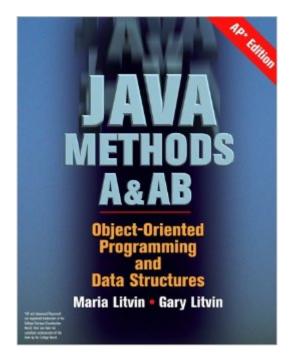
The book was found

Java Methods A&AB, AP Edition





Synopsis

Once again, the Litvins bring you a textbook that expertly covers the subject, is fun to read, and works for students with different learning styles. In one volume, this edition covers both introductory Java/OOP A-level material and AB-level topics (data structures and algorithms). The book follows Java 5.0 and incorporates many other changes, big and small, to reflect the current priorities of the AP CS program. This edition offers an early focus on object-oriented programming and design and an expanded discussion of the Java collections framework. What has not changed is the authors' respect for students, clear explanation of concepts, common sense about practical software development issues, and realistic and fun case studies and labs. By choosing this book, you have joined the many thousands of students who have mastered computer science fundamentals and received high grades on AP CS exams using the Litvinsâ TM C++ and Java books.

Book Information

Textbook Binding: 688 pages Publisher: Skylight Publishing; Student edition (March 15, 2006) Language: English ISBN-10: 0972705570 ISBN-13: 978-0972705578 Product Dimensions: 1.5 x 8 x 10 inches Shipping Weight: 3 pounds Average Customer Review: 4.2 out of 5 stars Â See all reviews (8 customer reviews) Best Sellers Rank: #377,850 in Books (See Top 100 in Books) #13 in Books > Teens > Education & Reference > Science & Technology > Computers > Programming #156 in Books > Teens > Hobbies & Games

Customer Reviews

You won't find a better texbook to teach high school computer science. Who uses "Foo Fighters" in an example or talks about throwing away extra coffee cups to explain an inefficiency of the immutability of strings? This book has every quality I could possibly want to teach either Intro or AP Computer Science in high school. The authors have beautifully achieved a difficult task: to write with an accessible and fun style while keeping the content complete and rigorous enough to prepare students to earn a 5 on the AP exam. The book sets students up for success by exposing them to many concepts in early chapters on object-oriented programming, but not expecting mastery until the detailed chapters on the same topics that come later. The exposure is supported with skeleton code so that students can feel confident about completing projects. When re-visiting a topic later in the book, students are well-prepared to write complex programs from scratch. There is an abundance of paper and pencil exercises so that students think through their process before jumping to the keyboard. These exercises are particularly prevalent in the chapter on algorithms. (Finally an author that gives this topic at the heart of computer science its deserving coverage!) The exercises and programs are divided into sections of the book making it easy to break down a chapter into teaching days. The code in the PowerPoint slides are laid out and explained so well that you could practically display them without explanation as your only source for lessons. The test questions are varied in style (multiple choice, true/false, and free response) and written in tried-and-true MS Word format. The programming projects are so much fun that I hurt with envy wanting to be a student myself again. A few notable project titles include Dance Studio, Chomp Game, and Instant Messenger.Reward yourself and your students by purchasing this book.

Kids are taking Java class at the 9th grade. My wife is a senior software engineer mainly writing C and C++ programs, but not too much in Java. She wants to help kids in learning Java. Her co-workers recommend this book. Per my wife's feedback, this book is very details oriented. It touches the Java beyond just surface level (like those learning Java for dummies type of book), it covers both basic materials and advanced materials. It provide quite some examples to illustrate the concepts and the technicalities. My wife usually does a first level of scrubbing to identify sessions that are suitable for beginners (like my kids) and ask kids to read and study those sessions. It has been working great and kids are making good progress. Seeing how this book has helped my kids in learning Java, I would recommend this book to folks who want to learn Java programming.

I use this textbook for my Java programming class. The explanations are quite readable, the exercises are interesting and relevant, and the book is overall one of the strongest offerings available. I highly recommend this book.

Our school system is adequate, but a little weak. Recently, a neighbor's daughter was injured badly. She finds the ordinary school day to be burdensome, and her parents would like a better school anyway. So, they decided to home school. They have poor confidence with math. Therefore, they asked me to tutor for their daughter. I have an earned Ph.D. in mathematics (several complex variables) and continuing and non-trivial research. The web site administrators decided to deny me access to their downloadable teaching support materials. They offered to allow the download to a teacher at the local system, but the local system has no such teacher. The school system doesn't offer any similar course at all. Because my Ph.D. did not arrive as a prize from box tops, I can manage fine. However, it is a significant professional discourtesy and is very disrespectful of my time commitment. Home school people should beware of using this text, since the support is not forthcoming at all. The book itself is great---or I wouldn't have chosen it. It gives a very complete curriculum, and it gives the instructions in ways that are sensible. It is sensible not only for young people beginning, but sensible for everyone. This is a very good instruction in object oriented programming. There are, to be sure, lapses in the explanations, even in early chapters. A central processing unit is described as an array of transistors etched into a silicon substrate. That explanation could, and should, be expanded, even for a beginner---even in early chapters. However, the fact that there are opportunities to improve the book, doesn't mean that there's something wrong with it. As a work product, it's excellent, and I don't know of a better book (or I'd have used it!!!!!). There is one more important problem. Sections of the actual text itself are left as electronic downloads from their web site as opposed to just being bound with the book. To many people, this might seem to be no problem, since they always have full internet access. To me, this is a crime against humanity, and the publishers ought to have known better---even if the authors don't. The entire text should be printed between two covers on paper, and not spread partly across an electronic server half a world away. It is not too much to expect the whole book to be in one place and always accessible. You may never take your book to a quiet mountain stream to read, but shouldn't that be an option?

Download to continue reading...

Java: The Ultimate Guide to Learn Java and Python Programming (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, ... Developers, Coding, CSS, PHP) (Volume 3) JAVA: JAVA in 8 Hours, For Beginners, Learn Java Fast! A Smart Way to Learn Java, Plain & Simple, Learn JAVA Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Java Programming for Kids: Learn Java Step By Step and Build Your Own Interactive Calculator for Fun! (Java for Beginners) Java How to Program: Late Objects Version, Addison-Wesley's Java Backpack Reference Guide (8th Edition) Java in a Nutshell : A Desktop Quick Reference (Java Series) (3rd Edition) A Guide to Programming in Java: Java 2 Platform Standard Edition 5 Java Methods A&AB, AP Edition CORBA and Java: Where Distributed Objects Meet the Web (Java Masters) Learning Java by Building Android Games - Explore Java Through Mobile Game Development Java Artificial Intelligence: Made Easy, w/ Java Programming; Learn to Create your * Problem Solving * Algorithms! TODAY! w/ Machine Learning & Data ... engineering, r programming, iOS development) C++: A Smart Way to Learn C++ Programming and Javascript (c plus plus, C++ for beginners, JAVA, programming computer, hacking, hacking exposed) (C ... Coding, CSS, Java, PHP) (Volume 1) JAVA Programming for Beginners: The Simple Guide to Learning JAVA Programming fast! Java AWT Reference (Java Series) Java in a Nutshell: A Desktop Quick Reference for Java Programmers (In a Nutshell (O'Reilly)) Jdbc Database Access With Java: A Tutorial and Annotated Reference (Java Series) Java in a Nutshell: A Desktop Quick Reference for Java Programmers (Nutshell Handbooks) Handbook of Java Syntax: A Reference to the Java Programming Language Java Gems: Jewels from Java Report (SIGS Reference Library) Java Servlet Programming (Java Series)

<u>Dmca</u>