The Object of Java: Introduction to Programming Using Software Engineering Principles (2nd Edition) by David D. Riley

Objects (With A Capital O)

The Object of Java takes an objects-centric approach to problem solving and programming using Java. This new edition takes full advantage of the new features of Java 5.0, and has replaced the use of the alibrary package with increased emphasis on.awt and swing. This book takes an objects first approach, and also focuses on the skills and discipline of software engineering that are needed for good programming. Since specifications are critical for conveying code behavior in the object-oriented model, discussions of method preconditions and postconditions, and class invariants are used consistently to document examples and to define example classes. It also uses the notion of patterns to identify numerous expressions, instructions, algorithms and designs that serve to pattern program segments.

My Personal Review:
I purchased this book for a beginning computer science class. I had/have no background in computer science or Java, and I found this book to be incredibly helpful. It obviously cannot cover all the idiosyncrasies of the Java language and libraries, but it covers enough of the fundamentals to make learning/using more advanced concepts a bit smoother down the road.

I havent tried the CD, but it apparently contains some examples of small applications outlined in the book.

2 side notes:

1) There are a few typos in some of the exercises, but 99.99% of the book is fine.
2) I used the Eclipse platform (Eclipse.org) for the exercises in this book. I haven't tried BlueJ or JavaBeans, so I don't know how relevant this book would be with those platforms.

For More 5 Star Customer Reviews and Lowest Price: