

Java And Object Oriented Programming Paradigm Debasis Jana

Object Oriented Programming Using C++ and JavaJava MethodsObject Oriented Programming Through JavaLearn Object-oriented Programming (O.O.P) with JavaBeginning Java ProgrammingExam Prep for: Java Methods; Object-Oriented Programming An Introduction to Object-oriented Programming with JavaProgram Development in JavaJava, Java, Java!The Java WorkshopJAVA AND OBJECT-ORIENTED PROGRAMMING PARADIGMInteractive Object-Oriented Programming in JavaIntroduction to Programming with GreenfootObject-oriented Programming with JavaOBJECT ORIENTED PROGRAMMING WITH JAVAObject-Oriented Programming and JavaObject-oriented Programming Featuring Graphical Applications in JavaObject-oriented ProgrammingObject-oriented Programming with JavaObject-oriented Programming in JavaThe Essence of Object-oriented Programming with Java and UMLConcise Guide to Object-Oriented ProgrammingObject-Oriented Programming Languages: InterpretationOBJECT-ORIENTED PROGRAMMING WITH C++ AND JAVAObject Oriented Programming using JavaAn Introduction to Object-Oriented Programming with JavaObject Oriented Programming Through Java: For JNTUObject-oriented Programming in JAVAJava, Java, JavaFundamentals of Object-Oriented Programming in JavaAn Introduction to Object-Oriented Programming with Java 1. 5 Update with OLC Bi-CardObject-Oriented Programming and JavaObject-Oriented Design with UML and JavaA Comprehensive Introduction to Object-oriented Programming with JavaObject Oriented Programming In Java (With Cd)Object Oriented Programming in JavaObject-oriented Programming with Java, Second EditionUnderstanding Object-Oriented Programming with JavaJava with Object-oriented ProgrammingInteractive Object Oriented Programming in Java

Object Oriented Programming Using C++ and Java

"Java, Java, Java, Third Edition systematically introduces the Java 1.5 language to the context of practical problem-solving and effective object-oriented design. Carefully and incrementally, the authors demonstrate how to decompose problems, use UML diagrams to design Java software that solves those problems, and transform their designs into efficient, robust code. Their "objects-early" approach reflects the latest pedagogical insights into teaching Java, and their examples help readers apply sophisticated techniques rapidly and effectively."--BOOK JACKET.

Java Methods

This book is designed to introduce object-oriented programming (OOP) in C++ and Java, and is divided into four areas of coverage: Preliminaries: Explains the basic features of C, C++, and Java such as data types, operators, control structures, storage classes, and array structures. Part I : Covers classes, objects, data abstraction, function overloading, information

hiding, memory management, inheritance, binding, polymorphism, class template using working illustrations based on simple concepts. Part II : Discusses all the paradigms of Java programming with ready-to-use programs. Part III : Contains eight Java packages with their full structures. The book offers straightforward explanations of the concepts of OOP and discusses the use of C++ and Java in OOP through small but effective illustrations. It is ideally suited for undergraduate/postgraduate courses in computer science. The IT professionals should also find the book useful.

Object Oriented Programming Through Java

Written by a world-renowned expert on programming methodology, and the winner of the 2008 Turing Award, this book shows how to build production-quality programs--programs that are reliable, easy to maintain, and quick to modify. Its emphasis is on modular program construction: how to get the modules right and how to organize a program as a collection of modules. The book presents a methodology effective for either an individual programmer, who may be writing a small program or a single module in a larger one or a software engineer, who may be part of a team developing a complex program comprised of many modules. Both audiences will acquire a solid foundation for object-oriented program design and component-based software development from this methodology. Because each module in a program corresponds to an abstraction, such as a collection of documents or a routine to search the collection for documents of interest, the book first explains the kinds of abstractions most useful to programmers: procedures; iteration abstractions; and, most critically, data abstractions. Indeed, the author treats data abstraction as the central paradigm in object-oriented program design and implementation. The author also shows, with numerous examples, how to develop informal specifications that define these abstractions--specifications that describe what the modules do--and then discusses how to implement the modules so that they do what they are supposed to do with acceptable performance. Other topics discussed include: Encapsulation and the need for an implementation to provide the behavior defined by the specification Tradeoffs between simplicity and performance Techniques to help readers of code understand and reason about it, focusing on such properties as rep invariants and abstraction functions Type hierarchy and its use in defining families of related data abstractions Debugging, testing, and requirements analysis Program design as a top-down, iterative process, and design patterns The Java programming language is used for the book's examples. However, the techniques presented are language independent, and an introduction to key Java concepts is included for programmers who may not be familiar with the language.

