



Programming Fundamentals Using Java

By William Mcallister

Mercury Learning & Information. Paperback. Condition: New. 733 pages. Dimensions: 9.9in. x 8.0in. x 1.5in. This is a Java textbook for beginning programmers that uses game programming as a central pedagogical tool to improve student engagement, learning outcomes, and retention. Game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic or advanced programming course and permits instructors who are not familiar with game programming and computer graphics concept to realize their advantages. The material presented in the book is in full compliance with the 2013 ACMIEEE computer science curriculum guidelines and provides an in-depth discussion of graphical user interfaces (GUIs). It has been used to teach programming to student whose majors are within an outside of the computing fields. The companion DVD includes a game environment that is easily integrated into projects created with the popular Java Development Environments (Eclipse, NetBeans, and JCreator) and includes a set of executable student games to pique students interest by giving them a glimpse into their future capabilities. The material in this book can be covered within one or two courses such as a basic programming course followed by an advanced programming...



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-- Arianna Witting

An exceptional book as well as the font used was exciting to read. It is actually rally intriguing through reading time. You will not sense monotony at anytime of the time (that's what catalogues are for about when you ask me).

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