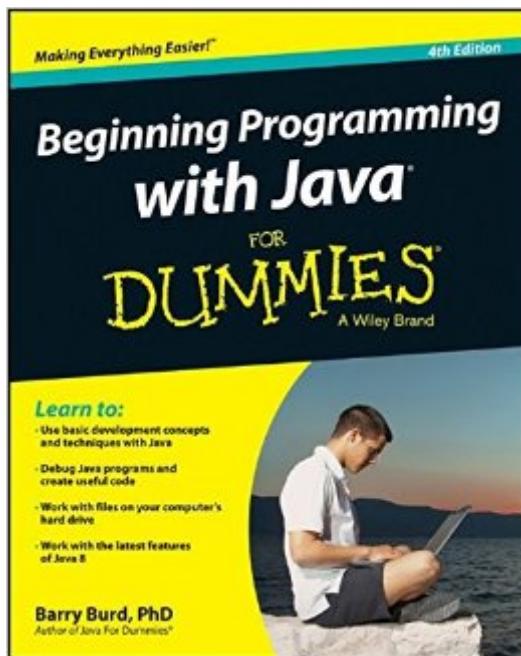


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Beginning Programming With Java For Dummies



Synopsis

A practical introduction to programming with Java Beginning Programming with Java For Dummies, 4th Edition is a comprehensive guide to learning one of the most popular programming languages worldwide. This book covers basic development concepts and techniques through a Java lens. You'll learn what goes into a program, how to put the pieces together, how to deal with challenges, and how to make it work. The new Fourth Edition has been updated to align with Java 8, and includes new options for the latest tools and techniques. Java is the predominant language used to program Android and cloud apps, and its popularity is surging as app demand rises. Whether you're just tooling around, or embarking on a career, Beginning Programming with Java For Dummies, 4th Edition is a great place to start. Step-by-step instruction, easy-to-read language, and quick navigation make this book the perfect resource for new programmers. You'll begin with the basics before moving into code, with simple, yet detailed explanations every step of the way. Topics include: Learn the language with sample programs and the Java toolkit Familiarize yourself with decisions, conditions, statements, and information overload Differentiate between loops and arrays, objects and classes, methods and variables The book also contains links to additional resources, other programming languages, and guidance as to the most useful classes in the Java API. If you're new to programming languages, Beginning Programming with Java For Dummies, 4th Edition provides the instruction and practice you need to become a confident Java programmer.

Book Information

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& Beginning

Customer Reviews

This book is awesome. I'm learning Java for work, and my boss got me a different book on java which was a very serious college textbook. That book is 1100 pages. I tried to start reading it, but I was very intimidated, overwhelmed, and I struggled to understand the concepts. So, I bought this "Beginning Programming" book by Burd, and it saved me! Burd's book is very easy to understand. Some concepts were tricky, but by the end of the chapter I got it. His pace for introducing new material was perfect. I didn't get overwhelmed or bored. I had done programming in a different language before, and I was concerned that getting a "Beginning Programming" book would be too elementary. That wasn't a problem. I just skipped over anything that was too basic (e.g. explaining what a loop is). And actually, I didn't end up skipping very much. The book is light-hearted and fun to read. So, I ended up reading almost everything, even parts that were a bit obvious to me. The coding exercises were great. After only a couple of chapters, I was actually writing and running the little example java programs on my computer. I really felt like I was making progress right away! I would do each sample program exactly like the book showed me, and then I would often play around with it, making little changes and experimenting. By the end of the book, I had written a couple of programs all on my own using the knowledge from the book. I wrote a little "Rock, Paper, Scissors" game and a "Tic Tac Toe" game. These weren't extensions of the example programs in the book. They were brand new programs I dreamed up to experiment with the concepts I was learning.

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