Learn Object-oriented Programming (O.O.P) with Java

This Java book will guide you through Java development and help you build the knowledge and confidence to progress from the basics to become a skilled Java developer. All the key tools that you'll need to solve real-world problems are clearly explained and demonstrated with engaging, practical examples.

Beginning Java Programming

Learn object-oriented programming (O.O.P) with Java * Tutorial OOP with Java programming for beginners. Summary of the theory of the Java programming language. *** Contents: + Chapter 1 - OOP and Java ? + Chapter 2 - Classes and Objects + Chapter 3 - More on Classes and Nested Classes + Chapter 4 - Interface and Inheritance + Java Programming Code Examples

Exam Prep for: Java Methods; Object-Oriented Programming

This book has a strong focus on object-oriented design and gives readers a realistic experience of writing programs that are systems of cooperating objects. Programming fundamentals are learned through visually appealing graphics applications in all examples and exercises. Introduction of object-oriented concepts from the beginning including objects, classes, polymorphism, inheritance, and interfaces. It fully embraces Java 5.0 topics including the standard scanner class and makes extensive use of graphical user-interfaces and real graphics applications. This book is appropriate for beginning programmers who want to learn to program with Java as well as experienced programmers who want to add Java to their skill-set.

An Introduction to Object-oriented Programming with Java

Written to appeal to both novice and veteran programmers, this complete and well-organized guide to the versatile and popular object-oriented programming language Java shows how to use it as a primary tool in many different aspects of one's programming work. It emphasizes the importance of good programming style—particularly the need to maintain an object's integrity from outside interference—and helps users harness the power of Java in object-oriented programming to create their own interesting and practical every-day applications. Discusses the basics of computer systems, and describes the fundamental elements of the Java language, with complete instructions on how to compile and run a simple program. Introduces fundamental object-oriented concepts, and shows how simple classes may be defined from scratch. Explores Java's exception-handling mechanism, and investigates Java's interface facility (i.e., polymorphism). Covers all Java applications, including use of the Abstract Windowing Toolkit, graphical programming, networking, and simulation. Includes numerous exercises, periodic reviews, case studies, and supporting visuals. For those in the computer science industry.

Program Development in Java

Java, Java, Java!

The The Java Workshop

An Introduction to Object-Oriented Programming with Java takes a full-immersion approach to object-oriented programming. Proper object-oriented design practices are emphasized throughout the book. Students learn how to use the standard classes first, then learn to design their own classes. Wu uses a gentler approach to teaching students how to design their own classes, separating the coverage into two chapters. GUI coverage is also located independently in the back of the book and can be covered if desired. Wu also features a robust set of instructors' materials including PowerPoint slide.

JAVA AND OBJECT-ORIENTED PROGRAMMING PARADIGM

Interactive Object-Oriented Programming in Java

Introduction to Programming with Greenfoot

A comprehensive Java guide, with samples, exercises, case studies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide.

