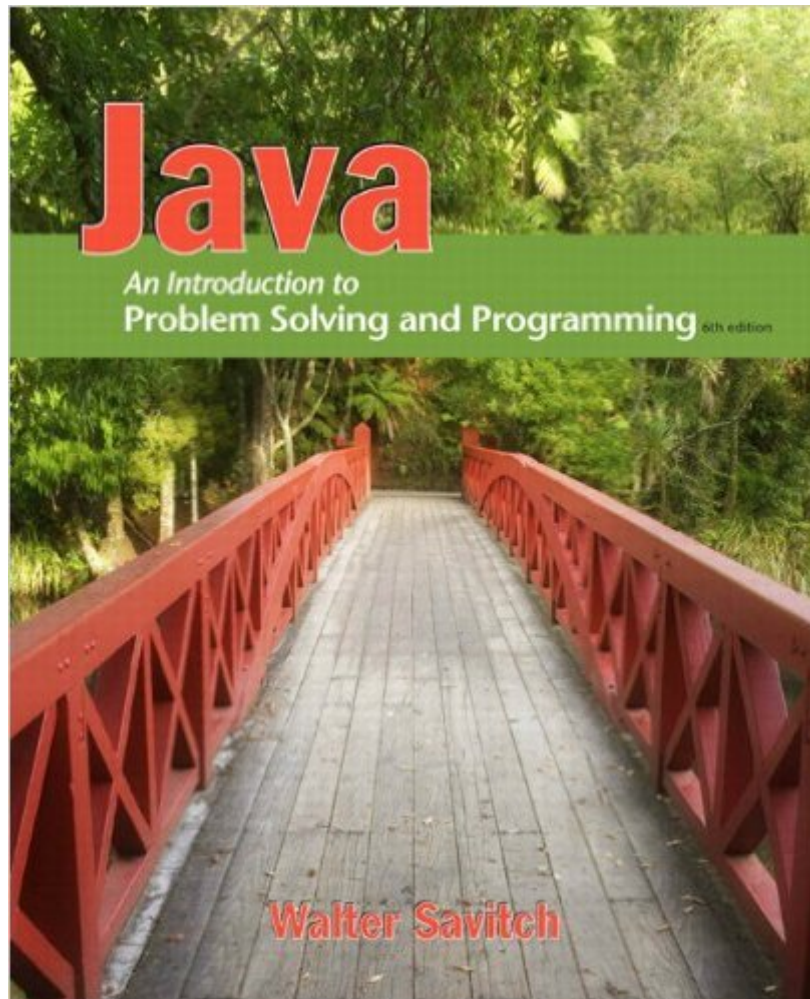


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# Java: An Introduction To Problem Solving And Programming (6th Edition)



## Synopsis

Java: An Introduction to Problem Solving and Programming, 6e, is ideal for introductory Computer Science courses using Java, and other introductory programming courses in departments of Computer Science, Computer Engineering, CIS, MIS, IT, and Business. Students are introduced to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces inheritance, and exception handling. The Java coverage is a concise, accessible introduction that covers key language features. Objects are covered thoroughly and early in the text, with an emphasis on application programs over applets. Updated for Java 7, the Sixth Edition contains additional programming projects, case studies, and VideoNotes.

MyProgrammingLab, Pearson's new online homework and assessment tool, is available with this edition. Subscriptions to MyProgrammingLab are available to purchase online or packaged with your textbook (unique ISBN). Use the following ISBNs to purchase MyProgrammingLab: Java: Introduction to Problem Solving and Programming & MyProgrammingLab with Pearson eText Student Access Code Card for Java, 6/E ISBN: 0132774151 This package includes the Java: An Introduction to Problem Solving and Programming, 6e, textbook, an access card for MyProgrammingLab, and a Pearson eText student access code card for the Java: An Introduction to Problem Solving and Programming, 6e, Pearson eText. MyProgrammingLab with Pearson eText -- Access Card -- for Java: Intro to Problem Solving and Programming, 6/E ISBN: 0132772388 This stand-alone access card package contains an access card for MyProgrammingLab and a Pearson eText student access code card for the Java: An Introduction to Problem Solving and Programming, 6e, Pearson eText. Purchase instant access to MyProgrammingLab online.

