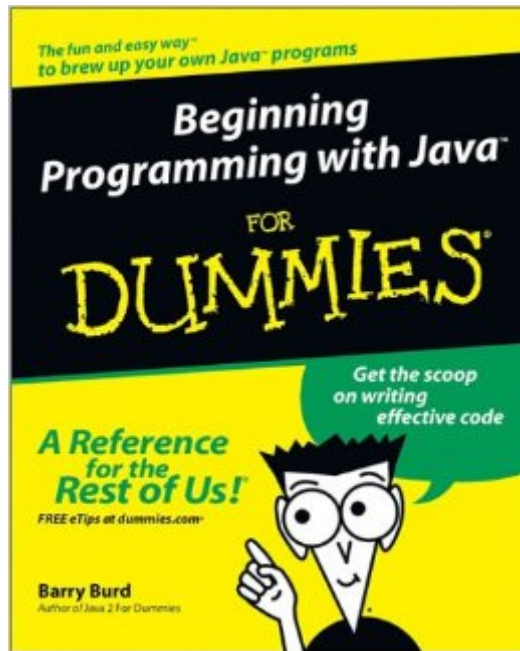


The book was found

Beginning Programming With Java For Dummies (For Dummies (Computers))



Synopsis

Computers are so much a part of our daily lives that many of us take them for granted. You turn on your PC, connect to the Internet and check your stocks, your e-mail, or the weather report, write a note to Grandma, or relax for half an hour by shooting make-believe lasers at make-believe aliens. But if you ever wonder "how do they make a computer do that?" then you may be a candidate for *Beginning Programming with Java™, 6th Edition For Dummies®*. If you're ready to take the plunge into programming, Java is a wonderful place to start. You can write Java code for any operating system. A cool device called the Java Virtual Machine (JVM) will translate your code so it can be understood by your Windows system, your neighbor's Mac, or your nerdy cousin's Unix box. Java is a good place to begin learning programming. And not only can programming be fun, it can also be a lucrative career. Author Barry Burd breaks down Java programming into fun and manageable bites – or bytes. He walks you through downloading and setting up the Java compiler, JVM, and Java API, and then away you go! You'll be able to

- Explore the parts of a program
- Discover methods, variables, values, and types
- Find out how the computer turns your program into the zeros and ones it understands
- See how your computer makes decisions and how your program directs its choices
- Create loops, use arrays, and program with objects and classes
- Translate the mysteries of some common error messages – and fix the problems they reveal

Once you discover the joys of Java programming, you just might find you're hooked. You'll be able to make that machine do your bidding, at least some of the time. You may find yourself thinking of programming like a game of strategy, in which it's up to you to find the secret passageway, decipher the magic words, and save the princess. Sound like fun? Here's the place to start.

Book Information

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Customer Reviews

If you have had experience programming in other languages, then this book is not for you. It takes things slowly but surely, demonstrating the basic tenets of programming as well as the specifics of Java. I read it before taking an introductory computer science course and it really put me ahead of almost all of the other students (and I had no real programming experience). Basically, this book was written for the novice. If novice is too generous a term for you, then this book will be perfect. Even if you only thought Java was another name for coffee and only use a computer to word-process on and want to pick up a hobby or perhaps a job skill, you will benefit from this book. The author, Barry Burd, really knows his stuff. He is able to explain such complicated conceptual areas such as objects, classes and arrays better than my CS 101 prof. He also keeps it lively if things get too abstract by analogies and often throws a joke in a section. The book, as a result, is somewhat entertaining in addition to being informative. He uses language that any lay person could easily understand (but if you want to read this because you are going into a computer science class, it's a good place to start, but you will need another book to help you learn the terminology). In spite of the stigma attached to the "For Dummies" book series (at least it's not as bad as "The Complete Idiot's guide"), this is a book written for people who just want to get to know the language and write some simple programs (or more). I would highly recommend it to anyone getting started here, as well as Java 2 by the same author.

I have never completed a programming book, let alone completed one as quickly as I did this one. I've tried to read other introductory programming books for both Java and C++ and gotten bogged down in the first 1/3 or even 1/4. With this one, I would sit down in front of my computer with eclipse open, tell myself "Okay...you can do it, just one chapter..." and next thing I know I'd be done with 3 chapters. The author does an excellent job of clearly explaining the things he is introducing: What they are, how they work and good examples of what they can be used for. I think some background info would be helpful to go along with my review. I am currently 32 years old and learning to program is something that has always haunted/intimidated me. I graduated high school and was determined to become a programmer. I hit a stumbling block early on in the coursework and I "fell off the horse"

so to speak. I didn't do a great job of seeking out resources at the community college I was at--people who could give me some encouragement and guidance...hell, they may not have even been there. Point is, I ended up studying IT instead, things turned out relatively fine. I've never been able to shake the feeling that I should try it again, maybe I didn't give myself enough credit back then. I am not saying that I think this book is going to turn me into a programming genius, but it has made me feel like maybe, just maybe I can reach back to my 19-year-old self and give it another go.

This book is awesome. I'm learning Java for work, and my boss got me a different book on java which was a very serious college textbook. That book is 1100 pages. I tried to start reading it, but I was very intimidated, overwhelmed, and I struggled to understand the concepts. So, I bought this "Beginning Programming" book by Burd, and it saved me! Burd's book is very easy to understand. Some concepts were tricky, but by the end of the chapter I got it. His pace for introducing new material was perfect. I didn't get overwhelmed or bored. I had done programming in a different language before, and I was concerned that getting a "Beginning Programming" book would be too elementary. That wasn't a problem. I just skipped over anything that was too basic (e.g. explaining what a loop is). And actually, I didn't end up skipping very much. The book is light-hearted and fun to read. So, I ended up reading almost everything, even parts that were a bit obvious to me. The coding exercises were great. After only a couple of chapters, I was actually writing and running the little example java programs on my computer. I really felt like I was making progress right away! I would do each sample program exactly like the book showed me, and then I would often play around with it, making little changes and experimenting. By the end of the book, I had written a couple of programs all on my own using the knowledge from the book. I wrote a little "Rock, Paper, Scissors" game and a "Tic Tac Toe" game. These weren't extensions of the example programs in the book. They were brand new programs I dreamed up to experiment with the concepts I was learning. My point is that the book doesn't just teach the examples, it teaches the tools needed to do it on your own. I'm an adult, but I think my 14 year old son (who has never programmed anything in his life) would have been able to easily understand this book, and be able to write his own programs by the end. All the concepts were presented in ways that were super easy to understand. This would probably be a great book to get kids interested in programming. I totally recommend this book.

Excellent book for complete beginners, and also for those who have minimal experience with Java. Proceeds very gradually, and never do you have the feeling of suddenly being pushed off a cliff.

Topics that have not appeared in a chapter or two are, when mentioned, provided with a reference to a previous explanation, so you can refresh your memory before proceeding, if necessary. The book is written in a somewhat breezy style typical of the series, but in this case one can sense that the author has many years' classroom experience, and knows what works. The code for the book's examples is available online, and the author is available to assist by email or even via chat if there are persistent problems. Dr. Burd has also written other books on Java, among them one that covers more advanced general programming topics, and another specifically geared towards Java for Android devices.

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