

# Daniel Liang Introduction To Java Programming 8th Edition

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JavaScript Bible - Danny Goodman 2010-09-23

The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly. **Introduction to Java Programming, AP Version** - Y. Daniel Liang 2016-01-05

Temporal Databases - Dr. Kamran Ahsan & Prativadi Vijay 2014-06-17  
Need for database reasonably increased as the data manipulation changes and leverage for storage has become essential. Temporal database has been one of the special kinds in the field of database. According to the concept of time, stamping various models has emerged and temporal models namely; McKenzie, BenZvi's, and non-temporal models namely; Colby, Deshpande and Larson's model has grabbed unique attention towards in this area of temporal database. Reliable and Enhanced stratum middleware management capabilities enable the temporal queries for ease in transactions. Richness in point based and maximum timestamp approaches provide high indexing mechanisms, which make efficient storage of data in tree structure format. The proposed prototype model uses Temporal Relational Algebra and TSQL2 declarative language, which display the past, present and future related data. The inclusion of T4SQL instead of TSQL2, Temporal Multi-Secure Database and spatio-temporal database model can make this model stronger than present and make it work more efficiently.

**Computer Networking: A Top-Down Approach Featuring the Internet, 3/e** - James F. Kurose 2005

Computer Systems - Ata Elahi 2017-11-08

This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software;

in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines. • Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly • Covers basic number system and coding, basic knowledge in digital design, and components of a computer • Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter

**Introduction to Java Programming** - Y. Daniel Liang 2005-11-10

Introduction to Java Programming - Y. Daniel Liang 2013

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Literate Programming - Donald Ervin Knuth 1992-01

Literate programming is a programming methodology that combines a programming language with a documentation language, making programs more easily maintained than programs written only in a high-level language. A literate programmer is an essayist who writes programs for humans to understand. When programs are written in the recommended style they can be transformed into documents by a document compiler and into efficient code by an algebraic compiler. This anthology of essays includes Knuth's early papers on related topics such as structured programming as well as the Computer Journal article that launched literate programming. Many examples are given, including excerpts from the programs for TeX and METAFONT. The final essay is an example of CWEB, a system for literate programming in C and related languages. Index included.

Data Structures and Algorithms in Python - Michael T. Goodrich 2013-03-08

Based on the authors' market leading data structures books in Java and C++, this textbook offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. Data Structures and Algorithms in Python is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as Data Structures and Algorithms in Java and Data Structures and Algorithms in C++.

Introduction to Java Programming with JBuilder - Y. Daniel Liang 2004

For undergraduate level courses in Java, or Java as a second language programming, this introduction covers JDK 1.4 and JBuilder 9, the latest principles in programming, and core Java features. Covering the required subjects in the Java Certification Exam, it treats object-oriented programming, enabling students to develop comprehensive programs

**Computer Science** - J. Glenn Brookshear 2012

Computer Science: An Overview uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field. Accessible to students from all backgrounds, Glenn Brookshear uses a language-independent context to encourage the

development of a practical, realistic understanding of the field. An overview of each of the important areas of Computer Science (e.g. Networking, OS, Computer Architecture, Algorithms) provides students with a general level of proficiency for future courses. The Eleventh Edition features two new contributing authors (David Smith — Indiana University of PA; Dennis Brylow — Marquette University), new, modern examples, and updated coverage based on current technology.

**An Introduction to Object-Oriented Programming with Java 1.5 Update with OLC Bi-Card** - C. Thomas Wu 2004

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.

