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Programming Logic & Design

Joyce Farrell

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Rachel S Tattersall

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Object-oriented Programming Using C++ Joyce Farrell, 1998 This text offers task driven tutorials to guide intermediate level programmers in the planning and creation of object oriented programs It is ideal for students who have had one previous C or C programming course but does provide a review of the core C and C concepts The realistic problems encountered in the running case scenario provide motivation for learning each new concept and technique Each tutorial is divided into two lessons that introduce key concepts guide students step by step through exercises and reinforce the information with a summary review questions and additional exercises The book is not written to a specific compiler so students can use whichever compiler they are familiar with to build their programming skills Each tutorial begins with a programming related case problem that users can reasonably expect to encounter in business followed by a demonstration of the applet they will create in the tutorial to solve that problem Each tutorial is organized into two lessons A and B which introduce the concepts and techniques used in the completed application A review section at the end of each self contained lesson offers a convenient break point and enables students to test their understanding as they progress through the tutorial Extensive end of chapter questions and hands on activities reinforce material covered in the chapter stand alone programming projects and debugging exercises round out the programming skills Appropriate for students with prior C or C programming experience An overview reviews topics the student should already know Iovce in the Belly of the Big **Java Programming with Microsoft Visual J++ 6.0** Joyce Farrell, Don Truck; Workbook Joyce A. Cascio, 2005-05 Gosselin, 1999 This title presents fundamental programming concepts using Microsoft's Visual J 6 0 Step by step exercises illustrate the concepts being explained reinforcing the reader s understanding and retention The book assumes no previous Programming Logic and Design Joyce Farrell, 2005-07 Programming Logic and Design programming knowledge Introductory Fourth Edition provides the beginning programmer with a guide to developing structured program logic As in previous editions this textbook assumes no programming experience and does not focus on any one particular language It introduces programming concepts and enforces good style and logical thinking **Java Programming** Joyce Farrell, 2003

Java Programming Second Edition is written and designed specifically for students with no previous programming experience Object oriented techniques are introduced early featuring short code examples that are built from the bottom up Java applications are introduced prior to applets so students understand the programming process more thoroughly in a simplified environment The second edition has been modified to include additional student exercises explanations and examples using the StringBuffer class and a whole chapter explaining Swing Swing components are used in place of AWT components

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