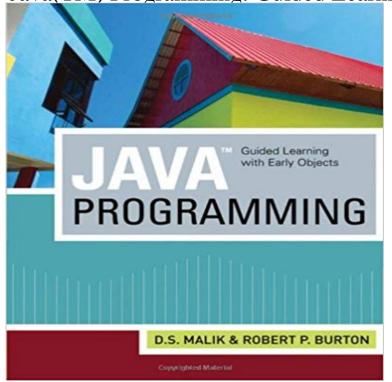
Java(TM) Programming: Guided Learning with Early Objects



This innovative new text, intended for the beginning programmer, introduces objects early but gently and includes a variety of examples and exercises intended to support each new concept. With a clear emphasis on self-study and the student learning experience, Malik and Burton employ a straightforward writing style that parallels the learning method of the contemporary CS1 student. Before a key topic is introduced, the student learns why the concept is important, and then sees examples. Java Programming: Guided Programming with Early Objects is an invaluable resource for all students, both in and out of the classroom.

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