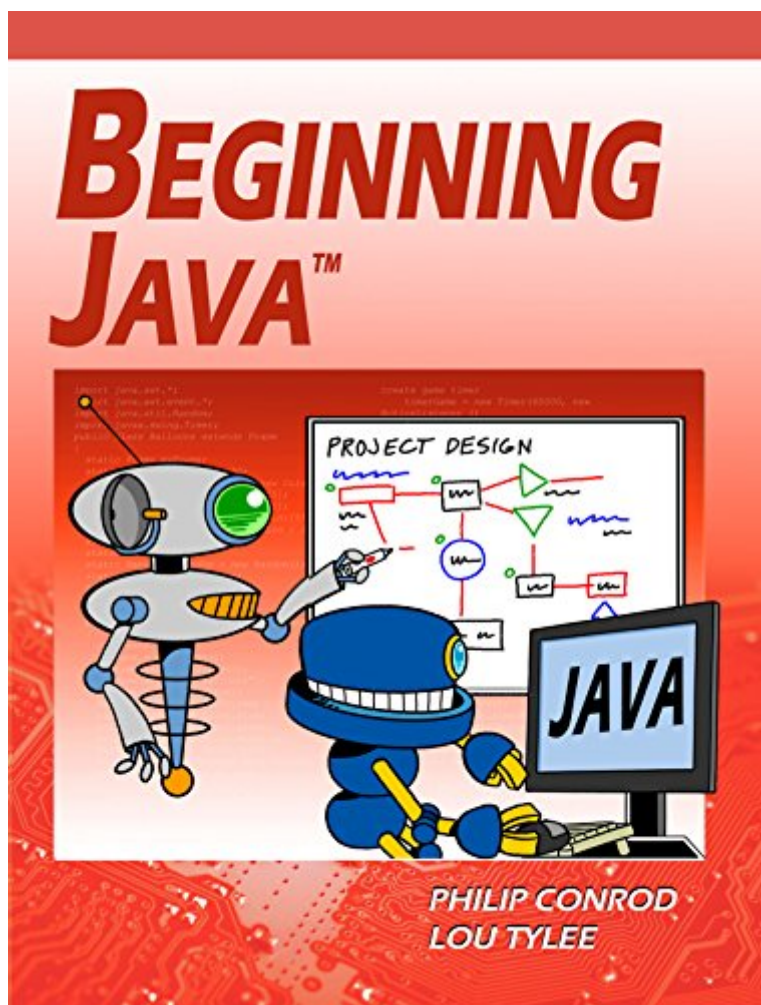The book was found

Beginning Java: A NetBeans IDE 8 Programming Tutorial

Synopsis

BEGINNING JAVA is a self-study or instructor led tutorial consisting of 10 chapters explaining (in simple, easy-to-follow terms) how to build a Java application. Students learn about project design, object-oriented programming, console applications, graphics applications and many elements of the Java language. Numerous examples are used to demonstrate every step in the building process. The tutorial also includes several detailed computer projects for students to build and try. These projects include a number guessing game, a card game, an allowance calculator, a state capitals game, Tic-Tac-Toe, a simple drawing program, and several non-violent video games. We have also included several college prep bonus projects including a loan calculator, portfolio manager, and a checkbook balancing application. This step-by-step tutorial is appropriate for beginning high school students and adults.BEGINNING JAVA is presented using a combination of over 400 pages of color illustrated course notes and actual Java examples. No programming experience is necessary, but familiarity with doing common tasks using a computer operating system (simple editing, file maintenance, understanding directory structures, working on the Internet) is expected. This course requires Microsoft Windows, Linux, or OSX. To complete this Java tutorial, you need to have a copy of the free Java Development Kit installed on your computer. This tutorial also uses NetBeans as the IDE (Integrated Development Environment) for building and testing the Java applications. The Java source code and all needed multimedia files are available for download from the publisher's website (www.KidwareSoftware.com) after book registration.