Object-oriented Programming with Java

This book aims to present the concepts and techniques of object-oriented programming as simply as possible so that it can be easily understood and mastered by beginners. The emphasis is on presenting concepts at the right time and with the right amount of detail to encourage learning and mastery of the material. The book does not focus on the Java programming language; rather, Java is used as a vehicle to implement the object-oriented concepts presented in the book. To help readers become familiar with the Java programming language, the book starts off by describing the basic features of the language. These include data types and variables, arrays, control structures (if, while, for, etc.), and performing input and output. Several exercises have been carefully designed so that readers can get up to speed with Java as quickly as possible. The book strikes a good balance between theory and practice. Some object-oriented concepts often require lengthy explanations for beginners to fully understand the concepts. Based on years of experience in teaching object-oriented programming, the book condenses long explanations in favour of providing real examples which show how the concepts are implemented in an object-oriented program. Thus, detailed code examples are liberally interspersed with theoretical descriptions throughout the book. One of the unique features of the book is that it contains five chapters (called "Programming Projects") which explain how to build a complete object-oriented program based on the material presented in the other chapters. These chapters appear when all the relevant material required for writing the program has been thoroughly discussed in the preceding chapters. Each of the five chapters starts by describing the problem in narrative form. The chapter then gives a detailed definition of the functionality required. Next, the chapter explains how the functionality can be implemented using the object-oriented concepts presented earlier in the book. The chapter ends with a complete working Java program that solves the problem described. Often, alternative solutions are presented so that readers will be aware that there are competing ways to implement an object-oriented program with different trade-offs. Another unique feature of the book is that that new material is not used or referenced before it has been discussed. The book is essentially incremental in nature so that new concepts being introduced always build on earlier concepts. Thus, readers are only exposed to new concepts or language features when pre-requisite material has been completely discussed. Also, great care has been taken to avoid the use of programming language features which, though very useful for advanced programmers, can make it harder for a beginner to focus on and learn the object-oriented principles being imparted. This book is based on the experience gained from many years of teaching object-oriented programming to beginners who know another programming language. It is likely to benefit readers who are looking for a good, practical introduction to object-oriented programming in Java, in an easy-to-understand format.

OBJECT ORIENTED PROGRAMMING WITH JAVA

Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with games and Simulations is ideal for

introductory courses in Java Programming or Introduction to Computer Science. The only textbook to teach Java programming using Greenfoot—this is “Serious Fun.” Programming doesn't have to be dry and boring. This book teaches Java programming in an interactive and engaging way that is technically relevant, pedagogically sound, and highly motivational for students. Using the Greenfoot environment, and an extensive collection of compelling example projects, students are given a unique, graphical framework in which to learn programming.

Object-Oriented Programming and Java

An Introduction to Object-Oriented Programming with Java provides an accessible and technically thorough introduction to the basics of programming using java. The text takes a truly object-oriented approach. Objects are used early so that students think in objects right from the beginning.

Object-oriented Programming Featuring Graphical Applications in Java

This work teaches the fundamentals of Java and object-oriented programming to those with some programming experience. The principles and practices are illustrated throughout the book with extensive examples from the Java standard library.

Object-oriented Programming

This book covers fundamentals of Object Oriented Programming with Java at both basic and advanced levels. Replete with numerous solved examples and practical problems, it offers a balanced treatment of theory and practice for developing desktop, enterprise, and web applications.

Object-oriented Programming with Java

Covering both the fundamentals and applications, Object Oriented Programming through Java provides a thorough introduction to this popular programming paradigm. It includes coverage of essential topics such as classes, objects, packages, interfaces, multithreading, AWT, Applets, and Swings. The book also includes a detailed overview of various practical applications, including JDBC, Networking classes, and servlets. It contains exercises at the end of every chapter, and sample illustrative programs are used throughout the book. It is a text for courses on object oriented Java programming and a reference for professionals.

