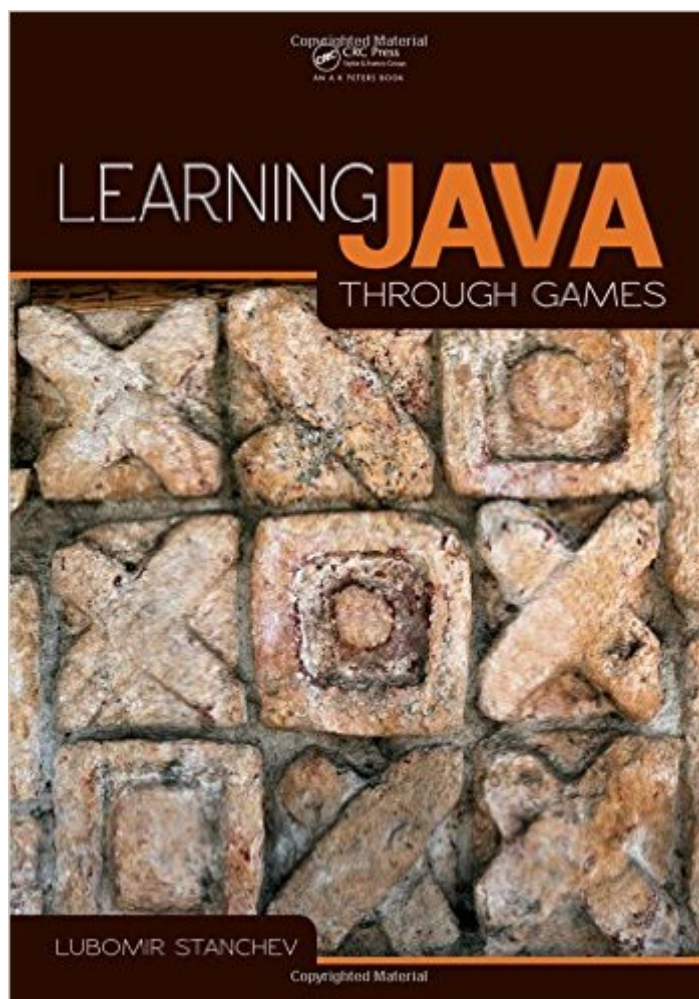


The book was found

Learning Java Through Games



Synopsis

Learning Java Through Games teaches students how to use the different features of the Java language as well as how to program. Suitable for self-study or as part of a two-course introduction to programming, the book covers as much material as possible from the latest Java standard while requiring no previous programming experience. Taking an application-motivated approach, the text presents an abundance of games. Students must read through the whole chapter to understand all the features that are needed to implement the game. Most chapters start with a description of a game and then introduce different Java constructs for implementing the features of the game on need-to-use bases. The text teaches students not only how to write code that works but also how to follow good software practices. All sample programs in the text strive to achieve low cohesion and high coupling—the hallmarks of well-designed code. Many programs are refactored multiple times to achieve code that is easy to understand, reuse, and maintain. The first part of the book covers basic programming techniques, such as conditional statements, loops, methods, arrays, and classes. The second part focuses on more advanced topics, including class inheritance, recursions, sorting algorithms, GUI programming, exception handling, files, and applets.

Book Information

Paperback: 386 pages

Publisher: CRC Press; 1 edition (November 12, 2013)

Language: English

ISBN-10: 1466593318

ISBN-13: 978-1466593312

Product Dimensions: 6.9 x 0.9 x 9.9 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars— See all reviews— (3 customer reviews)

Best Sellers Rank: #1,657,603 in Books (See Top 100 in Books) #337 in— Books > Computers & Technology > Programming > Languages & Tools > Java > Beginner's Guides #1201 in— Books > Computers & Technology > Games & Strategy Guides > Game Programming #1975 in— Books > Textbooks > Computer Science > Graphics & Visualization

Customer Reviews

Not bad. I must say it is fun and generally easy to follow. I like how it approaches subjects in certain ways that are more intuitive than other texts. A few errors and parts where further explanation are my main suggestions. With a little correction, this would be perfect!

This is a great book, which is written by a professor that cares about his students learning the information. I recommend this book for anybody started out in java.

Great

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