**Introduction to Java Programming, Comprehensive Version**

**2014-2015** - Harry Hariom Choudhary 2014-01-15

Made Java Skills Easy !! @ @ \_\_\_\_\_ Introduction to Java Programming, Comprehensive Version (8Th & 10th Best Selling Edition) Easy Standard Special Beginner's To Expert Edition for Students and IT Professional's 2014. This Java Book is One of worlds Best Java Book, Author teaches concepts of problem-solving and object-oriented programming using a fundamentals-first approach. Beginning programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using Java. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Authors' fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Authors' approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Tenth Edition ideal for a full course on data structures. BRIEF CONTENTS- ===== 1. Introduction to Computers, Programs, and Java-1 2. Elementary Programming -23 3. Selections-71 4. Loops-115 5. Methods-155 6. Single-Dimensional Arrays-197 7. Multidimensional Arrays-235 8. Objects and Classes-263 9. Strings and Text-I/O 301 10. Thinking in Objects-343 11. Inheritance and Polymorphism-373 12. GUI Basics-405 13. Exception Handling-431 14. Abstract Classes and Interfaces-457 15. Graphics-497 16. Event-Driven Programming-533 17. Creating Graphical User Interfaces-571 18. Applets and Multimedia-613 19. Binary I/O-649 20. Recursion-677 APPENDIXES A. Java Keywords-707 B. The ASCII Character Set-710 C. Operator Precedence Chart-712 D. Java Modifiers-714 E. Special Floating-Point Values-716 F. Number Systems-717

**Learn Java in One Day and Learn It Well** - Jamie Chan 2016-10-07

New Book by Best-Selling Author Jamie Chan. Learn Java Programming Fast with a unique Hands-On Project. Book 4 of the Learn Coding Fast Series. Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Java language fast? This book is for you. You no longer have to waste your time and money trying to learn Java from boring books that are 600 pages long, expensive online courses or complicated Java tutorials that just leave you more confused and frustrated. What this book offers... Java for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Java language even if you have never coded before. Carefully Chosen Java Examples Examples are carefully chosen to

illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics (Covers Java 8) Topics are carefully selected to give you a broad exposure to Java, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. In addition, new features in Java (such as lambda expressions and default methods etc) are also covered so that you are always up to date with the latest advancement in the Java language. Learn The Java Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. You no longer have to endure boring and lengthy Java textbooks that simply puts you to sleep. With this book, you can learn Java fast and start coding immediately. How is this book different... The best way to learn Java is by doing. This book includes a unique project at the end of the book that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of Java coding? This book is for you. Click the "Add to Cart" button and download it now. What you'll learn: Introduction to Java - What is Java? - What software do you need to code Java programs? - How to install and run JDK and Netbeans? Data types and Operators - What are the eight primitive types in Java? - What are arrays and lists? - How to format Java strings - What is a primitive type vs reference type? - What are the common Java operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? Controlling the Flow of a Program - What are condition statements? - How to use control flow statements in Java - How to handle errors and exceptions - How to throw your own exception and Others... - How to accept user inputs and display outputs - What is a generic? - What are lambda expressions and functional interface? - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning Java. Learn it fast and learn it well.

**The Java Developer's Guide to Eclipse** - Jim D'Anjou 2005

Explains how to customize the Java integrated development environment, covering navigation, terminology, extension, the plug-in architecture, and frameworks.

*Introduction to Programming Using Python* - Y. Daniel Liang 2013

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133050556/ISBN-13: 9780133050554. That package includes ISBN-10: 0132747189/ISBN-13: 9780132747189 and ISBN-10: 0133019861/ISBN-13: 9780133019865 . MyProgrammingLab should only be purchased when required by an instructor. Introduction to Programming Using Python is intended for use in the introduction to programming course. Daniel Liang is known for his "fundamentals-first" approach to teaching programming concepts and techniques. "Fundamentals-first" means that students learn fundamental programming concepts like selection statements, loops, and functions, before moving into defining classes. Students learn basic logic and programming concepts before moving into object-oriented programming, and GUI programming. Another aspect of Introduction to Programming Using Python is that in addition to the typical programming examples that feature games and some math, Liang gives an example or two early in the chapter that uses a simple graphic to engage the students. Rather than asking them to average 10 numbers together, they learn the concepts in the context of a fun example that generates something visually interesting. Using the graphics examples is optional in this textbook. Turtle graphics can be used in Chapters 1-5 to introduce the fundamentals of programming and Tkinter can be used for developing comprehensive graphical user interfaces and for learning object-oriented programming.