Object-oriented Programming in Java

The Essence of Object-oriented Programming with Java and UML

This comprehensive examination of the main approaches to object-oriented language explains key features of the languages in use today. Class-based, prototypes and Actor languages are all examined and compared in terms of their semantic concepts. This book provides a unique overview of the main approaches to object-oriented languages. Exercises of varying length, some of which can be extended into mini-projects are included at the end of each chapter. This book can be used as part of courses on Comparative Programming Languages or Programming Language Semantics at Second or Third Year Undergraduate Level. Some understanding of programming language concepts is required.

Concise Guide to Object-Oriented Programming

Gain the fundamental concepts of object-oriented programming with examples in Java. This second edition comes with detailed coverage and enhanced discussion on fundamental topics such as inheritance, polymorphism, abstract classes, interfaces, and packages. This edition also includes discussions on multithread programming, generic programming, database programming, and exception handling mechanisms in Java. Finally, you will get a quick overview of design patterns including the full implementation of some important patterns. Interactive Object-Oriented Programming in Java begins with the fundamental concepts of object-oriented programming alongside Q&A sessions to further explore the topic. The book concludes with FAQs from all chapters. It also contains a section to test your skills in the language basics with examples to understand Java fundamentals including loops, arrays, and strings. You'll use the Eclipse IDE to demonstrate the code examples in the book. After reading the book, you will have enhanced your skills in object-oriented programming in Java and you will be able to extend them in interesting ways. What You Will Learn Discover object-oriented programming with Java Test your programming skills Crack Java-based interviews with confidence Use the Eclipse IDE to write code and generate output Who This Book Is For Novice to intermediate programmers, software developers, and software testers.

Object-Oriented Programming Languages: Interpretation

This self-readable and highly informative text presents the exhaustive coverage of the concepts of Object Oriented Programming with JAVA. A number of good illustrative examples are provided for each concept supported by well-crafted programs, thus making it useful for even those having no previous knowledge of programming. Starting from the preliminaries of the language and the basic principles of OOP, this textbook moves gradually towards advanced concepts like exception handling, multithreaded programming, GUI support by the language through AWT controls, string handling, file handling and basic utility classes. In addition, the well-planned material in the book acts as a precursor to move towards

high-end programming in Java, which includes the discussion of Servlets, Java Server Pages, JDBC, Swings, etc. The book is highly suitable for all undergraduate and postgraduate students of computer science, computer applications, computer science and engineering and information technology. KEY FEATURES Extensive coverage of syllabi of various Indian universities Comprehensive coverage of the OOP concepts and Core Java Explanation of the concepts using simple and expressive language Complete explanation of the working of each program with more emphasis on the core segment of the program Chapter-end summary, over 230 illustrative programs, around 225 review questions, about 190 true/false questions and over 130 programming exercises

OBJECT-ORIENTED PROGRAMMING WITH C++ AND JAVA

This practice-oriented text explores the intricacies of Java language in the light of different procedural and object-oriented paradigms. It is primarily focussed on the Object-Oriented Programming (OOP) paradigm using Java as a language. The text begins with the programming overview and introduces the reader to the important object-oriented (OO) terms. It then deals with Java development as well as runtime environment set-up along with the steps of compilation and running of a simple program. The text explains the philosophy of Java by highlighting its core features and demonstrating its advantages over C++. Besides, it covers GUI through Java applets, Swing, as well as concurrency handling and synchronization through threads. A chapter is exclusively devoted to fundamental data structures and their applications in Java. The book shows how Unified Modeling Language (UML) represents objects, classes, components, relationships, and architectural design. This comprehensive and student friendly book is intended as a text for the students of computer science and engineering, computer applications (BCA/MCA), and IT courses.

