

# **Learn Object-Oriented Java the Hard Way**



**Graham Mitchell**

# Learn Object Oriented Java The Hard Way Graham Mitchell

**Mike Yu, Tomorrowskills**



## **Learn Object Oriented Java The Hard Way Graham Mitchell:**

Java Object Oriented Programming in 30 Minutes Mike Yu, Tomorrowskills, 2022-12-26 Designed for busy people who need to grasp knowledge fast and easy this book focuses on Java object oriented programming OOP With very clear and straight forward examples this book will help you understand how Java OOP works in 30 minutes While the Java language itself is not too difficult to understand OOP is one of its more difficult and confusing concepts There are important OO idioms that only appear in certain languages and each language has its own spin For example there are two ways to call functions in Java Or put it this way there are two types of functions that require different syntaxes The simple procedural way is NOT object oriented The OOP way is different as it has elements such as class and type which requires different and more complicated syntaxes Throughout this book we try to explain the key Java OOP concepts step by step using examples that make sense from a beginner s perspective We walk you through the sample code to illustrate what how and why things are done the OO way And we try to make learning quick and straight forward

**Introduction to Object-oriented Programming with JAVA.** C. Thomas Wu, 2011

**Head First Java** Kathy Sierra, Bert Bates, 2005-02-09 Learning a complex new language is no easy task especially when it s an object oriented computer programming language like Java You might think the problem is your brain It seems to have a mind of its own a mind that doesn t always want to take in the dry technical stuff you re forced to study The fact is your brain craves novelty It s constantly searching scanning waiting for something unusual to happen After all that s the way it was built to help you stay alive It takes all the routine ordinary dull stuff and filters it to the background so it won t interfere with your brain s real work recording things that matter How does your brain know what matters It s like the creators of the Head First approach say suppose you re out for a hike and a tiger jumps in front of you what happens in your brain Neurons fire Emotions crank up Chemicals surge That s how your brain knows And that s how your brain will learn Java Head First Java combines puzzles strong visuals mysteries and soul searching interviews with famous Java objects to engage you in many different ways It s fast it s fun and it s effective And despite its playful appearance Head First Java is serious stuff a complete introduction to object oriented programming and Java You ll learn everything from the fundamentals to advanced topics including threads network sockets and distributed programming with RMI And the new second edition focuses on Java 5 0 the latest version of the Java language and development platform Because Java 5 0 is a major update to the platform with deep code level changes even more careful study and implementation is required So learning the Head First way is more important than ever If you ve read a Head First book you know what to expect a visually rich format designed for the way your brain works If you haven t you re in for a treat You ll see why people say it s unlike any other Java book you ve ever read By exploiting how your brain works Head First Java compresses the time it takes to learn and retain complex information Its unique approach not only shows you what you need to know about Java syntax it teaches you to think like a Java programmer If you want to be bored buy some other book But if

you want to understand Java this book is for you *Fundamentals of Object-Oriented Programming in Java* Permanand Mohan, 2013-02-28 This book aims to present the concepts and techniques of object oriented programming as simply as possible so that it can be easily understood and mastered by beginners The emphasis is on presenting concepts at the right time and with the right amount of detail to encourage learning and mastery of the material The book does not focus on the Java programming language rather Java is used as a vehicle to implement the object oriented concepts presented in the book To help readers become familiar with the Java programming language the book starts off by describing the basic features of the language These include data types and variables arrays control structures if while for etc and performing input and output Several exercises have been carefully designed so that readers can get up to speed with Java as quickly as possible The book strikes a good balance between theory and practice Some object oriented concepts often require lengthy explanations for beginners to fully understand the concepts Based on years of experience in teaching object oriented programming the book condenses long explanations in favour of providing real examples which show how the concepts are implemented in an object oriented program Thus detailed code examples are liberally interspersed with theoretical descriptions throughout the book One of the unique features of the book is that it contains five chapters called Programming Projects which explain how to build a complete object oriented program based on the material presented in the other chapters These chapters appear when all the relevant material required for writing the program has been thoroughly discussed in the preceding chapters Each of the five chapters starts by describing the problem in narrative form The chapter then gives a detailed definition of the functionality required Next the chapter explains how the functionality can be implemented using the object oriented concepts presented earlier in the book The chapter ends with a complete working Java program that solves the problem described Often alternative solutions are presented so that readers will be aware that there are competing ways to implement an object oriented program with different trade offs Another unique feature of the book is that that new material is not used or referenced before it has been discussed The book is essentially incremental in nature so that new concepts being introduced always build on earlier concepts Thus readers are only exposed to new concepts or language features when pre requisite material has been completely discussed Also great care has been taken to avoid the use of programming language features which though very useful for advanced programmers can make it harder for a beginner to focus on and learn the object oriented principles being imparted This book is based on the experience gained from many years of teaching object oriented programming to beginners who know another programming language It is likely to benefit readers who are looking for a good practical introduction to object oriented programming in Java in an easy to understand format