**Java The Complete Reference, 8th Edition** - Herbert Schildt 2011-06-22

The Definitive Java Programming Guide In Java: The Complete Reference, Eighth Edition, bestselling programming author Herb Schildt shows you everything you need to develop, compile, debug, and run Java programs. Updated for Java Platform, Standard Edition 7 (Java SE 7), this comprehensive volume covers the entire Java language, including its

syntax, keywords, and fundamental programming principles. You'll also find information on key elements of the Java API library. JavaBeans, servlets, applets, and Swing are examined and real-world examples demonstrate Java in action. In addition, new Java SE 7 features such as try-with-resources, strings in switch, type inference with the diamond operator, NIO.2, and the Fork/Join Framework are discussed in detail. Coverage includes: Data types and operators Control statements Classes and objects Constructors and methods Method overloading and overriding Interfaces and packages Inheritance Exception handling Generics Autoboxing Enumerations Annotations The try-with-resources statement Varargs Multithreading The I/O classes Networking The Collections Framework Applets and servlets JavaBeans AWT and Swing The Concurrent API Much, much more

**Intermediate C Programming** - Yung-Hsiang Lu 2015-06-17

Teach Your Students How to Program Well Intermediate C Programming provides a stepping-stone for intermediate-level students to go from writing short programs to writing real programs well. It shows students how to identify and eliminate bugs, write clean code, share code with others, and use standard Linux-based tools, such as ddd and valgrind. The text covers numerous concepts and tools that will help your students write better programs. It enhances their programming skills by explaining programming concepts and comparing common mistakes with correct programs. It also discusses how to use debuggers and the strategies for debugging as well as studies the connection between programming and discrete mathematics.

**Burns and Grove's The Practice of Nursing Research - E-Book** - Jennifer R. Gray 2020-07-21

Winner of the 1st-place American Journal of Nursing Book of the Year award in nursing research/evidence-based practice for 2021! Burns & Grove's The Practice of Nursing Research: Appraisal, Synthesis, and Generation of Evidence, 9th Edition is the trusted resource for those wanting to master the research methods that are foundational to evidence-based practice. This highly respected textbook covers how to appraise and apply existing research evidence, as well as how to participate in research and quality improvement projects. This new 9th edition has been extensively updated to reflect today's focus on online research in the digital era and includes clear, step-by-step guidelines for all major quantitative and qualitative research approaches — including supporting examples from the latest high-quality literature. There's also new content on translational research, coverage of the most current research tools and techniques, and an increased use of illustrations, tables, and other visuals to help engage visually oriented readers of all levels. Coverage of quantitative, qualitative, and other research methodologies provides a solid foundation to conduct, appraise, and apply research evidence to the realities of today's clinical practice. Balanced coverage of qualitative and quantitative methods addresses the qualitative research methodologies that are often the starting point of research projects, particularly in magnet hospitals and DNP programs. Clear, comprehensive coverage is organized into five units that include: an introduction to nursing research; coverage of the research process; application for evidence-based health care; how to analyze data, determine outcomes, and disseminate research; and how to propose and seek funding for research. Strong emphasis on evidence-based practice addresses this key graduate-level QSEN competency and reinforces how to generate research evidence and appraise and synthesize existing research for application to clinical practice. Rich examples from nursing literature bring research principles to life. Emphasis on the most currently used research methodologies focuses on the methods used in both quantitative research and qualitative research, as well as outcomes research and mixed-methods research. Coverage of digital data collection examines the use of online research tools. Quick-reference summaries include a table of research methods inside the front cover and a list of types of research syntheses (with definitions) inside the back cover. Helpful user resources are included with each new text purchase on the companion Evolve website and feature 400 interactive review questions along with a library of 10 full-text research articles.