Object Oriented Programming using Java

Object-Oriented Design with UML and Java provides an integrated introduction to object-oriented design with the Unified Modelling Language (UML) and the Java programming language. The book demonstrates how Java applications, no matter how small, can benefit from some design during their construction. Fully road-tested by students on the authors' own courses, the book shows how these complementary technologies can be used effectively to create quality software. It requires no prior knowledge of object orientation, though readers must have some experience of Java or other high level programming language. This book covers object technology; object-oriented analysis and design; and implementation of objects with Java. It includes two case studies dealing with library applications. The UML has been incorporated into a graphical design tool called ROME, which can be downloaded from the book's website. This object modelling environment allows readers to prepare and edit various UML diagrams. ROME can be used alongside a Java compiler to generate Java code from a UML class diagram then compile and run the resulting application for hands-on learning. This text would be a

valuable resource for undergraduate students taking courses on O-O analysis and design, O-O modelling, Java programming, and modelling with UML. * Integrates design and implementation, using Java and UML * Includes case studies and exercises * Bridges the gap between programming texts and high level analysis books on design

An Introduction to Object-Oriented Programming with Java

Object-Oriented Programming: From Problem Solving to Java provides a thorough, easy-to-follow reference to master object-oriented programming principles. Throughout the text, problem solving and programming techniques are presented in modeling diagrams, pseudo-code, and flowcharts. Users then learn how to put theory into practice using actual Java code. Unlike "cookbook" guides where users blindly follow the instructions this book encourages users to explore their problem solving creativity, and then test their ideas in a real-world environment. By first learning the concepts involved in object-oriented programming, and then learning how to put them into use, readers not only learn Java, but they also learn how to become more efficient programmers.

Object Oriented Programming Through Java: For JNTU

The author takes an objects early approach to teaching Java, with the assumption that teaching beginners the big picture early gives them more time to master the principles of object-oriented programming. The text focuses on the motivation behind Java's strengths and the benefits of the object-oriented paradigm. It provides a solid understanding of objects and methods, concentrating on problem decomposition and program design. A firm grasp on these fundamentals allows the smaller details, and some of Javas advanced features, to fall into place from both instructor and student perspectives.

Object-oriented Programming in JAVA

An introductory text for beginners with no background in programming, this book teaches students how to write object-oriented programs and is appropriate for any first programming course in Java. It covers both Java applets and applications.

Java, Java, Java

Paul Wang's JAVA WITH OBJECT-ORIENTED PROGRAMMING eases students into an understanding of the object-oriented paradigm from the very first page, just as he does in JAVA WITH OBJECT-ORIENTED PROGRAMMING WITH WORLDWIDE WEB APPLICATIONS, on which this new book is modeled. After the early chapters that present classes and Java features and constructs, Wang introduces new object-oriented concepts throughout the book, while clearly showing how Java addresses

these issues. He also goes the extra step of including case studies to illustrate how Java and object-oriented programming are applied. Early in the book, Wang introduces students to a case study involving a pocket calculator. This case study is revisited throughout the book as students learn new aspects of object-oriented programming and the Java language. The book then concludes with a chapter on some of the processes associated with object-oriented design. As a result, students are able to fully grasp the concepts they learn.

Fundamentals of Object-Oriented Programming in Java

Discover object oriented programming with Java in this unique tutorial. This book uses Java and Eclipse to write and generate output for examples in topics such as classes, interfaces, overloading, and overriding. Interactive Object Oriented Programming in Java uniquely presents its material in a dialogue with the reader to encourage thinking and experimentation. Later chapters cover further Java programming concepts, such as abstract classes, packages, and exception handling. At each stage you'll be challenged by the author to help you absorb the information and become a proficient Java programmer. Additionally, each chapter contains simple assignments to encourage you and boost your confidence level. What You Will Learn Become proficient in object oriented programming Test your skills in the basics of Java Develop as a Java programmer Use the Eclipse IDE to write your code Who This Book Is For Software developers and software testers.

