

Programming With Java By E Balagurusamy 2nd Edition

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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. This 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.

Object-oriented programming with C++ - M. P. Bhawe 2004

Programming In C# - E. Balagurusamy
2008-11-07

Written by the most well known face of India's IT literacy movement, this book is designed for the first course in C# taken by undergraduate students in Computers and Information Technology. The revised edition maintains the lucid flow and continuity which has been the strength of the book.

OBJECT ORIENTED PROGRAMMING WITH JAVA - M. T. SOMASHEKARA 2017-06-01

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

Programming with Java - E Balagurusamy
2019

Numerical Methods - Balagurusamy 1999-07

A Practical Approach to Learn JAVA - Mayank Patel

The proposed book is a special practical guide to all who want to learn the Java Programming from basic without having the deep knowledge of theoretical concept. It covers on extensive syllabus designed by Rajasthan technical University and various private universities of Rajasthan. The each topic is demonstrative with more than 200 solved programming examples that are covered in the book. It has a comprehensive coverage of complicated topics like Packages, Interfaces, Collections, Applets, AWTs, Derby Database, Swing and Calendar class with detailed description of real life problems solution. The objective questions and programming exercises of each chapter are given at the end. More than 300 questions to solve including programming exercises with 100% Practical Implementation of all the topics on Core Java Programming are covered in it. Book also has the challenging JAVA practical Questions and commonly asked interview Questions.

Fundamentals of Computer Programming with C# - Svetlin Nakov 2013-09-01

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their

implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack,

queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Indian Books in Print - 2003

Programming with Java - E. Balagurusamy
1998

Introduction to Programming Using Java - David Eck 2009-09

This is a free, on-line textbook on introductory programming using Java. This book is directed mainly towards beginning programmers, although it might also be useful for experienced programmers who want to learn more about Java. It is an introductory text and does not provide complete coverage of the Java language. The text is a PDF and is suitable for printing or on-screen reading. It contains internal links for navigation and external links to source code files, exercise solutions, and other resources.

Contents: 1) Overview: The Mental Landscape. 2) Programming in the Small I: Names and Things. 3) Programming in the Small II: Control. 4) Programming in the Large I: Subroutines. 5) Programming in the Large II: Objects and Classes. 6) Introduction to GUI Programming. 7) Arrays. 8) Correctness and Robustness. 9) Linked Data Structures and Recursion. 10) Generic Programming and Collection Classes. 11) Files and Networking. 12) Advanced GUI Programming. Appendices: Source Code for All Examples in this Book, and News and Errata.

Head First Java - Kathy Sierra 2005-02-09
Learning a complex new language is no easy task especially when it s an object-oriented

computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Programming with JAVA - A Primer - E. Balaguruswamy 2014-06-04

Programming with JAVA, 3e, incorporates all the updates and enhancements added to JAVA 2 and J2SE 5.0 releases. The book presents the language concepts in extremely simple and easy-to-understand style with illustrations and examples wherever necessary. Salient Features Fully explains the entire Java language. Discusses Java's unique features such as packages and interfaces. Shows how to create and implement applets. Illustrates the use of advanced concepts like multithread and graphics. Covers exception handling in depth. Debugging exercises and two full-fledged projects. Includes model questions from the Sun Certified JAVA Programmer Exam.

PROGRAMMING IN JAVA - Dr Kamalendu Kumar Pandey 2020-08-26

Even after 25 years of its birth, Java is still on the top of all programming languages. The reason is its platform independence and architectural neutrality. This is the reason why every curriculum of computer science and engineering have a subject of Java Programming. The authors of this book have vast experience in teaching Java at undergraduate and post graduate level. This book is the nectar of their experience and it has been written looking at the all perspective of education and understanding the concepts and applications. The focus is moreover on the fundamental aspects of the Java Programming. The authors have tried to cover all the latest developments in the language which is happening from time to time.