Book Information

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What is ÃƒÂ¢Ã â ¬Ã Å"Beginning JavaÃƒÂ¢Ã â ¬Ã Â• ... and how it works.The lessons ÃƒÂ¢Ã â ¬Ã Å"Beginning JavaÃƒÂ¢Ã â ¬Ã Â• are a highly organized and well-indexed set of tutorials meant for children aged 14 and above. Netbeans, a specific IDE (Integrated Development Environment) is used to create both Console (text only input and output) and GUI (Graphical User Inteface applications).The tutorials provide the benefit of completed age-appropriate applications for high school students - fully documented projects from the teacher's or parentÃƒÂ¢Ã â ¬Ã â„¢s point of view. That is, while full solutions are provided for the adultÃƒÂ¢Ã â ¬Ã â„¢s benefit, the projects are presented in an easy-to-follow set of lessons explaining the rational for the form layout, coding design and conventions, and specific code related to the problem. High school learners may follow tutorials at their own pace. Every bit of the lesson is remembered as it contributes to the final solution. The finished product is the reward, but the student is fully engaged and enriched by the process. This kind of learning is often the focus of teacher training. Every computer science teacher knows what a great deal of preparation is required for projects to work for senior students. With these tutorials, the research behind the projects is done by an author who understands the classroom experience. That is extremely rare!Graduated Lessons for Every Project ÃƒÂ¢Ã â ¬Ã Â| Lessons, examples, problems and projects. Graduated learning. Increasing and appropriate difficulty... Great results.With these projects, there are lessons providing a comprehensive, student-friendly background on the programming topics to be covered. Once understood, concepts are easily applicable to a variety of applications. Then, specific examples are drawn out in the Netbeans environment. Then specific Java coding for the example is provided so that the user can see all the parts of the project come together for the finished product.By presenting lessons in this graduated manner, students are fully engaged and appropriately challenged to become independent thinkers who can come up with their own project ideas and design their own forms and do their own coding. Once the process is learned, then student engagement is unlimited! I have seen literacy improve because students cannot get enough of what is being presented.Indeed,

lessons encourage accelerated learning - in the sense that they provide an enriched environment to learn computer science, but they also encourage accelerating learning because students cannot put the lessons away once they start! Computer science provides this unique opportunity to challenge students, and it is a great testament to the authors that they are successful in achieving such levels of engagement with consistency.My History with Kidware Software products.I have used KidwareÃƒÂ¢Ã â¬Ã â„¢s Programming Tutorials for over a decade to keep up my own learning. By using these lessons, I am able to spend time on things which will pay off in the classroom. I do not waste valuable time ensconced in language reference libraries for programming environments ÃƒÂ¢Ã â¬Ã â œ help screens which can never be fully remembered! These projects are examples of how student projects should be as final products - thus, the pathway to learning is clear and immediate in every project.If I want to use or expand upon some of the projects for student use, then I take advantage of site-license options. I have found it very straight forward to emphasize the fundamental computer science topics that form the basis of these projects when using them in the classroom. I can list some computer science topics which everyone will recognize, regardless of where they teach ÃƒÂ¢Ã â¬Ã â œ topics which are covered expertly by these tutorials:ÃƒÂ¢Ã â¬Ã Â¢ Data Types and RangesÃƒÂ¢Ã â¬Ã Â¢ Scope of VariablesÃƒÂ¢Ã â¬Ã Â¢ Naming ConventionsÃƒÂ¢Ã â¬Ã Â¢ Decision MakingÃƒÂ¢Ã â¬Ã Â¢ LoopingÃƒÂ¢Ã â¬Ã Â¢ Language Functions ÃƒÂ¢Ã â¬Ã â œ String, Date, NumericalÃƒÂ¢Ã â¬Ã Â¢ ArraysÃƒÂ¢Ã â¬Ã Â¢ Writing Your own Methods (subroutines)ÃƒÂ¢Ã â¬Ã Â¢ Writing Your Own Classes (stressing object-oriented concepts)ÃƒÂ¢Ã â¬Ã Â¢ Understanding the Abstract Windows Toolkit in Java for GUI applications, and moreÃƒÂ¢Ã â¬Ã Â| itÃƒÂ¢Ã â¬Ã â„¢s all integrated into the tutorials.In many States or Provinces, the above-listed topics would certainly be formally introduced in High School computer science, and would form the basis of most projects undertaken by students. With these tutorials, you as the teacher or parent may choose where to put the emphasis, to be sure to cover the curricular expectations of your curriculum documents.Any further High School computer programming topics derive directly from those listed above. Nothing is forgotten. All can be integrated with the lessons provided.Quick learning curve for teachers! How teachers can use the product:Having projects completed ahead of time can allow the teacher to present the design aspect of the project FIRST, and then have students do all of their learning in the context of what is required in the finished product. This is a much faster learning curve than if students designed all of their own projects from scratch. Lessons concentrating on a unified outcome for all makes for much more streamlined engagement for students, as they complete more projects within a short period of