An Introduction to Object-Oriented Programming with Java 1. 5 Update with OLC Bi-Card

This engaging textbook provides an accessible introduction to coding and the world of Object-Oriented (OO) programming, using Java as the illustrative programming language. Emphasis is placed on what is most helpful for the first-time coder, in order to develop and understand their knowledge and skills in a way that is relevant and practical. The examples presented in the text demonstrate how skills in OO programming can be used to create applications and programs that have real-world value in daily life. Topics and features: presents an overview of programming and coding, a brief history of programming languages, and a concise introduction to programming in Java using BlueJ; discusses classes and objects, reviews various Java library objects and packages, and introduces the idea of the Application Programming Interface (API); highlights how OO design forms an essential role in producing a useful solution to a problem, and the importance of the concept of class polymorphism; examines what to do when code encounters an error condition, describing the exception handling mechanism and practical measures in defensive coding; investigates the work of arrays and collections, with a particular focus on fixed length arrays, the ArrayList, HashMap and HashSet; describes the basics of building a Graphical User Interface (GUI) using Swing, and the concept of a design pattern; outlines two complete applications, from conceptual design to implementation, illustrating the content covered by the rest of the book; provides code for all examples and

projects at an associated website. This concise guide is ideal for the novice approaching OO programming for the first time, whether they are a student of computer science embarking on a one-semester course in this area, or someone learning for the purpose of professional development or self-improvement. The text does not require any prior knowledge of coding, software engineering, OO, or mathematics.

Object-Oriented Programming and Java

Object-Oriented Programming and Java presents two important topics in contemporary software development: object-oriented programming and Java. This book takes a different teaching approach from most available literature, it begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and executed using object-oriented programming paradigm. Principally, Java is an object-oriented programming language. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, the book provides readers with the pre-requisites for writing proper object-oriented programs using Java. Object-Oriented Programming and Java covers the latest in Java technologies and is suitable for undergraduate or postgraduate courses on object-oriented technology, particularly those using Java as a programming language for creating object-oriented programs. The book will also give individual professional developers a head-start in learning the language.

Object-Oriented Design with UML and Java

KEY FEATURES: Up-to-date Java 2 coverage, including coverage of the Swing Set Graphics, servlets, RMI, CORBA, Java beans, and networking topics such as security and encryption. Object-oriented programming is introduced in Chapter One and readers start to use and apply these concepts in Chapter Two. The pedagogy of the book is strongly reinforced by way of more than 600 section review exercises, including answers to all odd-numbered exercises. In addition, the book contains over 500 examples, 200 of which are complete programs. Over a dozen extended sample applications are included, which emphasize (a) problem statement, (b) problem solution, (c) Java implementation, (d) detailed discussion of the Sample Application, and (e) program development principles. Provides a comprehensive supplement package, including an Instructor CD, PowerPoint Slides, and a Companion Website.

A Comprehensive Introduction to Object-oriented Programming with Java

Designed for those new to programming, Object-Oriented Programming in Java provides step-by-step lessons that cover OOP (object-oriented programming) and the Java language comprehensively with clear examples, code and figures. You'll use Java's built-in-objects to create applets. Design your own classes and assemble them into sophisticated, complete

programs that run inside an HTML browser or as stand-alone applications. Create objects using the simple ideas of sequence, selection and iteration. You'll delve into Java's Abstract Window Toolkit (AWT) to create full-color, multimedia Java applets, components and containers. Explore Java's versatile input/output streams and utility classes.

Object Oriented Programming In Java (With Cd)

Basketball is known for its fast-breaking, buzzer-beating action, and that excitement is captured in *The NBA: A History of Hoops*, a series celebrating four of the most successful franchises in the National Basketball Association. With thrilling texts, interesting side panels, and lively player profiles set alongside vibrant photos, every team's origins, stars, greatest triumphs, and most unforgettable moments are yours to be had in a colorful collection that has no rival!

