

Object Oriented Programming in Java



Object Oriented Programming Java

Sandip Rakshit | Goutam Panigrahi

Object Oriented Programming Java :

Object-Oriented Programming and Java Danny C. C. Poo, Derek Kiong, Swarnalatha Ashok, 2008 Covering the latest in Java technologies Object Oriented Programming and Java teaches the subject in a systematic fundamentals first approach 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 By establishing a solid foundation in the understanding of object oriented programming concepts and their applications this book provides readers with the pre requisites for writing proper object oriented programs using Java

Object Oriented Programming In Java (With Cd) Dr. G.T.Thampi, 2009 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 David J. Barnes, 2000 For an undergraduate course in Object Oriented Programming or a course in Intermediate Java Programming Appealing to programmers and non programmers alike this complete introduction to Java shows students how to use this versatile and popular object oriented programming language as a primary tool in many different aspects of their programming work not just for creating programs with graphical content within Web pages and includes complete descriptions of the fundamental elements of Java with step by step instructions on how to compile and run a program Well organized clearly written and visually engaging it gives students real hands on experience as it guides them through all of Java s functions and capabilities reinforcing their understanding with periodic reviews and helping them see Java s everyday applicability through many interesting case studies Emphasizing the importance of good programming style particularly the need to maintain an object s integrity from outside interference it teaches students how to harness the power of Java in object oriented programming and enables them to create their own interesting and practical every day applications

The Practice and Philosophy of Object-Oriented Programming in Java Drue Coles, 2021-07-13

Object Oriented Programming Using C++ and Java Ramesh Vasappanavara, 2011 This book 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

OBJECT ORIENTED PROGRAMMING WITH JAVA M. T. SOMASHEKARA, D. S. GURU, K. S. MANJUNATHA, 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

Understanding Object-oriented Programming with Java Timothy Budd,2006

Java Programming Fundamentals Premchand S. Nair,2008-11-20 While Java texts are plentiful it s difficult to find one that takes a real world approach and encourages novice programmers to build on their Java skills through practical exercise Written by an expert with 19 experience teaching computer programming Java Programming Fundamentals presents object oriented programming by employing examples taken

A Comprehensive Introduction to Object-oriented Programming with Java C. Thomas Wu,2008 A Comprehensive 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 The text focuses on showing students a consistent problem solving approach

Object Oriented Programming Anuradha A.

Puntambekar,2020-12-01 This textbook is written with the intension of teaching C programming in step by step manner along with programming examples and logic explanation The book begins with the fundamental concepts of Object Oriented Programming and introducing C as object oriented programming language Gradually the book covers all the object oriented features such as polymorphism inheritance virtual functions templates exception handling and files and streams At the end of this book the concept of Standard Template Library STL is discussed In this the implementation of container algorithms and iterators is illustrated in much easier way This book teaches how to program in the powerful C language assuming no prior knowledge of programming in the most lucid manner

Object-oriented Programming Featuring Graphical

Applications in Java Michael Jay Laszlo,2002 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

Beginning Java 17 Fundamentals Kishori Sharan, Adam L. Davis, 2021-11-28 Learn the fundamentals of the Java 17 LTS or Java Standard Edition version 17 Long Term Support release including basic programming concepts and the object oriented fundamentals necessary at all levels of Java development Authors Kishori Sharan and Adam L Davis walk you through writing your first Java program step by step Armed with that practical experience you ll be ready to learn the core of the Java language Beginning Java 17 Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the topics faster While this book teaches you the basics it also has been revised to include the latest from Java 17 including the following value types records immutable objects with an efficient memory layout local variable type inference var pattern matching a mechanism for testing and deconstructing values sealed types a mechanism for declaring all possible subclasses of a class multiline text values and switch expressions The book continues with a series of foundation topics including using data types working with operators and writing statements in Java These basics lead onto the heart of the Java language object oriented programming By learning topics such as classes objects interfaces and inheritance you ll have a good understanding of Java s object oriented model The final collection of topics takes what you ve learned and turns you into a real Java programmer You ll see how to take the power of object oriented programming and write programs that can handle errors and exceptions process strings and dates format data and work with arrays to manipulate data What You Will Learn Write your first Java programs with emphasis on learning object oriented programming How to work with switch expressions value types records local variable type inference pattern matching switch and more from Java 17 Handle exceptions assertions strings and dates and object formatting Learn about how to define and use modules Dive in depth into classes interfaces and inheritance in Java Use regular expressions Take advantage of the JShell REPL tool Who This Book Is For Those who are new to Java programming who may have some or even no prior programming experience

OBJECT ORIENTED PROGRAMMING WITH JAVA Hanumanth Ladwa, OBJECT ORIENTED PROGRAMMING WITH JAVA **A Hand Book of Objected Oriented Programming With Java** Sandip Rakshit | Goutam Panigrahi, 1995-12 A Hand Book of Objected Oriented Programming With Java An Introduction to Programming Using

Java Anthony J. Dos Reis,2010-10-18 Beginning Java Programming Bart Baesens,Aimee Backiel,Seppe vanden Broucke,2015-02-17 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 **Fundamentals of Object-Oriented Programming in Java** Permanand Mohan,2013-02-28 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

Interactive Object Oriented Programming in Java Vaskaran Sarcar,2016-12-19 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

The Essence of Object-oriented Programming with Java and UML Bruce E. Wampler,2002 CD ROM contains source code of the book s examples and several software tools useful for programming in Java

Comprehensive Introduction to Object-Oriented Programming With Java, A. C. Wu,2007 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 As with Wu s other text he takes a consistent problem solving approach and integrates this same approach throughout the textbook

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