**Modern Programming: Object Oriented Programming and Best Practices** Graham Lee, 2019-06-28 Discover the untapped features of object oriented programming and use it with other software tools to code fast efficient applications

**Key Features** Explore the complexities of object oriented programming OOP Discover what OOP can do for you Learn to use

the key tools and software engineering practices to support your own programming needs

**Book Description** Your experience and knowledge always influence the approach you take and the tools you use to write your programs With a sound understanding of how to approach your goal and what software paradigms to use you can create high performing applications quickly and efficiently In this two part book you ll discover the untapped features of object oriented programming and use it with other software tools to code fast and efficient applications The first part of the book begins with a discussion on how OOP is used today and moves on to analyze the ideas and problems that OOP doesn t address It continues by deconstructing the complexity of OOP showing you its fundamentally simple core You ll see that by using the distinctive elements of OOP you can learn to build your applications more easily The next part of this book talks about acquiring the skills to become a better programmer You ll get an overview of how various tools such as version control and build management help make your life easier This book also discusses the pros and cons of other programming paradigms such as aspect oriented programming and functional programming and helps to select the correct approach for your projects It ends by talking about the philosophy behind designing software and what it means to be a good developer By the end of this two part book you will have learned that OOP is not always complex and you will know how you can evolve into a better programmer by learning about ethics teamwork and documentation What you will learn

Untangle the complexity of object oriented programming by breaking it down to its essential building blocks  
Realize the full potential of OOP to design efficient maintainable programs  
Utilize coding best practices including TDD pair programming and code reviews to improve your work  
Use tools such as source control and IDEs to work more efficiently  
Learn how to most productively work with other developers  
Build your own software development philosophy

**Who this book is for** This book is ideal for programmers who want to understand the philosophy behind creating software and what it means to be good at designing software Programmers who want to deconstruct the OOP paradigm and see how it can be reconstructed in a clear straightforward way will also find this book useful To understand the ideas expressed in this book you must be an experienced programmer who wants to evolve their practice

*Object-Oriented Programming In Java* Stephen Gilbert,1997

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**Interactive Object Oriented Programming in Java** Vaskaran Sarcar,2016-12-19 Discover object oriented programming with Java in this unique tutorial This book uses Java and Eclipse to write and generate output for examples in topics such as classes interfaces overloading and overriding  
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software testers

*OBJECT ORIENTED PROGRAMMING WITH JAVA* Hanumanth Ladwa, OBJECT ORIENTED  
PROGRAMMING WITH JAVA

**Learning Object-Oriented Programming** Gaston C. Hillar,2015-07-16 Learning Object  
Oriented Programming is an easy to follow guide full of hands on examples of solutions to common problems with object  
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extension Learning Object Oriented Programming will help you to make better stronger and reusable code

**Concise  
Guide to Object-Oriented Programming** Kingsley Sage,2019-04-23 This engaging textbook provides an accessible  
introduction to coding and the world of Object Oriented OO programming using Java as the illustrative programming  
language Emphasis is placed on what is most helpful for the first time coder in order to develop and understand their

knowledge and skills in a way that is relevant and practical The examples presented in the text demonstrate how skills in OO programming can be used to create applications and programs that have real world value in daily life Topics and features presents an overview of programming and coding a brief history of programming languages and a concise introduction to programming in Java using BlueJ discusses classes and objects reviews various Java library objects and packages and introduces the idea of the Application Programming Interface API highlights how OO design forms an essential role in producing a useful solution to a problem and the importance of the concept of class polymorphism examines what to do when code encounters an error condition describing the exception handling mechanism and practical measures in defensive coding investigates the work of arrays and collections with a particular focus on fixed length arrays the ArrayList HashMap and HashSet describes the basics of building a Graphical User Interface GUI using Swing and the concept of a design pattern outlines two complete applications from conceptual design to implementation illustrating the content covered by the rest of the book provides code for all examples and projects at an associated website This concise guide is ideal for the novice approaching OO programming for the first time whether they are a student of computer science embarking on a one semester course in this area or someone learning for the purpose of professional development or self improvement The text does not require any prior knowledge of coding software engineering OO or mathematics