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## Customer Reviews

I have just completed (i need only two more chapters) the first of edition of this book. While not as exhaustive as the the edition for sale here I can tell you the author is good at what he does. I haven't decided if I am going to purchase this edition but let me say that the author's prose style reminds me of the best computer programming books I read while I was an undergraduate at the University of Florida in the early 90's. This book is suitable for teaching a first or second year class of computer science students at a university. Unlike those silly "Teach yourself Java programming in 24 hours" this is the kind of programming book that really teaches you something.

Positive: the overall organization, presentation, and explanation of the Java language is done quite well. Examples are to the point and not overly complicated. Negative: with the book being close to \$100 and in its 6th edition, you would think that the editing department would have done a better job on this. I understand errors occur, especially in technical textbooks. But c'mon, I found myself constantly telling my students "this error on page ###" and "that error on page ###". While programming is partly about finding errors, I shouldn't be doing that within the textbook content that is supposed to be correct especially when attempting to teach first-semester computer students.

This book was written by someone who truly knows how to teach and not merely transmit knowledge from brain to paper. His treatment of object oriented programming concepts in chapters 4 and 5 is FLAWLESS. No other author does such a thorough job (this includes Deitel, Horton, Schildt, Cadenhead, etc) and I speak as the owner of these (and other texts). Let this book be your first stop towards obtaining the Sun Java Programmer and Developer Certifications as well as IBM's Websphere Certifications. But don't forget to purchase the Java Language Specification as well.

This book is excellent. The author writes about programming in a clear and concise way that makes Java make sense. While Java may not be the simplest language to start with, it is widely used throughout the industry and provides a solid stepping stone to other languages. Savitch provides many examples of code and explains how it works, step by step. Too many programming books assume the reader will fill in missing pieces. Finally, an author who fills them in for us!But buyer

beware: the access code to the website that the book promotes as free is missing. If you go to the website you will find that you actually have to pay for the privilege. Sounds like the classic bait and switch to me, and in a book this price, it's a real disappointment. I exchanged many emails with the publisher, Pearson. Finally they admitted that some booksellers do not include the access code in their books. Well, why can't they make this clear in the book and on the website, instead of luring people to spend money for what is supposed to be free access? So it's the same old story: the author is excellent but the publisher, Pearson, is unethical.

This book is an excellent resource for a beginner to object oriented programming languages to get a handle on Java and the basic concepts of OOP. Even if you are a complete novice to programming or the basic logic involved (i.e. loops, if - else if statements), this book will be valuable to you, though you may struggle initially with a few of the logical concepts. The book starts with the basics, provides well commented examples and avoids overwhelming the reader by initially avoiding topics that are irrelevant to a complete beginner to Java and OO programming.

The author, Savitch, writes some of the best-written, easy-to-read computer language books. The fourth edition is a concisely-written, enjoyable book with excellent examples and coverage of Java 5.0, which is the newest, latest revision as of January '06. I used this book to supplement a Java course on Game Programming and got an A in the class. The "Absolute Java" book, also written by Savitch, is a bigger book and probably more comprehensive. However, I enjoy reading this one more.

Good book for learning Java, it covers the language in depth with both the visual part of Java and back end Java. I needed this for a college class but it makes a great reference for anyone interested in Java programming. MY RATING SYSTEM: I try to stick with the same criteria and system when reviewing products and here is how it breaks down: FIVE STARS: Great Product, would feel completely confident in recommending to others and consider the product to be a great overall value with no obvious faults. FOUR STARS: Still a very good product, I consider it to be overall a good satisfying purchase and can still recommend it in good faith but there is one small aspect about the product keeping it from a perfect score. THREE STARS: A good product but not a great one, it operates and appears as advertised but more than one aspect of the item is undesirable. This is an item I would use but probably consider an alternative option. TWO STARS: Product is definitely lacking in quality and or the way it operates. Would not recommend it to others and would seek and

alternative elsewhere. It maybe just barely does what it is advertised to do but is probably not worth the money and there are many negative factors about it. ONE STAR: No two ways about it, this is a bad product and I would not recommend anybody purchase it.

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