



Programming With Java: A Multimedia Approach

By Radhika S. Grover

Jones & Bartlett Learning, 2011. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Every new copy of Programming with Java: A Multimedia Approach is packaged with student access to TuringsCraft CodeLab. Suitable for readers with little or no programming experience, this comprehensive introduction to programming with Java provides readers with an easy-to-understand, in-depth treatment of Java. Programming with Java: A Multimedia Approach uses multimedia-based programs as a means of instruction. With this book, the reader will learn Java using programs that draw graphics and images, perform animation, read and play audio files, display video, and more. Unlike the conventional approach of using a console output in programs, this book utilizes a multimedia approach right from the start, creating examples that are imaginative and interesting. The author carefully explains both basic and advanced concepts by providing simple frameworks that the reader can use to write programs. With a focus on hands-on learning, a large project is developed incrementally in relevant chapters to help explain new concepts as well as demonstrate how these concepts relate to material previously discussed. Programming with Java: A Multimedia Approach covers topics such as Java 2D classes, user-defined classes, inheritance, interfaces, exception handling, GUI...



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