*Object Oriented Programming in Java* Stephen Gilbert,Bill McCarty,1997 Object Oriented Programming in Java 1 1 uses a hands on approach to basic object oriented programming as it teaches the Java language The CD ROM contains Sun s Java 1 1 Developer s Kit ready to use applet Java binaries and all the source code from the book

[Java All-in-One For Dummies](#) Doug Lowe,2020-08-14 Java from first steps to first apps Knowing Java is a must have programming skill for any programmer It s used in a wide array of programming projects from enterprise apps and mobile apps to big data scientific and financial uses The language regularly ranks 1 in surveys of the most popular language based on number of developers lines of code written and real world usage It s also the language of choice in AP Computer Science classes taught in the U S This guide provides an easy to follow path from understanding the basics of writing Java code to applying those skills to real projects Split into eight minibooks covering core aspects of Java the book introduces the basics of the Java language and object oriented programming before setting you on the path to building web apps and databases Get up to speed on Java basics Explore object oriented programming Learn about strings arrays and collections Find out about files and databases Step by step instructions are provided to ensure that you don t get lost at any point along the way

*Java* Harvey M. Deitel,Paul J. Deitel,2014-07-23 Intended for use in the Java programming course The Deitels groundbreaking How to Program series offers unparalleled breadth and depth of object oriented programming concepts and intermediate level topics for further study Java How to Program Late Objects Tenth Edition teaches programming by presenting the concepts in the context of full working programs The Late Objects Version delays coverage of class development until Chapter 8 first presenting control structures methods and arrays material in a

non object oriented procedural programming context This program presents a better teaching and learning experience for you and your students Teach Programming with the Deitels Signature Live Code Approach Java language features are introduced with thousands of lines of code in hundreds of complete working programs Use a Late Objects Approach The Late Objects Version begins with a rich treatment of procedural programming including two full chapters on control statements and 200 exercises Keep Your Course Current This edition can be used with Java SE 7 or Java SE 8 and is up to date with the latest technologies and advancements Facilitate Learning with Outstanding Applied Pedagogy Making a Difference exercise sets projects and hundreds of valuable programming tips help students apply concepts Support Instructors and Students Student and instructor resources are available to expand on the topics presented in the text *Java Object Oriented Programming (Set Of 2 Vols.)* V.K. Jain,2004-01-01 **Learning Java** Franziska Baumfeld,Anselm Lichtenberg,2025-08-29 Master Java Unlock the Power of Object Oriented Programming Java remains one of the world s most widely used programming languages powering everything from enterprise systems and Android apps to cloud solutions and big data frameworks To succeed as a modern developer you need to master both the fundamentals and the advanced object oriented principles that make Java so powerful Learning Java A Developer s Guide to Mastering Object Oriented Programming is your step by step path to becoming a confident Java developer With clear explanations hands on coding examples and real world projects this book bridges the gap between beginner concepts and professional development practices Inside you ll discover Core Java syntax variables loops methods and control structures The pillars of OOP encapsulation inheritance polymorphism and abstraction How to design and implement classes objects and interfaces effectively Collections generics and exception handling in practical use cases Working with files streams and multithreading Hands on projects including console apps and object oriented design challenges Best practices for debugging refactoring and writing clean maintainable code Whether you re a student beginner programmer or aspiring professional developer this book equips you with the foundation to code confidently in Java and apply OOP principles to real world applications [An Introduction to Programming Using Java](#) Anthony J. Dos Reis,2010-10-18 **Beginning Java Programming** Bart Baesens,Aimee Backiel,Sepepe vanden Broucke,2015-03-02 A comprehensive Java guide with samples exercises case studies and step by step instruction Beginning Java Programming The Object Oriented Approach is a straightforward resource for getting started with one of the world s most enduringly popular programming languages Based on classes taught by the authors the book starts with the basics and gradually builds into more advanced concepts The approach utilizes an integrated development environment that allows readers to immediately apply what they learn and includes step by step instruction with plenty of sample programs Each chapter contains exercises based on real world business and educational scenarios and the final chapter uses case studies to combine several concepts and put readers new skills to the test Beginning Java Programming The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills from the general concepts of object

oriented programming Learn to Understand the Java language and object oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time Useful as either a course text or a stand alone self study program Beginning Java Programming is a thorough comprehensive guide

