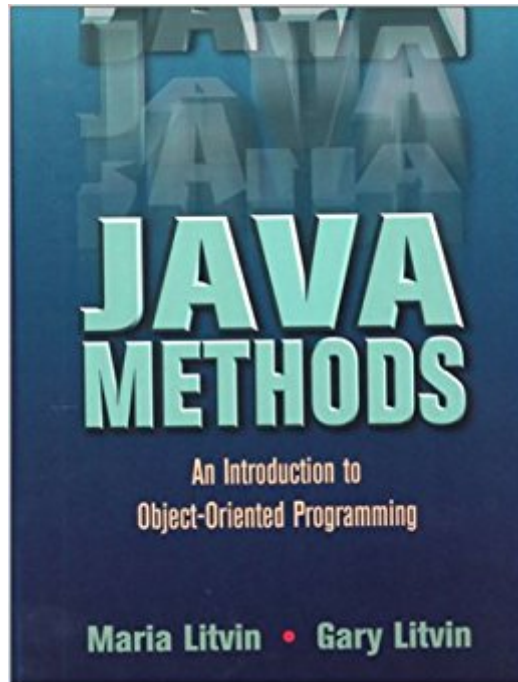




The book was found

# Java Methods: An Introduction To Object Oriented Programming



## Synopsis

Please see the new edition, Java Methods A & AB, Object-Oriented Programming and Data Structures, ISBN 0972705570, Skylight Publishing, 2006.

## Book Information

Hardcover: 524 pages

Publisher: Skylight Pub; First Edition edition (June 1, 2001)

Language: English

ISBN-10: 0965485374

ISBN-13: 978-0965485371

Product Dimensions: 1.2 x 7.5 x 9.2 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 3.4 out of 5 stars 3 customer reviews

Best Sellers Rank: #1,772,458 in Books (See Top 100 in Books) #48 in [Books > Teens > Education & Reference > Science & Technology > Computers > Programming](#) #379 in [Books > Computers & Technology > Programming > Languages & Tools > Java > Beginner's Guides](#) #629 in [Books > Teens > Hobbies & Games](#)

## Customer Reviews

Maria Litvin has taught computer science and mathematics at Phillips Academy in Andover, Massachusetts, since 1987. She is an Advanced Placement Computer Science exam reader and, as a consultant for The College Board, provides C++ and Java training for high school computer science teachers. Prior to joining Phillips Academy, Maria taught computer science at Boston University. Maria is co-author of C++ for You++: An Introduction to Programming and Computer Science, one of the leading high school textbooks for Computer Science courses (Skylight Publishing, 1998) and the author of Be Prepared for the AP Computer Science Exam (Skylight Publishing, 1999). Maria is a recipient of the 1999 Siemens Award for Advanced Placement for Mathematics, Science and Technology for New England. Gary Litvin has worked in many areas of software development including artificial intelligence, pattern recognition, computer graphics, and neural networks. As founder of Skylight Software, Inc., he developed SKYLIGHTS/GX, one of the first visual programming tools for C and C++ programmers. Gary led in the development of several state-of-the-art software products including interactive touch screen development tools, OCR and handwritten character recognition systems, and credit card fraud detection software. Gary is co-author of C++ for You++.

As a current Java student, we use this text in class, and I can say that it is a very good book. It has a great accompanying website which allows you to download sample programs that are shown in the book. I highly recommend this book to any beginner or advanced programmer looking to learn Java.

Wow! What a great book for learning Java! Whether you are a beginner to computer programming, or migrating from another language, this book has so much for everybody. Every chapter ends with a summary and a variety of exercises to test yourself (or your students) on the topics presented. In addition, most chapters have at least one Lab and/or Case Study to extend your understanding and your programming skills. The book however is just the beginning. There are numerous Internet references for support, edification and enrichment as well as a terrific companion web site devoted to enhancing the book. The web site contains sample programs from the book, "student" activities, "teacher" solutions, information on Java compilers and IDE's, appendices, I/O classes, etc. As a high school APCS teacher I believe that this book will be an excellent choice for any high school level programming course. The Litvins gently take the new programmer by the hand and first walk them through samples of code just glancing at the details and eventually exposing the full breadth and power of Java.

I am a math teacher who can program (not a programmer) and clearly the Litvins are experts. However, I have some terrific AP students (5's on the AP tests, 91% pass rate for over 6 years) and my kids really do not like the Litvin books, find them terribly confusing. We are trying out the Lewis Loftus book and liking it.

[Download to continue reading...](#)

Java: 2017 Ultimate Beginners Guide to Learn Java Programming ( java for dummies, java apps, java for beginners, java apps, hacking, hacking exposed) ... Programming, Developers, Coding, CSS, PHP) Java: The Ultimate Guide to Learn Java and Javascript Programming Programming, Java, Database, Java for dummies, how to program, javascript, javascript ... Developers, Coding, CSS, PHP Book 2) Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations (2nd Edition) Java Methods: An Introduction to Object Oriented Programming Java Programming: Intermediate Concepts for the Fundamentals of Object Oriented Programming An Introduction to Object-Oriented Programming with Java Object-Oriented Programming in Java: A Graphical Approach, Preliminary Edition Beginning Java Programming:

The Object-Oriented Approach C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) Programming Python: Powerful Object-Oriented Programming Microsoft Visual C#: An Introduction to Object-Oriented Programming An Introduction to Object-Oriented Programming (3rd Edition) Object-Oriented Data Structures Using Java Object Oriented Software Development Using Java (2nd Edition) An Object-Oriented Approach to Programming Logic and Design Object-Oriented Programming in C++ (4th Edition) Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development (3rd Edition) Java: Beginner's Guide to Programming Code with Java Java: Advanced Guide to Programming Code with Java (Volume 4)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)