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# Objects First With Java: A Practical Introduction Using BlueJ (5th Edition)



## Synopsis

Objects First with Java: A Practical Introduction Using BlueJ, 5e, is ideal for introductory courses in Java/Introduction to Programming and Object-Oriented Programming and for beginning programmers. This is the only introductory programming textbook that uses the BlueJ integrated development environment (IDE) to teach introductory and object-oriented programming principles using Java. Its close integration with the BlueJ development environment allows this book to focus on key aspects of object-oriented software development from day one. BlueJ's clear visualization of classes and objects means that readers can immediately appreciate the differences between them, and gain a much better understanding of the nature of an object than they would from simply reading source code. Unlike traditional textbooks, the chapters are not ordered by language features but by software development concepts. Language features are introduced as a response to the problems to be solved. A large number of different, interesting projects are used to provide variety and avoid the monotony of a running problem. This book takes an "objects first" approach to teaching the traditionally difficult concepts of objects in a manipulative visual form. Throughout, the emphasis is on developing a practical approach to programming, with students encouraged to add code to existing programs rather than working with an intimidating sheet of blank paper. This textbook is printed in four-color to aid pedagogy and reader learning.

## Book Information

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## Customer Reviews

David Barnes is a Lecturer in Computer Science at the University of Kent, in Canterbury, England. He has been teaching introductory programming for over 25 years, and has practical experience of a wide range of programming languages. He has been teaching object-oriented programming in Java for over 10 years. David is passionate about the excitement that is inherent in computer science and is actively involved in promoting it as a subject area to high-school children. In addition to computing education, his main research is in the area of software engineering.   
Michael KÃ¶lling is a Senior Lecturer at the Computing Laboratory, University of Kent, in Canterbury, England. He holds a PhD in computer science from Sydney University, and has worked in Australia, Denmark and the UK. Michael's research interests are in the areas of object-oriented systems, programming languages, software tools, computing education. He has published numerous papers on object-orientation and computing education topics. Michael is one of the developers of BlueJ and, more recently, the Greenfoot platform.

Had to get this book for programming course and is an extremely easy read. The only down side I had was I bought this used acceptable and it had lots of used stickers on the back and side of book. But besides that this book was a great read with examples and definitions very helpful in my course.

Really helpful. Great way to learn Java. It's clear that the teachers know how to get the material across to students.

This book has a healthy mixture of guidance and mixes in some exercises that make you think. I'm enjoying my class with this material.

Very easy to follow and makes concepts easy to understand, but rather boring and drab at times. I had to get it for my Java class.

The book is very well written with clear steps and clear exercises. Obviously written by good teachers of the subject. Highly recommended.

Exactly what it says it was great

I am so glad I found this on amazon. It is more expensive everywhere else. The book is easy to

follow and has made learning Java a joy. Thanks

Great book. Great examples. Had a lot of fun reading through the chapters.

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