**Introduction to Java Programming** - Y. Daniel Liang 2011

Introduction to Java Programming, Comprehensive, 8e, features comprehensive coverage ideal for a one-, two-, or three-semester CS1 course sequence. Regardless of major, students will be able to grasp concepts of problem-solving and programming — thanks to Liang's fundamentals-first approach, students learn critical problem solving skills and core constructs before object-oriented programming. Liang's approach has been extended to application-rich programming examples, which go beyond the traditional math-based problems found in most

texts. Students are introduced to topics like control statements, methods, and arrays before learning to create classes. Later chapters introduce advanced topics including graphical user interface, exception handling, I/O, and data structures. Small, simple examples demonstrate concepts and techniques while longer examples are presented in case studies with overall discussions and thorough line-by-line explanations. Increased data structures chapters make the Eighth Edition ideal for a full course on data structures.

**Learn Java the Easy Way** - Bryson Payne 2017-11-14

Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to: -Perform calculations, manipulate text strings, and generate random colors -Use conditions, loops, and methods to make your programs responsive and concise -Create functions to reuse code and save time -Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders -Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

**Java Programming** - Joyce Farrell 2019

Helps you discover the power of Java for developing applications. This book incorporates the latest version of Java with a reader-friendly presentation and meaningful real-world exercises that highlight new Java strengths.

**Introduction to Programming in Java: An Interdisciplinary Approach** - Robert Sedgewick 2013-07-31

By emphasizing the application of computer programming not only in success stories in the software industry but also in familiar scenarios in physical and biological science, engineering, and applied mathematics, Introduction to Programming in Java takes an interdisciplinary approach to teaching programming with the Java(TM) programming language. Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

**Introduction to Probability** - Joseph K. Blitzstein 2014-07-24

Developed from celebrated Harvard statistics lectures, Introduction to Probability provides essential language and tools for understanding statistics, randomness, and uncertainty. The book explores a wide variety of applications and examples, ranging from coincidences and paradoxes to Google PageRank and Markov chain Monte Carlo (MCMC). Additional

**Java** - Walter Savitch 2014-03-03  
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Java: An Introduction to Problem Solving and Programming, 7e, is ideal for introductory Computer Science courses using Java, and other introductory programming courses in departments of Computer Science, Computer Engineering, CIS, MIS, IT, and Business. It also serves as a useful Java fundamentals reference for programmers. Students are introduced to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces inheritance, and exception handling. The Java coverage is a concise, accessible introduction that covers key language features. Objects are covered thoroughly and early in the text, with an emphasis on application programs over applets. MyProgrammingLab for Java is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better performance in the course—and provides

educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Personalized Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. A Concise, Accessible Introduction to Java: Key Java language features are covered in an accessible manner that resonates with introductory programmers. Tried-and-true Pedagogy: Numerous case studies, programming examples, and programming tips are used to help teach problem-solving and programming techniques. Flexible Coverage that Fits your Course: Flexibility charts and optional graphics sections allow instructors to order chapters and sections based on their course needs. Instructor and Student Resources that Enhance Learning: Resources are available to expand on the topics presented in the text.

#### **Programming in Java** - Sachin Malhotra 2013-12-28

The second edition of Programming in Java confirms to Java Standard Edition 7, the latest release since Oracle took over Sun Microsystems. It is significant in the sense that the last update was six years back and this major release comes bundled with plenty of enhancements which were overdue. To list a few noticeable enhancements, Java 7 includes support for strings in switch statements, try-with-resources statement, improved multi-catch, binary numeric literals, numeric literals with underscores, new APIs in NIO like Path and Files, automatic resource management, and much more. The second edition presents all these new topics with suitable examples. This second edition is not just about the enhancements introduced in Java 7; practically every chapter has been revisited to refine the text as much as possible with new example codes and greater topical coverage.

#### *Introduction to Java Programming and Data Structures, Comprehensive Version, Global Edition* - Y. Daniel Liang 2018-02-18

This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp 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.

