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Tiger aka Java Version 5.0 is one of the most exciting developments in the Java language, and it's now integrated throughout this new Second Edition of Cay Horstmann's Big Java! This one comprehensive and authoritative guide will help you learn computing concepts and programming principles, develop strong problem-solving skills, and become a better programmer, while exploring the elements of Java that are needed to write real-life programs.

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He is also a consultant for major corporations, universities, and organizations on Java, C++,

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Windows, and Internet programming. Horstmann is the author of many successful professional and academic books, including Big C++, C++ for Everyone, Big Java, and Big Java: Late Objects--all with John Wiley & Sons, Inc.

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Big Java Late Objects. Cay S. Horstmann. The introductory programming course is difficult. Many students fail to succeed or have trouble in the course because they don't understand the material and do not practice programming sufficiently. Big Java for Everyone will provide an authoritative but accessible introduction to the fundamentals of Java Programming using a fundamentals first/late objects approach and providing extensive opportunities for programming practice.

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Welcome to Cay Horstmann's Home Page! cay@horstmann.com | PGP Key. I grew up in Northern Germany and attended the Christian-Albrechts-Universität in Kiel, a harbor town at the Baltic sea. I received a M.S. in computer science from Syracuse University, and a Ph.D. in mathematics from the University of Michigan in Ann Arbor. I taught computer science at San Jose State University for almost ...

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Horstmann is the author of many successful professional and academic books, including Java Concepts, Big C++, Object Oriented Design and Patterns, and Computing Concepts with C++

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This edition of Horstmann's bestselling text helps you absorb computing concepts and programming principles, develop strong problem-solving skills, and become a better programmer, all while exploring the elements of Java that are needed to write real-life programs.

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice

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Cay Horstmann's Big Java Late Objects, 2nd Edition provides a comprehensive and approachable introduction to fundamental programming techniques and design skills, and helps students master basic concepts and become competent coders. The inclusion of advanced chapters makes the text suitable for a 2 or 3-term sequence, or as a comprehensive reference to programming in Python. Major rewrites and an updated visual design make this student-friendly text even more engaging. Filled with realistic programming examples, a great quantity and variety of homework assignments, and lab exercises that build student problem-solving abilities, it is no surprise Bi Java Late Objects is the number one text for early objects in the Python market.

This book introduces programmers to objects at a gradual pace. The syntax boxes are revised to show typical code examples rather than abstract notation. This includes optional example modules using Alice and Greenfoot. The examples feature annotations with dos and don'ts along with cross references to more detailed explanations in the text. New tables show a large number of typical and cautionary examples. New programming and review problems are also presented that ensure a broad coverage of topics. In addition, Java 7 features are included to provide programmers with the most up-to-date information.

This text is an unbound, binder-ready edition. Cay Horstmann's fifth edition of Big Java, Early Objects provides a comprehensive and approachable introduction to fundamental programming techniques and design skills, and helps students master basic concepts and become competent coders. The inclusion of advanced chapters makes the text suitable for a 2 or 3-term sequence, or as a comprehensive reference to programming in Java. Major rewrites and an updated visual design make this student-friendly text even more engaging. Filled with realistic programming examples, a great quantity and variety of homework assignments, and lab exercises that build student problem-solving abilities, it is no wonder Big Java, Early Objects is the number one text for early objects in the Java market.

Java Concepts: Late Objects, 3rd Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. It provides an approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts and become competent coders. Each important concept is introduced in easy-to-understand terms before more complicated examples are discussed. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

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Scala is a modern programming language for the Java Virtual Machine (JVM) that combines the best features of object-oriented and functional programming languages. Using Scala, you can write programs more concisely than in Java, as well as leverage the full power of concurrency. Since Scala runs on the JVM, it can access any Java library and is interoperable with Java frameworks. Scala for the Impatient concisely shows developers what Scala can do and how to do it. In this book, Cay Horstmann, the principal author of the international best-selling Core Java, offers a rapid, code-based introduction that's completely practical. Horstmann introduces Scala concepts and techniques in "blog-sized" chunks that you can quickly master and apply. Hands-on activities guide you through well-defined stages of

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competency, from basic to expert. Coverage includes Getting started quickly with Scala's interpreter, syntax, tools, and unique idioms Mastering core language features: functions, arrays, maps, tuples, packages, imports, exception handling, and more Becoming familiar with object-oriented programming in Scala: classes, inheritance, and traits Using Scala for real-world programming tasks: working with files, regular expressions, and XML Working with higher-order functions and the powerful Scala collections library Leveraging Scala's powerful pattern matching and case classes Creating concurrent programs with Scala actors Implementing domain-specific languages Understanding the Scala type system Applying advanced "power tools" such as annotations, implicits, and delimited continuations Scala is rapidly reaching a tipping point that will reshape the experience of programming. This book will help object-oriented programmers build on their existing skills, allowing them to immediately construct useful applications as they gradually master advanced programming techniques.

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