Java - Er. Nagesh Jaitak

Object oriented programming with C++ - Mahesh Bhav

This fully revised and indispensable edition of Object-Oriented Programming with C++ provides a sound appreciation of the fundamentals and syntax of the language, as well as of various concepts and their applicability in real-life problems. Emphasis has been laid on the reusability of code in object-oriented programming and how the concepts of class, objects, inheritance, polymorphism, friend functions, and operator overloading are all geared to make the development and maintenance of applications easy, convenient and economical.

The Elements of Computing Systems - Noam Nisan 2008-01-25

A textbook with a hands-on approach that leads students through the gradual construction of a complete and working computer system including the hardware platform and the software hierarchy. In the early days of computer science, the interactions of hardware, software, compilers, and operating system were simple enough to allow students to see an overall picture of how computers worked. With the increasing complexity of computer technology and the resulting specialization of knowledge, such clarity is often lost. Unlike other texts that cover only one aspect of the field, *The Elements of Computing Systems* gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system. Indeed, the best way to understand how computers work is to build one from scratch, and this textbook leads students through twelve chapters and projects that gradually build a basic hardware platform and a modern software hierarchy from the ground up. In the process, the students gain hands-on knowledge of hardware architecture, operating systems, programming languages, compilers, data structures, algorithms, and software engineering. Using this constructive approach, the book exposes a significant body of computer science knowledge and demonstrates how theoretical and applied techniques taught in other courses fit into the overall picture. Designed to support one- or two-semester courses, the book is based on an abstraction-implementation paradigm; each chapter presents a key hardware or software abstraction, a proposed implementation that makes it concrete, and an actual project. The emerging computer system can be built by following the chapters, although this is only one option, since the projects are self-contained and can be done or skipped in any order. All the computer science knowledge necessary for completing the projects is embedded in the book, the only pre-requisite being a programming experience. The book's web site provides all tools and materials necessary to build all the hardware and software systems described in the text, including two hundred test

programs for the twelve projects. The projects and systems can be modified to meet various teaching needs, and all the supplied software is open-source.

Let Us C: Authentic Guide to C PROGRAMMING Language 17th Edition (English Edition) -

Yashavant Kanetkar 2020-09-04

Learn the hand-crafted notes on C programming Key Features Strengthens the foundations, as a detailed explanation of programming language concepts are given Lucid explanation of the concept Well thought-out, fully working programming examples End-of-chapter exercises that would help you practice the skills learned in the chapter Hand-crafted "KanNotes" at the end of the each chapter that would help the reader remember and revise the concepts covered in the chapter Focuses on how to think logically to solve a problem Description The new edition of this classic book has been thoroughly revamped, but remains faithful to the principles that have established it as a favourite amongst students, teachers and software professionals round the world. "Simplicity"- that has been the hallmark of this book in not only its previous sixteen English editions, but also in the Hindi, Gujarati, Japanese, Korean, Chinese and US editions. This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle advanced topics towards the end of the book. What will you learn C Instructions Decision Control Instruction, Loop Control Instruction, Case Control Instruction Functions, Pointers, Recursion Data Types, The C Preprocessor Arrays, Strings Structures, Console Input/Output, File Input/Output Who this book is for Students, Programmers, researchers, and software developers who wish to learn the basics of C++ programming language. Table of Contents 1. Getting Started 2. C Instructions 3. Decision Control Instruction 4. More Complex Decision Making 5. Loop Control Instruction 6. More Complex Repetitions 7. Case Control Instruction 8. Functions 9. Pointers 10. Recursion 11. Data Types Revisited 12. The C Preprocessor 13. Arrays 14. Multidimensional Arrays 15. Strings 16. Handling Multiple Strings 17. Structures 18. Console Input/Output 19. File Input/Output 20. More Issues In Input/Output 21. Operations On Bits 22. Miscellaneous

Features 23. Interview FAQs Appendix A- Compilation and Execution Appendix B- Precedence Table Appendix C- Chasing the Bugs Appendix D- ASCII Chart Periodic Tests I to IV, Course Tests I, II Index About the Authors Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "Distinguished Alumnus Award" by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. His Linkedin profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

Programming in Basic - E. Balagurusamy 1984

INTERACTIVE JAVA PROGRAMMING -

Norbaizura Binti Mokhtar 2020-07-21

This book is designed for those readers who wish to start learning to program in an interactive java programming language. It has been designed primarily as a first programming text. It is also suitable for those who already have some experience with another programming language, and who now wish to move on to an interactive object-oriented one.