#### *Introduction to Programming Using Java* - David Eck 2009-09-01

### **American Book Publishing Record** - 2003

#### *Artificial Intelligence Illuminated* - Ben Coppin 2004

Artificial Intelligence Illuminated presents an overview of the background and history of artificial intelligence, emphasizing its importance in today's society and potential for the future. The book covers a range of AI techniques, algorithms, and methodologies, including game playing, intelligent agents, machine learning, genetic algorithms, and Artificial Life. Material is presented in a lively and accessible manner and the author focuses on explaining how AI techniques relate to and are derived from natural systems, such as the human brain and evolution, and explaining how the artificial equivalents are used in the real world. Each chapter includes student exercises and review questions, and a detailed glossary at the end of the book defines important terms and concepts highlighted throughout the text.

#### **Systems Analysis and Design** - Alan Dennis 2020-11-17

Systems Analysis and Design: An Object-Oriented Approach with UML, Sixth Edition helps students develop the core skills required to plan, design, analyze, and implement information systems. Offering a practical hands-on approach to the subject, this textbook is designed to keep students focused on doing SAD, rather than simply reading about it. Each chapter describes a specific part of the SAD process, providing clear instructions, a detailed example, and practice exercises. Students are guided through the topics in the same order as professional analysts working on a typical real-world project. Now in its sixth edition, this edition has been carefully updated to reflect current methods and

practices in SAD and prepare students for their future roles as systems analysts. Every essential area of systems analysis and design is clearly and thoroughly covered, from project management, to analysis and design modeling, to construction, installation, and operations. The textbook includes access to a range of teaching and learning resources, and a running case study of a fictitious healthcare company that shows students how SAD concepts are applied in real-life scenarios.

#### Introduction to Java Programming - Y. Daniel Liang 2012-02-15

An audience-centered approach to public speaking Public Speaking: An Audience-Centered Approach brings theory and practice together. Its distinctive and popular approach emphasizes the importance of analyzing and considering the audience at every point in the speech making process. This model of public speaking is the foundation of the text, and it guides students through the step-by-step process of public speaking, focusing their attention on the dynamics of diverse audiences, and narrowing the gap between the classroom and the real world.

MyCommunicationLab is an integral part of the Beebe/Beebe program.

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With extensive opportunities for the application of course content, MyCommunicationLab helps students become better speakers and master key public speaking concepts. Interactive videos provide students with the opportunity to watch and evaluate sample speeches. Online self-assessments and pre- and post-tests help students assess their comfort level with public speaking and their knowledge of the material.

MediaShare allows students to post speeches and share them with classmates and instructors. ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code.

Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. --

#### *Computer Graphics Using Java 2D and 3D* - Hong Zhang 2007

This Java based graphics text introduces advanced graphic features to a student audience mostly trained in the Java language. Its accessible approach and in-depth coverage features the high-level Java 2D and Java 3D APIs, offering a presentation of 2D and 3D graphics without compromising the fundamentals of the subject.

#### Introduction to Java Programming with Sun One Studio 4 - Y. Daniel Liang 2002-09

First on the market to cover Sun's new IDE Forte, this special edition of a Liang's widely used Java book is a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming. The book is easy to read and well paced, and is ideal for self-study. The book covers all subjects required in the Level I Java Certification Exam -- fundamentals of programming (including primitive data types, control statements, methods, and arrays); object-oriented programming; graphics programming; exception handling; internalization; multithreading; multimedia; I/O; networking; and Java data structures

#### **Mastering Modern Linux** - Paul S. Wang 2018-06-14

Praise for the First Edition: "This outstanding book ... gives the reader robust concepts and implementable knowledge of this environment. Graphical user interface (GUI)-based users and developers do not get short shrift, despite the command-line interface's (CLI) full-power treatment. ... Every programmer should read the introduction's Unix/Linux philosophy section. ... This authoritative and exceptionally well-constructed book has my highest recommendation. It will repay careful and recursive study." --Computing Reviews, August 2011

