

Notes in Object Oriented Programming

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Preface

This is a Quarto book.

1 Introduction

Notes in object oriented programming with various languages including

- smalltalk
- java / bluej
- c++
- ...

2 Reading List

2.1 General OO Design

- Object Oriented Analysis, Design, Programming. Peter Coad
- The Object-Oriented Thought Process. Weisfeld
- Guide to the Unified Process Featuring UML, Java, and Design Patterns
- An Introduction to Object Oriented Programming. Timothy Budd
- How to Design Classes. Felleisen et al
- How to Write Good Programs. Perdita
- The Essence of Software - Why Concepts Matter for Great Design. Daniel Jackson

2.2 Design Patterns

- Object-Oriented Design and Patterns. Cay Horstmann
- Python in Practice - Create Better Programs Using Concurrency, Libraries, and Patterns

2.3 Java

Bluej

- Objects First with Java - A Practical Introduction Using Bluej. David Barnes
- OOP - Learn Object Oriented Thinking & Programming. Pecinovsky

General

- Introduction to Programming Using Java - version 9, JavaFX Edition. David J Eck
- Big Java - Early Objects (7th ed). Cay Horstmann
- Introduction to Java - Programming and Data Structures. Daniel Liang
- Just Java 2 (6th ed). Peter van der Linden
- Java the UML Way - Integrating Object-Oriented Design and Programming. Else Lervik & Vegard B Havdal

- Start Concurrent - A Gentle Introduction to Concurrent Programming with Java. Wittman et. al.
- Modern Java in Action (2018). Urma, Fusco, Mycroft
- The Art of Java (2003). Schildt, Holmes

OO Programming & Design

- Java and Object Orientation - An Introduction (2002). John Hunt
- Introduction to Software Design with Java (2022). Robillard.
- Software Design - From Programming to Architecture. Braude
- Java Design - Building Better Apps and Applets (1997). Coad, Mayfield
- Software Design Using Java 2. Kevin Lano
- Object Oriented Design with UML and Java. Savage

Problem Solving & Data Structures

- Fundamentals of OOP and Data Structures (2000). Wiener
- Java Collections - An Introduction to Abstract Data Types, Data Structures and Algorithms (2001). Watt, Brown
- Data Structures and Software Developemtn in an Object-Oriented Domain - Java Edition. Jean-Paul Tremblay, Grant A Cheston

Game & Graphics

- Learning Java with Games. Chong-Wei Xu
- Computer Graphics for Java Programmers. Ammeraal
- Introduction to Computer Graphics Using java 2D and 3D. Klawonn

2.4 Smalltalk

- The Art and Science of Smalltalk. Lewis
- Smalltalk and Object Orientation. Hunt
- Smalltalk, Objects, and Design. Liu
- The Design Patterns Smalltalk Companion. Alpert, Brown, Woolf

2.5 GUI Programming

- An Introduction to C & Gui Programming. Simon Long
- Python GUI Programming with Tkinter - Design and Build functional and user-friendly GUI applications. Alan D Moore

Part I

Smalltalk

3 Introduction to Smalltalk

Smalltalk is an object oriented language.