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Objects are covered thoroughly and early in the text, with an emphasis on application programs over applets. MyProgrammingLab for Java is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better performance in the course—and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Personalized Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. A Concise, Accessible Introduction to Java: Key Java language features are covered in an accessible manner that resonates with introductory programmers. Tried-and-true Pedagogy: Numerous case studies, programming examples, and programming tips are used to help teach problem-solving and programming techniques. Flexible Coverage that Fits your Course: Flexibility charts and optional graphics sections allow instructors to order chapters and sections based on their course needs. Instructor and Student Resources that Enhance Learning: Resources are available to expand on the topics presented in the text. Note: Java: An Introduction to Problem Solving and Programming with MyProgrammingLab Access Card Package, 7/e contains: ISBN-10: 0133766268/ISBN-13: 9780133766264 Java: An Introduction to Problem Solving and Programming , 7/e ISBN-10: 0133841030/ISBN-13: 9780133841039 MyProgrammingLab with Pearson eText -- Access Card -- for Java: An Introduction to Problem Solving and Programming , 7/e MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor.

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MatLab, Third Edition is the only book that gives a full introduction to programming in MATLAB combined with an explanation of the software's powerful functions, enabling engineers to fully exploit its extensive capabilities in solving engineering problems. The book provides a systematic, step-by-step approach, building on concepts throughout the text, facilitating easier learning. Sections on common pitfalls and programming guidelines direct students towards best practice. The book is organized into 14 chapters, starting with programming concepts such as variables, assignments, input/output, and selection statements; moves onto loops; and then solves problems using both the 'programming concept' and the 'power of MATLAB' side-by-side. In-depth coverage is given to input/output, a topic that is fundamental to many engineering applications. Vectorized Code has been made into its own chapter, in order to emphasize the importance of

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using MATLAB efficiently. There are also expanded examples on low-level file input functions, Graphical User Interfaces, and use of MATLAB Version R2012b; modified and new end-of-chapter exercises; improved labeling of plots; and improved standards for variable names and documentation. This book will be a valuable resource for engineers learning to program and model in MATLAB, as well as for undergraduates in engineering and science taking a course that uses (or recommends) MATLAB. Presents programming concepts and MATLAB built-in functions side-by-side Systematic, step-by-step approach, building on concepts throughout the book, facilitating easier learning Sections on common pitfalls and programming guidelines direct students towards best practice

Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.

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