**Object Oriented Programming in Java** David Livingston J,2021-10-18 ABOUT THE BOOK Object Oriented Programming in Java is a handbook for Students and Graduates who want to learn Object Oriented Programming using Java It covers the following topics to help the reader in understanding the various features of Java in developing programs in an Object Oriented way 1 Object Oriented Methodology OO Concepts 2 Fundamentals of Java Programming 3 Using Classes and Objects in Java 4 Reusability through Inheritance in Java 5 Implementing Interfaces and Packages in Java 6 Storing and Manipulating Strings in Java All the concepts listed above are explained with illustrations for the reader to understand OOP in Java easily

**Karel J Robot** Joseph Bergin,Mark Stehlik,Jim Roberts,2005-02 Karel J Robot is an introduction to computer programming for novices It uses the Java programming language to introduce the principles of object oriented programming It is the latest version in the Karel The Robot series originally developed by Richard Pattis It is a true successor to the original emphasizing problem solving in a simple but Turing Complete and interesting virtual world Karel J Robot stresses problem solving rather than language syntax It has been shown to be an effective learning environment for novice programmers A student able to do the exercises in this book or one of its companions is truly on his or her way to a deep understanding of programming Learn to write sophisticated Java code in a few weeks It is not a comprehensive treatment of Java but emphasizes problem solving using objects writing classes and developing skill in algorithmic and polymorphic thinking It goes beyond thinking of computing as just if and while The advantages pointed out by reviewers of Karel J Robot follow Karel J Robot is an excellent introduction to modern computer science without letting students get overwhelmed by the details of a programming language even though it is real Java KJR provides a framework for understanding Object Oriented Programming from the very beginning Students are encouraged to develop problem solving skills by producing projects that solve very complex problems with a relatively small set of tools Don Slater Carnegie Mellon University I have been successfully introducing students in grades 9 through 12 to programming using Karel for the past twenty years and Karel J Robot is the most effective version yet Students love it They find principles of OOP class design constructors methods inheritance polymorphism come naturally to them even before they learn about control structures They discover recursive solutions without ever being taught recursion Best of all Karel is gender neutral both girls and boys are so involved and excited that I have to push them out the door and on to their next class when the period ends Kathy Larson Kingston High School Kingston New York Karel J Robot A Gentle Introduction to the Art of Object Oriented Programming in Java takes you on a well sequenced and thoughtful journey through the essential concepts in a first semester computer

science course Experience computer science at the level that it is most inspiring the conceptual level The visual environment will help you teach and your students learn because everyone will have immediate visual feedback enabling them to see what they are doing You will leave the Karel world with a deep understanding of polymorphism inheritance abstraction modularization and step wise refinement to name just a few topics If you are an AP Computer Science teacher you have just found the perfect guide to help ensure you do not lose sight of the forest i e computer science through the trees i e the details of the language Dave Wittry Troy High School Karel J Robot provides an uncluttered setting for laying the foundation for all of the key OO concepts The perfect starter for understanding objects OO design and OO programming Michael Goldweber Xavier University [Oop - Learn Object Oriented Thinking and Programming](#) Rudolf Pecinovsky,2013-11 You can find a whole range of programming textbooks intended for complete beginners However this one is exceptional to certain extent The whole textbook is designed as a record of the dialogue of the author with his daughter who wants to learn programming The author endeavors not to explain the Java programming language to the readers but to teach them real programming To teach them how to think and design the program as the experienced programmers do Entire matter is explained in a very illustrative way which means even a current secondary school student can understand it quite simply The book comes out of the author s long term experience with teaching children university students as well as professional programmers The author teaches programming according to the Architecture First methodology which reacts at the companies complaints that the school graduates are usually good in coding but bad in software architecture Coding itself is gradually taken over by various code generators but the work of the architect will stay irreplaceable for a long time The author pursues the pedagogical principle saying that those items considered as the most important should be presented as soon as possible Therefore he leads the readers to apply the proper design of the architecture of the created program and to avoid common mistakes since the very beginning For designing the programs the development environment BlueJ is used which is proposed specially for the beginners and which enables explaining demonstrating and programming a number of basic architectonic constructs without leaving the architectonic level and degrading to the code level The book is divided into three parts The first one deals with the explanation of basic constructs of the object oriented programming and all proposed programs are created by the code generator incorporated in BlueJ The second part repeats the explained constructs and the readers can learn how to code the proposed program similarly as was done by the generator in the first part The third part presents constructs which are beyond the bounds of abilities of the used code generator and therefore the readers have to program them themselves Despite that the explanation core keeps in the level of architecture The book is determined above all for complete beginners However the experience proved that even the intermediate programmers can find a lot of interesting and informative in it

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