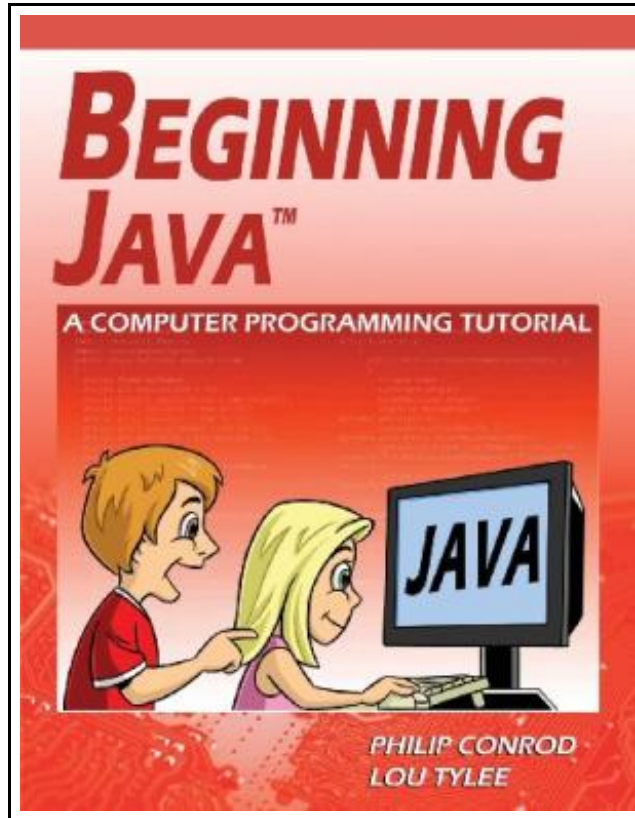


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Kidware Software. Paperback. Book Condition: New. Paperback. 466 pages. Dimensions: 10.9in. x 8.4in. x 1.0in. BEGINNING JAVA is a self-study or instructor led tutorial consisting of 10 chapters explaining (in simple, easy-to-follow terms) how to build a Java application. Students learn about project design, object-oriented programming, console applications, graphics applications and many elements of the Java language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. These projects include a number guessing game, a card game, an allowance calculator, a state capitals game, Tic-Tac-Toe, a simple drawing program, and several non-violent video games. We have also included several college prep bonus projects including a loan calculator, portfolio manager, and a checkbook balancing application to get you ready for college. This tutorial is appropriate for beginning High School Students and adults. BEGINNING JAVA is presented using a combination of over 400 pages of color course notes and actual Java examples. No programming experience is necessary, but familiarity with doing common tasks using a computer operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. This course requires XP, Vista, or Windows 7. To complete this Java tutorial, you need to have a copy of the free Java 7 Development Kit installed on your computer. This tutorial also uses JCreator as the IDE (Integrated Development Environment) for building and testing the Java applications. The Java source code and all needed multimedia files are available for download from the publishers website (KidwareSoftware.com) after book registration. This item ships from multiple locations. Your book may arrive from Roseburg, OR, La Vergne, TN. Paperback.



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