time and there is a context for everything that is learned.With the Beginning Java for High School Students tutorials, sound advice regarding generally accepted coding strategies (ÃƒÂ¢Ã â ¬Ã Å"build and test your code in stagesÃƒÂ¢Ã â ¬Ã Â•, ÃƒÂ¢Ã â ¬Ã Å"learn input, output, formatting and data storage strategies for different data typesÃƒÂ¢Ã â ¬Ã Â•, build graphical components from JavaÃƒÂ¢Ã â ¬Ã â„¢s Abstract Windows Toolkit or AWT class libraries, etc..) encourage independent thought processes among learners. After mastery, then it is much more likely that students can create their own problems and solutions from scratch. Students are ready to create their own summative projects for your computer science course ÃƒÂ¢Ã â ¬Ã â œ or just for fun, and they may think of projects for their other courses as well! And what could be wrong with asking the studentsÃƒÂ¢Ã â ¬Ã â„¢ other teachers what they would like to see as project extensions?Meets State and Provincial Curriculum Expectations and MoreDifferent states and provinces have their own curriculum requirements for computer science. With Kidware Software products, you have at your disposal a series of projects which will allow you to pick and choose from among those which best suit your curriculum needs. Students focus upon design stages and sound problem-solving techniques from a computer-science, problem-solving perspective. In doing so, they become independent problem-solvers, and will exceed the curricular requirements of their computer science curriculum in all jurisdictions.Useable projects - Out of the box!The specific projects covered in the Beginning Java for High School Students tutorials are suitable for students in grades 9 to 12. Specific kid-friendly tutorials and projects are found in the Contents document, and includeSub-Sandwich PartySavings CalculatorGuess the Number GameLemonade StandCard WarsBlackboard Fun (GUI, meaning it has a Graphical User Interface)Ballons (GUI)And, from the final chapter,Computer StopwatchDice RollingState CapitalsUnits ConversionTimes TableLoan CalculatorCheckbook BalancerPortfolio ManagerFrownTic-Tac-Toe (GUI)Memory Game (GUI)DecodePong (GUI)And, as extra Java games,Even WinsMugwumpLunar LanderAs you can see, there is a high degree of care taken so that projects are age-appropriate.You as a parent or teacher can begin teaching the projects on the first day. It's easy for the adult to have done their own learning by starting with the solution files. Then, they will see how all of the parts of the lesson fall into place. Even a novice could make use of the accompanying lessons.How to teach students to use the materials.In a school situation, teachers might be tempted to spend considerable amounts of time at the projector or computer screen going over the tutorial ÃƒÂ¢Ã â ¬Ã â œ but the best strategy is to present the finished product first! That way, provided that the teacher has covered the basic concepts listed in the table of contents, then students will quickly grasp how to use the written lessons on their own. Lessons

will be fun, and the pay-off for younger students is that there is always a finished product which is fun to use!Highly organized reference materials for student self-study!Materials already condense what is available from the Java SDK help files (which tends to be written for adults) and in a context and age-appropriate manner, so that younger students remember what they learn.The time savings for parents, teachers and students is enormous as they need not sift through pages and pages of on-line help to find what they need.How to mark the projects.In a classroom environment, it is possible for teachers to mark student progress by asking questions during the various problem design and coding stages. In the early grades (grades 9 and 10) teachers can make their own oral, pictorial review or written pop quizzes easily from the reference material provided as a review strategy from day to day. I have found the requirement of completing projects (mastery) sufficient for gathering information about student progress - especially in the later grades (grades 11 and 12).Lessons encourage your own programming extensions.Once concepts are learned, it is difficult to NOT know what to do for your own projects. This is true especially at the High School level ÃƒÂ¢Ã â ¬Ã â œ where applications can be made in as short as 10 minutes (a high-low guessing game, or a temperature conversion program, for example), or 1 period in length ÃƒÂ¢Ã â ¬Ã â œ if one wished to expand upon any of the projects using the ÃƒÂ¢Ã â ¬Ã Å"Other Things to TryÃƒÂ¢Ã â ¬Ã Â• suggestions.Having used Kidware Software tutorials for the past decade, I have to say that I could not have achieved the level of success which is now applied in the variety of many programming environments which are currently of considerable interest to kids! I thank Kidware Software and its authors for continuing to stand for what is right in the teaching methodologies which work with kids - even today's kids where competition for their attention is now so much an issue.Regards,Alan Payne, B.A.H., B.Ed.Secondary School Computer Science Teacher

Beginning Java: A NetBeans IDE 8 Programming Tutorial Java: 2017 Ultimate Beginners Guide to Learn Java Programming (java for dummies, java apps, java for beginners, java apps, hacking, hacking exposed) ... Programming, Developers, Coding, CSS, PHP) Java: The Ultimate Guide to Learn Java and Javascript Programming Programming, Java, Database, Java for dummies, how to program, javascript, javascript ... Developers, Coding, CSS, PHP Book 2) Java Homework Projects: A NetBeans GUI Swing Programming Tutorial Java For Kids: NetBeans 8 Programming Tutorial C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) ESP8266: Programming NodeMCU Using Arduino IDE - Get Started With ESP8266 (Internet Of Things, IOT, Projects In Internet Of Things, Internet Of Things for Beginners, NodeMCU

Programming, ESP8266) Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced Programming Games with Java: A JFC Swing Tutorial Java: Beginner's Guide to Programming Code with Java Java: Advanced Guide to Programming Code with Java (Volume 4) Learn Java 8 In a Week: A Beginner's Guide to Java Programming (Black Book) Java: Tips and Tricks to Programming Code with Java A Guide to Programming in Java: Java 2 Platform Standard Edition 5 Java: Best Practices to Programming Code with Java Beginning Visual Basic: A Step by Step Computer Programming Tutorial Beginning Visual C#: A Step by Step Computer Programming Tutorial Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations (2nd Edition) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP) (Volume 10) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP Book 10)