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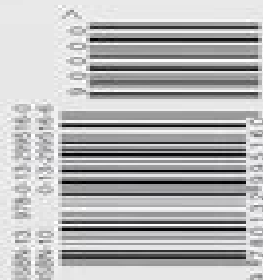
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the key concepts of object oriented GUI programming advanced GUI and Web programming using JavaFX This course approaches Java GUI programming using JavaFX which has replaced Swing as the new GUI tool for developing cross platform rich Internet applications and is simpler to learn and use The 11th edition has been completely revised to enhance clarity and presentation and includes new and expanded content examples and exercises Also available with MyLab Programming MyLab Programming tm is an online learning system designed to engage students and improve results MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book Through practice exercises and immediate personalized feedback MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages Note You are purchasing a standalone product MyLab Programming does not come packaged with this content Students if interested in purchasing this title with MyLab Programming ask your instructor to confirm the correct package ISBN and Course ID Instructors contact your Pearson representative for more information If you would like to purchase both the physical text and MyLab Programming search for 0134694503 9780134694504 Introduction to Java Programming and Data Structures Brief Version plus MyLab Programming with Pearson eText Access Card Package 11 e Package consists of 0134611039 9780134611037 Introduction to Java Programming and Data Structures Brief Version 11 e 013467281X 9780134672816 MyProgrammingLab with Pearson eText Access Card for Introduction to Java Programming and Data Structures Comprehensive Version 11 e

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chapter 8 Includes additional notes with diagrams Comprehensive coverage of Java and programming make this a useful reference for IT professionals *Introduction to JAVA Programming* Y. Daniel Liang, 2007 Programming is above all problem solving This book will help student thoroughly understand real world programming problems and solve those problems quickly and efficiently using Java 5 Ideal for novice programmers this book begins by providing a rock solid foundation in core programming and problem solving techniques Building on this foundation students steadily deepen their skills one step at a time They master basic object oriented programming and design create effective event driven GUIs use exception handling to build more robust software learn best practices for managing I O even use recursive methods to simplify difficult problems BOOK JACKET **Introduction to Java Programming** Y. Daniel Liang, 2003 0022R 5 0 13 100225 2 Liang Y Daniel Introduction to Java Programming Fourth Edition Using a step by step approach that fosters self teaching for professionals studying for the SUN Java Certification Exam this completely revised Fourth Edition of this widely used book provides an outstanding introduction to Java programming in four parts This text lays a solid foundation with programming elements control structures and methods and then moves on to object oriented programming graphical user interface applets internationalization multimedia I O and networking This book clearly covers all of the required subjects in the Java Certification Exam For beginning or experienced programmers who want a comprehensive introduction to Java programming with an expanded in depth treatment of object oriented programming **Introduction to Java Programming and Data Structures, Comprehensive Version, Global Edition** Y. Daniel Liang, 2021-10-12 A fundamentals first introduction to basic programming concepts and techniques Introduction to Java Programming and Data Structures seamlessly integrates programming data structures and algorithms into one text With a fundamentals first approach the text builds a strong foundation of basic programming concepts and techniques before teaching students object oriented programming and advanced Java programming Liang explains programming in a problem driven way that focuses on problemsolving rather than syntax illustrating basic concepts by example and providing a large number of exercises with various levels of difficulty for students to practice The 12th Edition is completely revised in every detail to enhance clarity presentation content examples and exercises *Java Look and Feel* Hairi bin Alias, 2015-12-11 This book is designed to help those at the beginner level of java learner to understand Java in programmatic view To enhance their basic knowledge of java language this book comes with a lot of samples of simple java programs to guide readers in programming java in GUI environment Hence readers just not to learn how to program the JAVA based on proven samples of codes instead more on to look and feel their program via GUI appearance that they had been produced Simple word this Java Look and Feel book is a guide to develop JAVA program in GUI environment plus with their function and operation in making them as a complete GUI application based on JAVA language **Introduction To Java Programming, Comprehensive Version, 7/E** Liang, 2009-09 **Introduction to Java Programming and Data Structures, Comprehensive Version, Global Edition** Y. Daniel Liang, 2021-09-28 For

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