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Introduction to Java Programming, Tenth Edition

With a fundamentals-first approach, the text builds a strong foundation of basic programming concepts and techniques before teaching students object-oriented programming and advanced Java programming. Liang explains programming in a problem-driven way that focuses on problem solving rather than syntax, illustrating basic concepts by example and providing a large number of exercises with various levels of difficulty for students to practice.

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Introduction To Java Programming Liang

Designed to support an introductory programming course, Introduction to Java Programming and Data Structures, Brief Version teaches you concepts of problem-solving and object-orientated programming using a fundamentals-first approach. As beginner programmers, you learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX.

Y. Daniel Liang Home Page

Welcome to the Companion Website for Introduction to Java Programming, Comprehensive Edition, 10e. Thank you for accessing the Companion Website to accompany Daniel Liang's Introduction to Java Programming, Tenth Edition.

Liang, Introduction to Java Programming, 10e

Introduction to Java Programming, Brief This version consists of the first 18 chapters. It introduces fundamentals of programming, problem-solving, object-oriented programming, and GUI programming. This version is suitable for a CS1 course.

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