

control statements loops functions and arrays before object oriented programming is discussed problem driven motivation the examples and exercises throughout the book emphasize problem solving and foster the concept of developing reusable components and using them to create practical projects a superior pedagogical design that fosters student interest key concepts are reinforced with objectives lists introduction and chapter overviews easy to follow examples chapter summaries review questions programming exercises and interactive self tests the most extensive instructor and student support package available the author maintains a website at pearsonhighered.com/liang that includes multiple interactive resources note 0133813487 9780133813487 intro to java programming brief version myprogramminglab with pearson etext access card package consists of 0133592200 9780133592207 intro to java programming brief version 0133592685 9780133592689 myprogramminglab with pearson etext access card for intro to java programming brief version myprogramminglab is not a self paced technology and should only be purchased when required by an instructor

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chapters of the comprehensive version the first 13 chapters are appropriate for preparing the ap computer science exam coverage of java and programming make this a useful reference for beginning programmers and it professionals daniel liang teaches concepts of problem solving and object oriented programming using a fundamentals first approach beginning programmers learn critical problem solving techniques then move on to grasp the key concepts of object oriented gui programming advanced gui and programming using java liang approaches java gui programming using javafx not only because javafx is much simpler for new java programmers to learn and use but because it has replaced swing as the new gui tool for developing cross platform rich internet applications on desktop computers on hand held devices and on the additionally for instructors javafxprovides a better teaching tool for demonstrating object oriented programming myprogramminglab for introduction to java programming 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 to provide a better teaching and learning experience for both instructors and students this program offers personalized learning through the power of practice and immediate personalized feedback myprogramminglab helps students fully grasp the logic semantics and syntax of programming fundamentals first approach basic programming concepts are introduced on control statements loops functions and arrays before object oriented programming is discussed problem driven motivation the examples and exercises throughout the book emphasize problem solving and foster the concept of developing reusable components and using them to create practical projects a superior pedagogical design that fosters student interest key concepts are reinforced with objectives lists introduction and chapter overviews easy to follow examples chapter summaries review questions programming exercises and interactive self tests the most extensive instructor and student support package available the author maintains a website at pearsonhighered.com liang that includes multiple interactive resources note 0133813487 9780133813487 intro to java programming brief version myprogramminglab with pearson etext access card package consists of 0133592200 9780133592207 intro to java programming brief version 0133592685 9780133592689 myprogramminglab with pearson etext access card for intro to java programming brief version myprogramminglab is not a self paced technology and should only be purchased when required by an instructor

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key benefit written for ap students introduction to java programming ap edition covers all java programming material and concepts required as part of the ap computer science a curriculum daniel liang teaches concepts of problem solving and object oriented programming using a

fundamentals first approach and effectively communicates critical problem solving techniques to beginning programmers the text focuses on problem solving through java programming and emphasizes both imperative and object oriented problem solving and design it is divided into two parts in the first readers learn the fundamental concepts and techniques of selection statements loops methods and arrays before building on this foundation in the second part as the text introduces concepts of object oriented programming key topics introduction to computers programs and java elementary programming selections mathematical functions characters and strings loops methods single dimensional arrays multidimensional arrays objects and classes object oriented thinking inheritance and polymorphism exception handling and text i o abstract classes and interfaces recursion market for anyone interested in all java programming material and concepts required as part of the ap computer science a curriculum

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learn basic logic and programming concepts before moving into object oriented programming and gui programming another aspect of introduction to programming using python is that in addition to the typical programming examples that feature games and some math liang gives an example or two early in the chapter that uses a simple graphic to engage the students rather than asking them to average 10 numbers together they learn the concepts in the context of a fun example that generates something visually interesting using the graphics examples is optional in this textbook turtle graphics can be used in chapters 1 5 to introduce the fundamentals of programming and tkinter can be used for developing comprehensive graphical user interfaces and for learning object oriented programming 0133050556 9780133050554 introduction to programming using python plus myprogramminglab with pearson etext access card 1 e package consists of 0132747189 9780132747189 introduction to programming using python 1 e 0133019861 9780133019865 myprogramminglab with pearson etext access card for introduction to programming using python 1 e

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the volume focuses on epistemological theoretical and empirical issues of game based learning in various disciplines it encompasses questions of game design as well as instructional integration and organizational implementation of game based learning across various disciplines and includes contributions from different levels of the formal educational system i e primary secondary and tertiary education as well as contributions reporting the use of game based learning in informal learning settings the volume addresses scholars practitioners and students who are interested in how games and game based learning can be designed implemented and evaluated in a cross inter and transdisciplinary perspective

mentoring at risk students through the hidden curriculum of higher education reveals how the institutional culture and social networks of universities influence the academic success of underrepresented students this book is based on a qualitative study that integrates a sociological and higher

education theoretical framework to examine the impact of mentoring programs on students acquisition of institutional cultural capital and social capital during their college experience this book offers an innovative mentoring model that illuminates how students can navigate the hidden curriculum of higher education in addition the book provides practical strategies on how to avoid academic mine fields in order to thrive in college this book is written for administrators faculty student affairs professionals and students to promote retention academic success and create a more transparent inclusive and equitable higher education system see here for an article by the author on mentoring programs in colleges and universities published in inside higher ed insidehighered.com/news/2014/08/04/book-argues-mentoring-programs-should-try-unveil-colleges-hidden-curriculum-to-learn-about-a-recent-presentation-by-the-author-see-here-diverseeducation-com-article-66772-utm-campaign-diverse-20newsletter-203-utm-medium-email-utm-source-eloqua-elq-82772667e2334157934731fc05a8fe9c-elqcampaignid-358

for introductory courses in computer science and computer programming courses a fundamentals first approach to programming helps students create efficient elegant code revel tm introduction to programming with c introduces students to basic programming concepts using a fundamentals first approach that prepares them for learning object oriented and advanced c programming this approach presents programming concepts and techniques that include control statements loops functions and arrays before discussing object oriented programming students learn to approach programming as a method for problem solving with interesting and practical examples that illustrate syntax the content incorporates a wide variety of problems with various levels of difficulty and covers many application areas to engage and motivate students revel is pearson s newest way of delivering our respected content fully digital and highly engaging revel replaces the textbook and gives students everything they need for the course informed by extensive research on how people read think and learn revel is an interactive learning environment that enables students to read practice and study in one continuous experience for less than the cost of a traditional textbook note revel is a fully digital delivery of pearson content this isbn is for the standalone revel access card in addition to this access card you will need a course invite link provided by your instructor to register for and use revel

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