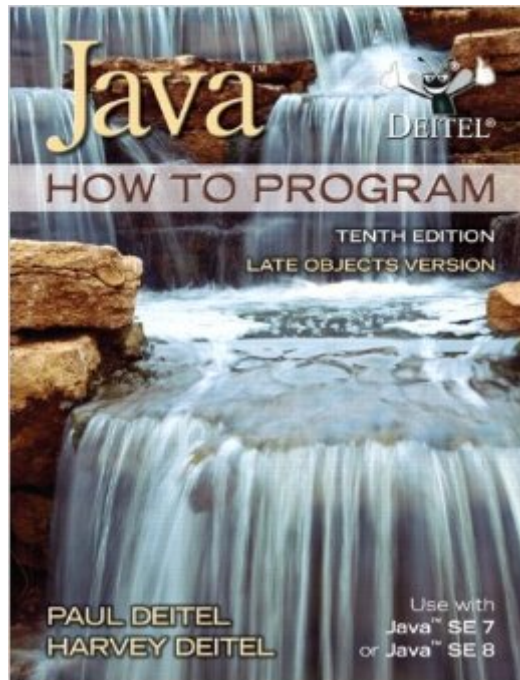# Java How To Program (late Objects) (10th Edition)

Synopsis

Java How to Program (Late Objects), Tenth Edition is intended for use in the Java programming course. It also serves as a useful reference and self-study tutorial to Java programming. Â The Deitelsâ ™ groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Java How to Program (Late Objects), Tenth Edition, teaches programming by presenting the concepts in the context of full working programs.   The Late Objects Version delays coverage of class development, first presenting control structures, methods and arrays material in a non-object-oriented, procedural programming context. Â   Teaching and Learning Experience This program presents a better teaching and learning experienceâ ”for you and your students.   Teach Programming with the Deitelsâ ™ Signature Live Code Approach: Java language features are introduced with thousands of lines of code in hundreds of complete working programs. Use a Late Objects Approach: The Late Objects Version begins with a rich treatment of procedural programming, including two full chapters on control statements and 200+ exercises. Keep Your Course Current: This edition can be used with Java SE 7 or Java SE 8, and is up-to-date with the latest technologies and advancements. Facilitate Learning with Outstanding Applied Pedagogy: Making a Difference exercise sets, projects, and hundreds of valuable programming tips help students apply concepts.   Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text. Â

Book Information

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Customer Reviews

I have been using the various editions of this book to teach Java programming for a number of years. In terms of content the previous editions of this book have been very solid and I would them a 5 star rating. Although this 10th edition continues the tradition of solid content, I cannot rate it above 4 stars because eight chapters (that used to be part of the printed book in the previous edition) are now only accessible online. This is both inconvenient and expensive.The online material requires an access code that is valid for only a year. This code comes as part of a new copy of the book. If you buy a used copy(for which the code has already been used), or if your code expires you will need to buy another one year code to access those eight chapters.

I think I have bought just about every 'learning Java' book out there, with limited exuberunce, until this book. The advantage this text has over others is to successfully 'weave' the learning of Java as the chapters progress. Other texts do accomplish this to some extent, but I've never seen this achieved to this degree of balance. This book is a heads down, hands on learning device.Many books provide a single example that gets more and more complex as the chapters, and (hopefully) your skills, progress. Deitel certainly does this (via an Elevator simulation), but also accomplishes this on many different levels with plenty of smaller programs. Each example is explained *line by line* without exception. Additionally, you are provided with example program output right on the page.I've noticed many 'learning Java' books show you code snippets and little output if any (e.g. Eckel's book, which I love for other reasons), leaving it up to your imagination to put it all together in the context of a complete program.This text appears to be prepared for the classroom, from its thorough content (25 chapters, 7 appendices, 1400+ pages, cdrom) and available lab and instructor companion books. There is a nice, effective use of color without being distractive like some other texts I've seen.The negatives are the length, cost and (ouch) the weight. It is one of the heavier books in my collection, for sure!To summarize, if you are a C programmer looking to quickly jump into Java, or perhaps a genius with a photographic memory, this may not be your first purchase. If you are a newbie, have limited experience with Java, or have been disappointed with other texts, I think you may find this to be the most complete book out there.

Be aware, if your buying the Kindle Edition of this book, there is no Access-Code to the Pearson publisher web-site, normally included in the paper edition, which provides additional video and help

information. You can however, buy an Access-Code from the publisher for $30! ... so add that to the cost of your Kindle Edition.