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++.

Data Structures and Algorithms in Java - Michael T. Goodrich 2014-01-28

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

The Self-Taught Programmer - Cory Althoff 2022-01-13

Programming in ANSI C - E. Balagurusamy 2017

Java Programming - D. S. Malik 2006

This second edition of Java Programming: From Problem Analysis to Program Design continues to offer readers a truly student-focused approach to the introductory Java course. In addition to extensive examples and exercise sets, this text offers at least one complete Programming Example at the end of each chapter that contains the stages of Input, Output, Problem Analysis and Algorithm Design, and a Complete Program Listing. Utilizing extensive visual diagrams and accurate full-color code, Dr. Malik's programming texts have proven highly successful for beginning programming students.

Let us Java - Kanetkar Yashavant 2019-09-20

Learn the basics of most favored dynamic language for application development Key features Major reorganisation of chapters with a view to improve comprehension of concepts involved Comprehensive coverage of all the concepts of Core Java Simple language, crystal clear approach, user friendly book Concepts are duly supported by several examples and self explanatory analogies. DescriptionJava Language is very popularly used for creating applications for PC, Laptop, Tablet, Web and Mobile world Learning a language that can work on so many different platforms can be a challenge. This is where you would find this book immediately useful. It follows simple and easy narration style. It doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on reader's mind. Object Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this book, cover every aspect of Java programming. What will you learn Data types & Control Instructions Classes & Objects Arrays & Strings Inheritance & Polymorphism Interfaces, Packages Exception Handling, Effective IO Multithreading & Synchronization Generics, Collection classes, GUI Using Swing Database Connectivity Using JDBC Who this book is forThis book will prove to be a "e;must have"e; for beginners as well as experienced professionals as it is a stepping stone for learning Java technology. Table of contents1. An Overview of Java 2. Getting Started 3. Java Data Types and Instructions 4. Decision Control Instruction 5. Loop Control Instruction6. Case Control Instruction7. Functions8. Advanced Features of Functions9. Introduction to OOP10. Classes and Objects11. Arrays12. Strings and Enums13. Inheritance14. Polymorphism15. Exception Handling16. Effective Input/ Output17. Multithreading In Java18. Generics19. Collection Classes20. User Interfaces21. JDBC22. Index About the authorYashavant Kanetkar Through his books and Quest Video Courses on C, C++, Java,

Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yashavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His LinkedIn profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

The C Book, Featuring the ANSI C Standard - Mike Banahan 1991

This book presents an introduction to the C programming language, featuring a structured approach and aimed at professionals and students with some experience of high-level languages. Features *includes embedded summary material in bulleted form *highlights common traps and pitfalls in C programming.

Head First C - David Griffiths 2012-04-03

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

Let Us Java: Strong Foundation for JAVA Programming (English Edition) - Yashavant

