user-friendly book provides comprehensive coverage of HTML, CSS,

and JavaScript with an inviting approach that starts with the basics and does not require any prior knowledge on the subject. Detailed explanations of key concepts and skills make even the most challenging topics clear and accessible. Case scenarios and case problems place the most complex concepts within an understandable and practical context. Readers develop important problem solving skills while working through the book's realistic exercises. Proven applications and an interesting approach help readers retain the material and apply what they've learned in today's professional environment. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Java Programming Introductory is designed to guide you, the beginning programmer, in developing applications and applets using the Java programming language. It introduces you to object-oriented programming concepts along with the Java syntax you need to implement them. In this book, you build applications and applets from the bottom up, rather than using prewritten objects. This book will teach you how to create and modify simple Java language applications and applets and provide you with the tools to create more complex examples.

Programming Fundamentals - A Modular Structured Approach using C++ is written by Kenneth Leroy Busbee, a faculty member at

Houston Community College in Houston, Texas.
The materials used in this textbook/collection were
developed by the author and others as independent
modules for publication within the Connexions
environment. Programming fundamentals are often
divided into three college courses:
Modular/Structured, Object Oriented and Data
Structures. This textbook/collection covers the
rest of those three courses.

With a clear writing style that is stripped of highly
technical jargon, Programming Logic and Design,
Introductory, Sixth Edition provides beginning
programmers with a guide to developing structured
program logic. The book's main goal is to introduce
universal programming concepts, while enforcing
good style and logical thinking along the way. The
Sixth Edition will offer clearer explanations,
reorganization to better reflect how programming
languages are taught, increased emphasis on
modularity, and two new appendices - Flowchart
Symbols and Structures.

Java Programming + Mindtap Programming, 1
Term 6 Months Printed Access Card
Programming Fundamentals
Object-Oriented Programming Using C++
Java Programming, Loose-Leaf Version
Java Gaming & Graphics Programming