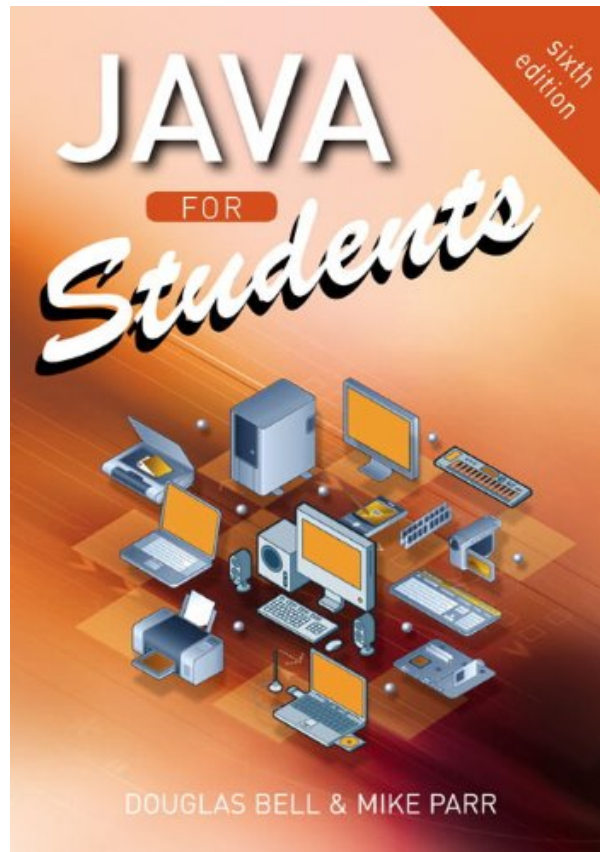
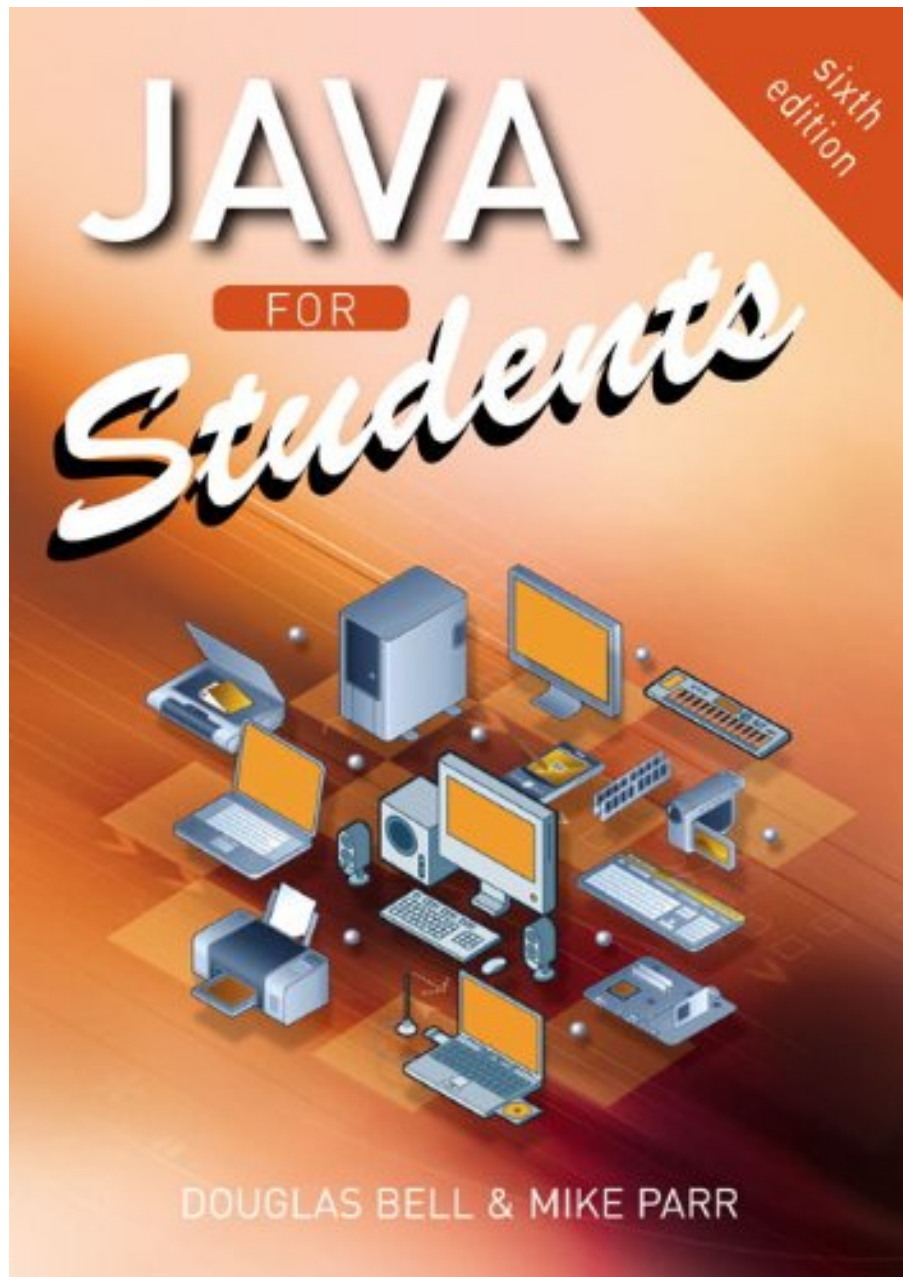


