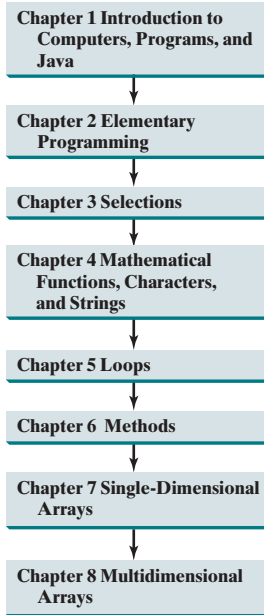
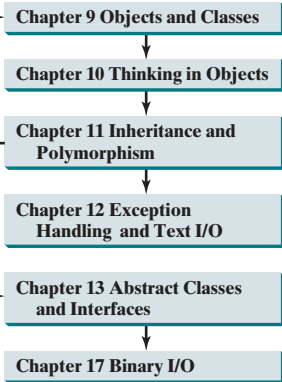


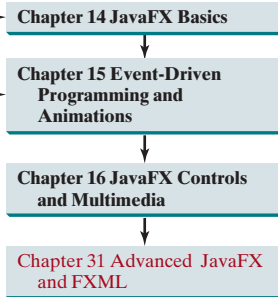
Part I: Fundamentals of Programming



Part II: Object-Oriented Programming



Part III: GUI Programming

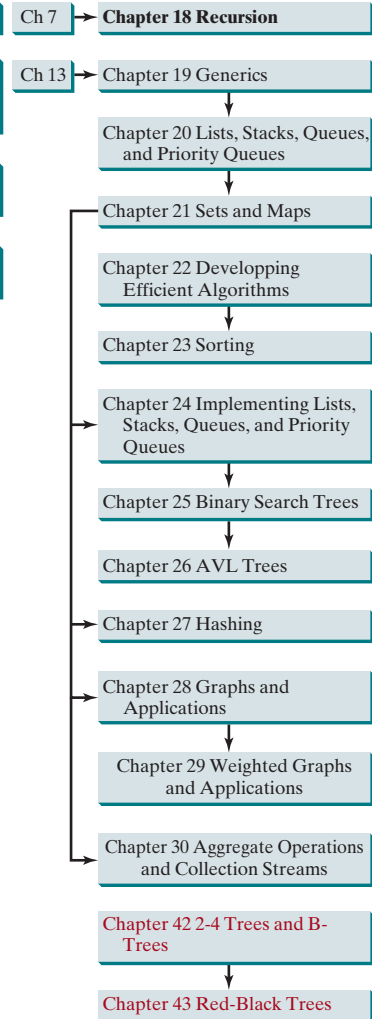


Note: Chapters 1–18 are in the brief version of this book.

Note: Chapters 1–30 are in the comprehensive version.

Note: Chapters 31–44 are bonus chapters available from the Companion Website.

Part IV: Data Structures and Algorithms



Ch 16

Part V: Advanced Java Programming



Ch 9

Chapter 44 Testing Using JUnit

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Chapter 33 Networking

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