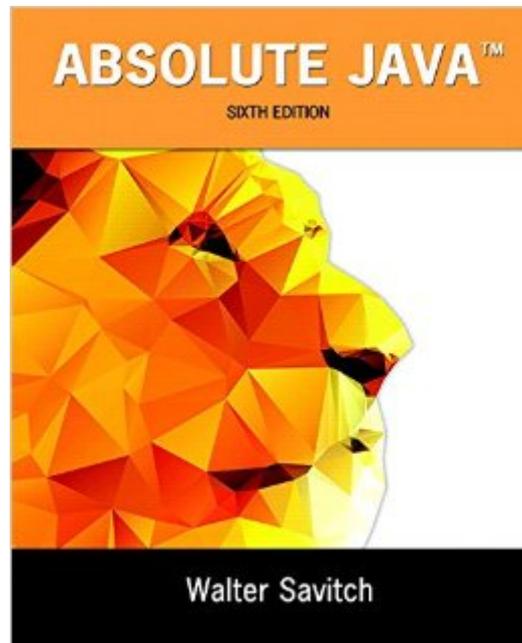The book was found

Absolute Java (6th Edition)

Synopsis

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content If you would like to purchase MyProgrammingLab search for ISBN-10:0134243935 /ISBN-13: 9780134243931. That package includes ISBN-10: 0134041674 /ISBN-13: 9780134041674 and ISBN-10: 0134254015 /ISBN-13:Â 9780134254012.   For courses in computer programming and engineering. Â Beginner to Intermediate Programming in Java Absolute Java provides a comprehensive reference to programming in the Java language. Accessible to both beginner and intermediate programmers, the text focuses around specifically using the Java language to practice programming techniques. The Sixth Edition is extremely flexible and easily applicable to a wide range of users. Standalone and optional chapters allow instructors to adapt the text to a variety of curse content. Highly up-to-date with new content and information regarding the use of Java, this text introduces readers to the world of programming through a widely used and relevant language.   Also Available with MyProgrammingLab â„¢ This title is also available withÂ MyProgrammingLab â " an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. Students, if interested in purchasing this title with MyProgrammingLab, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information.   Interactive Practice helps studentsÂ gain first-hand programming experience in an interactive online environment. Step-by-step VideoNote Tutorials enhance the programming concepts presented in your Pearson textbook by allowing students to view the entire problem-solving process outside of the classroomâ "when they need help the most. Pearson eText gives students access to their textbook anytime, anywhere. In addition to note taking, highlighting, and bookmarking, the Pearson eText offers interactive and sharing features. Rich media options let students watch lecture and example videos as they read or do their homework. Instructors can share their comments or highlights, and students can add their own, creating a tight community of learners in your class. TheÂ Pearson eText companion appÂ allows existing subscribers to access their titles on an iPad or Android tablet for either online or offline viewing.   Dynamic grading and assessment ensure your students' submissions are automatically graded, both saving you time, and offering students immediate learning opportunities. Gradebook results can be exported to Excel to use with your LMS.

Book Information

Paperback: 1296 pages

Publisher: Pearson; 6 edition (May 11, 2015)

Language: English

ISBN-10: 0134041674

ISBN-13: 978-0134041674

Product Dimensions: 7.4 x 1.8 x 9 inches

Shipping Weight: 3.8 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars See all reviews (2 customer reviews)

Best Sellers Rank: #28,895 in Books (See Top 100 in Books)   #22 in Books > Computers &
Technology > Programming > Languages & Tools > Java   #110 in Books > Textbooks >
Computer Science > Programming Languages   #8790 in Books > Reference

Customer Reviews

Rented it for school but will probably end up buying. very useful

The pages are so thin but the book is still so heavy

Download to continue reading...

Java: The Ultimate Guide to Learn Java and Python Programming (Programming, Java, Database,
Java for dummies, coding books, java programming) (HTML, ... Developers, Coding, CSS, PHP)
(Volume 3) JAVA: JAVA in 8 Hours, For Beginners, Learn Java Fast! A Smart Way to Learn Java,
Plain & Simple, Learn JAVA Programming Language in Easy Steps, A Beginner's Guide, Start
Coding Today! Java: The Simple Guide to Learn Java Programming In No Time
(Programming,Database, Java for dummies, coding books, java programming)
(HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Absolute Java (6th
Edition) Java Programming for Kids: Learn Java Step By Step and Build Your Own Interactive
Calculator for Fun! (Java for Beginners) Drawing for the Absolute Beginner: A Clear & Easy Guide
to Successful Drawing (Art for the Absolute Beginner) Drawing Nature for the Absolute Beginner: A
Clear & Easy Guide to Drawing Landscapes & Nature (Art for the Absolute Beginner) Drawing
Portraits for the Absolute Beginner: A Clear & Easy Guide to Successful Portrait Drawing (Art for the
Absolute Beginner) Oil Painting For The Absolute Beginner: A Clear & Easy Guide to Successful Oil
Painting (Art for the Absolute Beginner) Watercolor for the Absolute Beginner (Art for the Absolute
Beginner) Java How to Program: Late Objects Version, Addison-Wesley's Java Backpack
Reference Guide (8th Edition) Java in a Nutshell : A Desktop Quick Reference (Java Series) (3rd

Edition) A Guide to Programming in Java: Java 2 Platform Standard Edition 5 CORBA and Java: Where Distributed Objects Meet the Web (Java Masters) Learning Java by Building Android Games - Explore Java Through Mobile Game Development Java Artificial Intelligence: Made Easy, w/ Java Programming; Learn to Create your * Problem Solving * Algorithms! TODAY! w/ Machine Learning & Data ... engineering, r programming, iOS development) C++: A Smart Way to Learn C++ Programming and Javascript (c plus plus, C++ for beginners, JAVA, programming computer, hacking, hacking exposed) (C ... Coding, CSS, Java, PHP) (Volume 1) JAVA Programming for Beginners: The Simple Guide to Learning JAVA Programming fast! Java AWT Reference (Java Series) Java in a Nutshell: A Desktop Quick Reference for Java Programmers (In a Nutshell (O'Reilly))