Object Oriented Programming in Java

This book introduces the Java Programming Language and explains how to create Java applications and applets. It also discusses various Java programming concepts, such as Object Oriented Programming (OOP), arrays as Data Structure, inheritance, multithreaded programming, and HTML Programming. Chapter 1: Java Fundamentals Chapter 2: Working with Java Members and Flow Control Statements Chapter 3: Working with Arrays, Vectors, Strings, and Wrapper Classes Chapter 4: Exception Handling and I/O Operations Chapter 5: Implementing Inheritance in Java Chapter 6: Multithreading and Packages in Java Chapter 7: Working with Applets Chapter 8: Window-Based Applications in Java

Object-oriented Programming with Java, Second Edition

An Introduction to Object-Oriented Programming with Java provides an accessible and thorough introduction to the basics of programming in java. This much-anticipated revision continues its emphasis on object-oriented programming. Objects are used early so students begin thinking in an object-oriented way, then later Wu teaches students to define their own classes. In the third edition, the author has eliminated the author-written classes, so students get accustomed to using the standard java libraries. In the new update, the author has included the Scanner Class for input, a new feature of Java 1.5. Also new is the use of smaller complete code examples to enhance student learning. The larger sample development programs are continued in this edition, giving students an opportunity to walk incrementally walk through program design, learning the fundamentals of software engineering. The number and variety of examples makes this a student-friendly text that teaches by showing. Object diagrams continue to be an important element of Wu's approach. The consistent, visual approach assists students in understanding concepts.

Understanding Object-Oriented Programming with Java

Object Oriented Programming Through Java: For JNTU offers contemporary, comprehensive and in-depth coverage of all the concepts of object-oriented technologies, with an emphasis on problem-solving approaches as applied to C++ and Java Programming paradigms. Exhaustively covering the B.Tech, MCAs and other PG course syllabi of all Indian universities, it explains the underlying OOP theory with diagrams and implementation examples in C++ and Java, as well as advanced topics in C++ and Java such as templates, generic programming and collection framework of Java. Object-oriented features with UML and their seamless integration with OOP languages, C++ and Java are covered in detail, and a separate chapter is devoted to analysis and design. The book's self-learning and practice-oriented approach will be especially helpful to self-taught readers, and engineering professionals at work will also benefit greatly from its discussions of object-oriented analysis and design case studies, and its easy integration with a modeling tool such as UML.

Java with Object-oriented Programming

The goal of this book is to explore the principle ideas of object-oriented programming using the Java programming language. It begins teaching the object-oriented power of Java by relying on textual commands instead of emphasizing the AWT or Swing libraries, providing the reader with a simple, generic introduction to the OO concepts using Java (without the language details getting in the way of the concept presentation). The author provides a thorough introduction to the three fundamental concepts of object-oriented programming: Encapsulation, Inheritance, and Polymorphism. The presentation of OO theory is augmented by interleaved examples that illustrate these concepts. Most of these program examples are 2-D graphics programs that provide an intuitive context for the issues that must be addressed when learning OOP. Additionally, since graphics programming is one of the strengths of the Java development environment, the examples produce interesting and unexpected images that engage and motivate the reader. It contains a concise introduction to using Design Patterns particularly the Template Method, Iterator, and Composite design patterns which relate to the graphics examples in the book and uses UML class diagrams to show the static structure of systems and sequence diagrams to show object interactions. This book is appropriate for readers who are new to object-oriented (but have experience with a non-object-oriented language) and for programmers who want to learn the graphical elements and capabilities of Java.

Interactive Object Oriented Programming in Java

Object-Oriented Programming and Java presents two important topics in contemporary software development: object-oriented programming and Java. This book takes a different teaching approach from most available literature, it begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and

executed using object-oriented programming paradigm. Principally, Java is an object-oriented programming language. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, the book provides readers with the pre-requisites for writing proper object-oriented programs using Java. Object-Oriented Programming and Java covers the latest in Java technologies and is suitable for undergraduate or postgraduate courses on object-oriented technology, particularly those using Java as a programming language for creating object-oriented programs. The book will also give individual professional developers a head-start in learning the language.

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