Kanetkar 2019-10-21

Learn the basics of most favoured dynamic language for application development Key Features Major reorganisation of chapters with a view to improve comprehension of concepts involved Comprehensive coverage of all the concepts of Core Java Simple language, crystal clear approach, user-friendly book Concepts are duly supported by several examples and self-explanatory analogies. Description Java Language is very popularly used for creating applications for PC, Laptop, Tablet, Web and Mobile world Learning a language that can work on so many different platforms can be a challenge. This is where you would find this book immediately useful. It follows a simple and easy narration style. It doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle complex topics towards the end. Each chapter has been designed to create a deep and lasting impression on the reader's mind. Object-Oriented Programming has been covered in detail to give a strong foundation for Java Programming. Well thought out and fully working example programs and carefully crafted exercises of this book, cover every aspect of Java programming. What will you learn Data types & Control Instructions Classes & Objects Arrays & Strings Inheritance & Polymorphism Interfaces, Packages Exception Handling, Effective IO Multithreading & Synchronization Generics, Collection classes, GUI Using Swing Database Connectivity Using JDBC Who this book is for This book will prove to be a "must have" for beginners as well as experienced professionals as it is a stepping stone for learning Java technology. Table of Contents 1. An Overview of Java 2. Getting Started 3. Java Data Types and Instructions 4. Decision Control Instruction 5. Loop Control Instruction 6. Case-Control Instruction 7. Functions 8. Advanced Features of Functions 9. Introduction to OOP 10. Classes and Objects 11. Arrays 12. Strings and Enums 13. Inheritance 14. Polymorphism 15. Exception Handling 16. Effective Input/ Output 17. Multithreading In Java 18. Generics 19. Collection Classes 20. User Interfaces 21. JDBC 22. Index About the Author Yashavant Kanetkar Through his books and Quest Video Courses on C, C++, Java, Python,

Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. His LinkedIn profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

C Programming And Data Structures (for Jntu) - Balagurusamy

Thinking in Java - Bruce Eckel 2003
Provides link to sites where book in zip file can be downloaded.

Introduction to Computing & Problem Solving With PYTHON - Jeeva Jose 2016-08-01
This book 'Introduction to Computing and Problem Solving with Python' will help every student, teacher and researcher to understand the computing basics and advanced Python programming language. The Python programming topics include the reserved keywords, identifiers, variables, operators, data types and their operations, flow control techniques which include decision making and looping, modules, files and exception handling techniques. Advanced topics like Python regular expressions, Database Programming and Object Oriented Programming concepts are also covered in detail. All chapters have worked out programs, illustrations, review and frequently asked interview questions. The simple style of presentation makes this a friend for self-learners. More than 300 solved lab exercises available in this book is tested in Python 3.4.3 version for Windows. The book covers syllabus for more than 35 International Universities and 45 Indian universities like Dr. APJ Abdul Kalam Technological University, Christ University, Savitribai Phule Pune University, University of Delhi, University of Calicut, Mahatma Gandhi

University, University of Mumbai, AICTE, CBSE, MIT, University of Virginia, University of Chicago, University of Toronto, Technical University of Denmark etc.

Building Java Programs - Stuart Reges 2014
This textbook is designed for use in a two-course introduction to computer science.

OBJECT-ORIENTED PROGRAMMING WITH C++ AND JAVA - DEBASIS SAMANTA
2006-01-01

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.

Proceedings of the Asia Pacific Conference on Parallel and Distributed Computing Technologies - P. Venkata Krishna 2004

Contributed papers presented at the conference held on 13-15 December, 2004, at Vellore, India.

Object-Oriented Programming with C++ - David Parsons 2001

The principles and practices of object-orientation have become increasingly important to students on university and college computing courses. This title demystifies the rather forbidding terminology used in object-orientation, and presents each aspect in a simple form, using C++ as the example language.

Data Structures Using C - E. Balagurusamy 2013

Programming in Scala - Martin Odersky 2008
Presents an introduction to the new programming language for the Java Platform.

Core Java: An Integrated Approach: Covers

Concepts, programs and Interview

Questions w/CD - R. Nageswara Rao/kogent
Solutions 2008-02

The book is written in such a way that learners without any background in programming are able to follow and understand it entirely. It discusses the concepts of Java in a simple and straightforward language with a clear cut explanation, without beating around the bush. On reading the book, readers are able to write simple programs on their own, as this is the first requirement to become a Java Programmer. The book provides ample solved programs which could be used by the students not only in their examinations but also to remove the fear of

programming from their minds. After reading the book, the students gain the confidence to apply for a software development company, face the interview board and come out successful. The book covers sample interview questions which were asked in various interviews. It helps students to prepare for their future careers.

Programming with Java - Mahesh P. Bhave
2008-09

Programming with Java is designed to help the reader understand the concepts of Java programming language. It includes an exhaustive coverage of additional appendices on keywords, operators and supplementary programs; additional chapters on Collect.