JAVA FOR STUDENTS (6TH EDITION) BY DOUGLAS BELL, MIKE PARR



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As known, adventure as well as experience concerning driving lesson, enjoyment, as well as knowledge can be gotten by only checking out a book *Java For Students (6th Edition) By Douglas Bell, Mike Parr* Also it is not straight done, you could understand more concerning this life, regarding the world. We provide you this proper and simple means to acquire those all. We offer *Java For Students (6th Edition) By Douglas Bell, Mike Parr* as well as several book collections from fictions to scientific research at all. One of them is this *Java For Students (6th Edition) By Douglas Bell, Mike Parr* that can be your companion.

Review

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This book is for novices

If you have never done any programming before - if you are a complete novice - this book is for you. This book assumes no prior knowledge of programming. It starts from scratch. It is written in a simple, direct style for maximum clarity. It is aimed at first level students at universities and colleges, but it is also suitable for novices studying alone.

The approach of this book

We explain how to use objects early in this book. Our approach is to start with the ideas of variables, assignment and methods, then introduce the use of objects created from library classes. Next we explain how to use control structures for selection and looping. Then comes the treatment of how to write your own classes.

We wanted to make sure that the fun element of programming was paramount, so we use graphics right from the start. We think graphics is fun, interesting and clearly demonstrates all the important principles of programming. But we haven't ignored programs that input and output text - they are also included.

The programs we present use many of the features of a graphical user interfaces (GUIs), such as buttons, scroll bars and text boxes. But we also explain how to write console programs in Java.

We introduce new ideas carefully one-at-a-time, rather than all at once. So, for example, there is a single chapter on writing methods. We introduce simple ideas early and more sophisticated ideas later on.

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Most helpful customer reviews

13 of 13 people found the following review helpful.

Don't buy the Dummies book - get this one

By A Customer

I am not a programmer, but I work in the tech industry. I wanted to move into web development, so I had to learn Java. Unfortunately, I bought two other books before this one. This is very clear, very concise, and doesn't assume that you're already a C programmer! What's that about? This book is laid out and organized very well, and is very easy to read. Concepts are expanded on through the use of analogies, which makes them much easier to recall from memory. Excellent for people like me who didn't know what a compiler was and never programmed in ANY language. I love this book - thanks!!!

11 of 11 people found the following review helpful.

Helped overcome my frustration..

By Brent Horne

I've been trying to teach myself programing for the last year and a half. I've tried several languages and a number of those "teach yourself in x hours/days" books. I've finished many of those books and re-read several of them as well. However, sit me down and solve a problem? --just couldn't do it. This book helped for a number of reasons:

1. It pretty much focuses on Applets. This helps by not bogging you down with too many libraries (which you encounter when you switch from applets to applications). You're able to deal with a few things alot and get really familiar with them.
2. It has a lot of examples at the end of each chapter to help you review and incorporate what you've learned. (Examples are related to skills you've just learned and do not incorporate new ones out of the blue).
3. It seemed the authors had considerable teaching experience. They really hammered on points that other authors just "blow" over...like "What is a constructor?", "How do you use the "this" keyword?"..
4. It stays concise within a smaller segment of Java. You deal primarily with the AWT, as opposed to Swing.
5. It uses examples that are easy to conceptualize. You don't have to mess with binary, hexadecimal, and octal numbers and use mathematical formulas all the time--like you do in Beginning Java.

I'd recommend this book to anyone who wants to build foundational skills and who needs to understand why they did something as much as how they did it.

11 of 11 people found the following review helpful.

Excellent for Beginners

By Marpo Ri

This book is perfect for my students. It presents the concepts in small simple steps. It introduces graphics early on so that the students can appreciate their work. Events are covered early on too so that they can create interactive software. (This first edition covers Java 1.0 event model. The second edition -- sold in Europe is even better -- it covers the Java 1.1 & 1.2). Objects and inheritance are covered in a timely manner. My students find this book clear and straight forward. By the end of the book all major features are covered -- including threads and exceptions. This book is not a complete reference book and is better for it. Once my students understand what's going on I send them to reference books to find out all the intimate details. This book is just right for beginning high school students with no programming experience. Job well done.

PS -- if anyone is interested I have lecture notes and theory quizzes that I could share with others.

See all 22 customer reviews...

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