Mastering Modern Linux, Second Edition retains much of the good material from the previous edition, with extensive updates and new topics added. The book provides a comprehensive and up-to-date guide to Linux concepts, usage, and programming. The text helps the reader master Linux with a well-selected set of topics, and encourages hands-on practice. The first part of the textbook covers interactive use of Linux via the Graphical User Interface (GUI) and the Command-Line Interface (CLI), including comprehensive treatment of the Gnome desktop and the

Bash Shell. Using different apps, commands and filters, building pipelines, and matching patterns with regular expressions are major focuses. Next comes Bash scripting, file system structure, organization, and usage. The following chapters present networking, the Internet and the Web, data encryption, basic system admin, as well as Web hosting. The Linux Apache MySQL/MariaDB PHP (LAMP) Web hosting combination is also presented in depth. In the last part of the book, attention is turned to C-level programming. Topics covered include the C compiler, preprocessor, debugger, I/O, file manipulation, process control, inter-process communication, and networking. The book includes many examples and complete programs ready to download and run. A summary and exercises of varying degrees of difficulty can be found at the end of each chapter. A companion website (<http://mml.sofpower.com>) provides appendices, information updates, an example code package, and other resources for instructors, as well as students.

**The Java Language Specification** - James Gosling 2000

For nearly five years, one book has served as the definitive reference to Java for all serious developers: The Java Language Specification, by James Gosling, Bill Joy, and Guy Steele. Now, these world-renowned Java authorities (along with new co-author Gilad Bracha) have delivered a monumental update. This completely revised Second Edition covers the Java 2 Platform Standard Edition Version 1.3 with unprecedented depth and precision, offering the invaluable insights of Java's creators to every developer. There is no better source for learning everything about the Syntax and Semantics of the Java programming language. Developers will turn to this book again and again.

**Java Programming for Kids** - Yakov Fain 2004-05-01

This illustrated book teaches kids to write computer programs. Kids will learn basics of programming while creating such computer games as Tic-Tac-Toe, Ping-Pong and others. This book can be useful for three categories of people: kids from 10 to 18 years old, school computer teachers, parents who want to teach their kids programming.

**Web Development and Design Foundations with Html5** - Terry Felke-Morris 2016-02-12

For courses in web development and design. A Comprehensive, Well-

Rounded Intro to Web Development and Design Updated and expanded in this Eighth Edition, Web Development and Design Foundations with HTML5 presents a comprehensive introduction to the development of effective web sites. Intended for beginning web developers, the text relates both the necessary hard skills (such as HTML5, CSS, and JavaScript) and soft skills (design, e-commerce, and promotion strategies) considered fundamental to contemporary web development. An emphasis on hands-on practice guides readers, as the text introduces topics ranging from configuration and layout to accessibility techniques and ethical considerations. The Eighth Edition contains updated coverage of HTML5 and CSS, expanded coverage of designing for mobile devices, and more.

**Introduction to Java Programming** - Y. Daniel Liang 2005

For courses in Java--Introduction to Programming and Object-Oriented Programming. The Fifth Edition of this outstanding text is revised in every detail to enhance clarity, content, presentation, examples, and exercises. Now expanded to include more extensive coverage of advanced Java topics, this new edition is available two ways. Choose the Comprehensive edition (chapters 1-29) that includes the new advanced material or choose the Custom Core version (chapters 1-16) that covers material through exception handling and IO. The early chapters outline the conceptual basis for understanding Java and guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail, including using objects for design, culminating with the development of comprehensive Java applications.

**Programming the World Wide Web** - Robert W. Sebesta 2010

KEY BENEFIT: A comprehensive introduction to the tools and skills required for both client- and server-side programming, that teaches how to develop platform-independent sites using the most current Web development technology. KEY TOPICS: Internet introduction; Web Browsers and Servers; URL; MIME; HTTP; Web Programmer's Toolbox; HTML and XHTML; CSS; JavaScript(TM); XML and XLST; Applets; Flash; Perl(TM)/CGI; Java Web Programming; PHP; ASP.NET Using C# and Ajax; Visual Studio; Database Access through the Web; Ruby; Rails 2.0; Ajax. MARKET: An ideal reference for Web programming professionals.