I am a programming newb with a geek streak a lifetime wide. I took a Java class this summer hoping to begin groking the one final frontier of computing that has always eluded me. We used this as the text. As somebody who teaches postsecondary courses in an entirely separate field, I feel this book is not a good first choice for an instructor in comp sci, especially for courses for nonmajors or beginners. The prose is exceedingly dry and longwinded *without real purpose*, and tests even my attention span... which is ordinarily sufficient for a continuous performance of the Ring Cycle. What really hacked me off is the way that the book handles terminology and syntax-- from the very beginning, the code examples often use parallel terms within the code in a way that makes it utterly unclear to the newbie whether they're staring down the barrel of a method name, a parameter/argument, what-have-you, which makes it very difficult to trace the logic of the code and get a good handle on the syntax. I have had far better luck grasping the concepts of Java and programming generally with Beginning Java for Dummies, believe it or not. I am a mature and educated adult actually INTERESTED in this topic and this book was absolutely dreadful to me-- instructors, please do not think you're going to choose this text for the present generation of undergrads and have it be anything but an utter waste of a hundred bucks for them.

Half of the book is not there!!! Half of the book is missing!!! Half of the book is provided "online" - you have to go to the Pearson website to download PDFs of half of the chapters - and even then, some of those chapters are "coming soon", and the most important chapter - the one I needed - is "coming soon" ! When? I needed to get this learning done this week. I am highly disappointed with these authors - they used to be respected subject matter experts. It was grossly overpriced to begin with and with half of it missing it is a total rip off. Never again for these authors.

The Deitels approach the subject of learning to program in the Java language with all the joy of learning typewriter repair and maintenance. The book reads like a volume on appliance repair with tiny font and cookbook instructions. It is unfortunate that because of its title "How to Program" that instructors choose this thing as a textbook for their courses. If you have to use this book as a textbook for a class, the instructions will correctly tell you how to write programs, but you will get no feel for the language or its possibilities. In the end, this book will turn you into someone who programs by rote memory versus someone who programs with any insight into what you are doing.

Might I suggest you supplement this book with the Core Java books by Horstmann and Cornell. Their books are far more readable and instructive, and might I add far cheaper. "Head First Java" is another excellent choice, especially for absolute beginners. I fear that some books by the Deitels, and this one in particular, remind me of an old saying "You might not get what you pay for but you will never get what you don't pay for." This book is an illustration of the first part of that old saying.

JAVA: Quick and Easy JAVA Programming for Beginners (Java, java programming, java for dummies, java ee, java swing, java android, java mobile java apps) Java How To Program (late objects) (10th Edition) JAVA: The Ultimate Guide to Learn Java Programming Fast (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, Javascript, ... Developers, Coding, CSS, PHP Book 1) JAVA: Easy Java Programming for Beginners, Your Step-By-Step Guide to Learning Java Programming (Java Series) Java: The Ultimate Guide to Learn Java and C++ (Programming, Java, Database, Java for dummies, coding books, C programming, c plus plus, programming for ... Developers, Coding, CSS, PHP Book 2) Java For Everyone: Late Objects Javascript: Beginner to Expert with Javascript Programming (Javascript, Javascript Programming, Javascript for Beginners, Java, Java Programming, Java for Beginners,) JAVA: JAVA 100 Tests, Answers & Explanations, Pass Final Exam, Pass Job Interview Exam, Pass Engineer Certification Exam, Examination, Learn JAVA programming in easy steps: A Beginner's Guide Cool Colleges: For the Hyper-Intelligent, Self-Directed, Late Blooming, and Just Plain Different (Cool Colleges: For the Hyper-Intelligent, Self-Directed, Late Blooming, & Just Plain Different) Last Steps: The Late Writings of Leo Tolstoy: The Late Writings of Leo Tolstoy (Penguin Classics) Data Structures and Other Objects Using Java (3rd Edition) Objects First with Java: A Practical Introduction Using BlueJ (6th Edition) Starting Out with Java: From Control Structures through Objects (6th Edition) Data Structures and Other Objects Using Java (4th Edition) Starting Out with Java: Early Objects (5th Edition) Big Java: Early Objects, 5th Edition Starting Out with Java: From Control Structures through Objects plus MyProgrammingLab with Pearson eText -- Access Card Package (5th Edition) Data Structures and Other Objects Using Java Manter and Gatz's Essentials of Clinical Neuroanatomy and Neurophysiology, 10th Edition by Sid Gilman Published by F. A. Davis Company 10th (tenth) edition (2002) Paperback C++ How to Program (Early Objects Version) (9th Edition)